

IN OUR COLLECTION



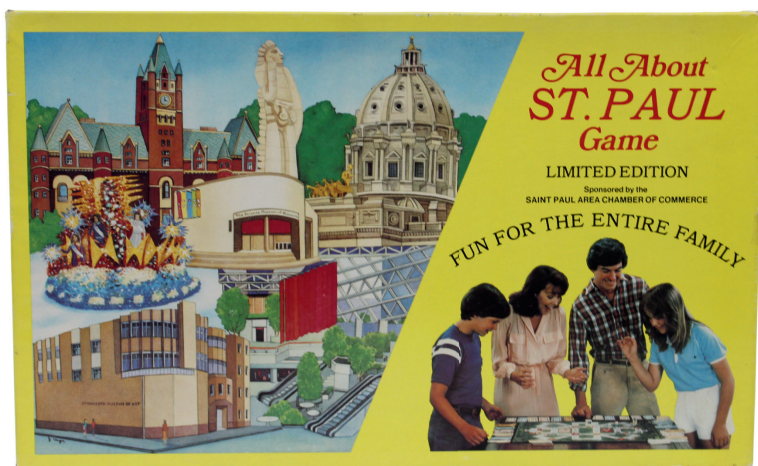
In Our Collection shares the pieces acquired by Ramsey County Historical Society.

The collection contains tens of thousands of pieces, including archives, books, objects, and photographs, which are maintained by Director of Collections and Exhibitions, Mollie Spillman, in downtown St. Paul.

ALL ABOUT ST. PAUL BOARD GAME
DONATED BY: JOHN MANNILLO
ACQUIRED: 2019
RCHS COLLECTION: 2019.4

All About St. Paul is a Monopoly-esque game that was sponsored by the St. Paul Chamber of Commerce to promote businesses in the city and to acquaint players with navigating the capitol city and interesting locations within downtown St. Paul.

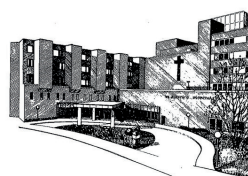
The board depicts a street map of the city with various landmarks and highlights businesses circa 1982. As a bonus, a coupon book was included for players to use at the featured locations.



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^{T.M.} *All About TOWN* RULES

OBJECT. The object of ALL ABOUT TOWN is for PLAYERS, using dice and playing pieces, to acquire 8 Travel Cards by moving about the gameboard. (The length of the game may be varied by changing the number of cards required to win.)

SETTING UP: Unfold the gameboard on any flat surface. Separate the heavy cardboard playing pieces, fold at the perforated lines and insert into the slotted plastic stands. Separate Travel Cards and Surprise Cards from their sheets at the perforations. Redeemable Coupons found on the outside of the box are not a part of the game. They will be honored by merchants depicted on the gameboard.

The exact number of moves shown by the dice need not be followed when entering a location. (For example, if you roll an 8 and need only a 5 to reach your destination, just disregard the extra 3 spaces.) But, to land on a space occupied by an opponent, you must have the exact number shown on your throw of the dice. The same rule applies to Surprise Spaces.

Surprise Cards and Travel Cards are shuffled and placed face down in their spots on the gameboard. One Player is selected as Banker and gives each player \$100 in ALL ABOUT TOWN money. Players select a playing piece and put it on a Residence Square which has a red band above a picture of a house which is located on the outside border of the gameboard.

EXPLANATION OF PLAY: Players each roll dice and the high roller goes first. Banker turns top Travel Card up and all players head for that location. Play proceeds clockwise, each piece being moved the number of spaces shown on the dice along the marked routes (dark yellow and red spaces) on the gameboard. Study the board carefully and see how you can move: Each board location counts as one space; squares at cross streets count as one space; when entering or leaving destinations, you must use the dotted line accesses.

