

487opoly Rules – Fall 2017

Introduction. The purpose of these rules is to increase the number of investment decisions (and dramatically reduce the role of luck) you'll see in a Monopoly game in order to illustrate the dynamic and contingent nature of business strategy as well as to illustrate the role of alignment and, to a much lesser extent, corporate strategy.

This game uses the core of a regular Monopoly¹ game set but alters many of its rules. Unless otherwise stated below, all the regular rules of Monopoly apply. The rules for Monopoly can be downloaded at: www.hasbro.com/common/instruct/monins.pdf Unless you have played recently, I strongly recommend you review the rules to Monopoly.

Brief Summary. While these rules are over 6 pages, most of them are for situations that arise fairly infrequently, here are the key aspects of this game:

Only one token moves around the board, it pays rent from the bank, players never pay rent.

Initially, you can only hold a limited number of properties - 5 in a four player game.

All properties are initially sold via an auction.

Chance is replaced by External cards while Community Chest is replaced by Internal cards. Internal cards are also auctioned off.

Rather than own all of a color group, you may build if all of the color group are in play and you can make an alliance with the other owners of a color group.

About 1 in 5 games end EARLY – be prepared for this!

You can be eliminated instantly if you run out of cash – don't run out of cash!

You will have two scores in the game. The first is a function of both your total cash and property holdings. The second is a function of the rental income you are positioned to receive.

Resolve all in game events, e.g. Luxury Tax, card draws, before allowing players to act.

I. Player Limits & Game Changes.

There are numerous limits on players that do not occur in a regular game.

- a. Initially you may only hold a limited number of properties - 5 in a four player game.²

The number of properties players can hold can be increased by internal and external cards.

- i. You must have a “slot” available, or be willing to abandon a property, in order to bid on properties at auction.

- ii. If your property limit is lowered, usually through the loss of an internal advantage card, you must immediately sell the property to another player or return the property to the bank. You may sell your houses on the property but may NOT mortgage it.

¹ If you use a variation of Monopoly, make sure that it is consistent with the traditional game, e.g. Boardwalk costs some multiple of \$400. “opoly” is (apparently) in the public domain and knock offs like JMUopoly, unfortunately, will NOT work out correctly.

² Four players = 5 properties; 3 players = 7; 5 players = 4; 6 or more players = 3.

- ii. You MAY abandon an unimproved property in order to bid on an alternate one as long as this does not break any alliances (see d, below) you have with other players. To do so turn your property over as if you were mortgaging it AND pay \$10 to the bank. If you win the auction, you must return this property to the bank. If you do not win the auction, flip the property back over, you retain it.
 - iii. You may abandon a property at other times for free, even if mortgaged.
- b. You can purchase and retain “internal” advantage cards. You may hold an unlimited number of these cards. Only internal cards with an appraised value may be traded or sold and count for “Income Tax” space purposes.
- c. You need to keep an accurate accounting of your cash flow during the course of the game and especially to record the prices you paid for property, improvements, and internal advantage cards.
- d. You may negotiate any of the following agreements with other players, but these agreements must be *noted on your record sheet*:
 - i. You may make a strategic alliance with another player to allow the building of houses and collect double rent if you collectively own **all** of a color group of properties (including railroads and/or utilities). You must build evenly on the properties you own. Simple alliances where you simply build on your property while your partner(s) build on theirs work best, but you may structure the alliance however you want.
 - ii. You may cancel an alliance with a one turn advance notice. Note: If an alliance is canceled, you may have to sell houses and hotels back to the bank.
- e. You may not make any effort to hide any of your assets. Please keep property, cards, and cash in plain view.
- f. Unlike a normal Monopoly game, you do not pay rent to the other players. The bank pays all rent. You only transfer money to another player as part of a deal or when instructed to by a card.

II. Set up the game

Set up as a normal Monopoly game with each player getting \$1,500.

Pick one token to be the pawn.

Replace the Chance and Community Chest decks with the external and internal decks.

RANDOMLY draw 10 property cards and display them to the players. (NOTE: There are 28 property cards in a Monopoly game.)

The listed value of a property is known as its “appraised” value. What a player actually paid for a property is its “cost basis.”

Players then bid on the PROPERTY cards. Auction each of them off to the highest bidder in the order of their “assessed” value, lowest value first.³ Highest bidder wins. Note the price paid on

³ An English open outcry auction is the default, but other methods, sealed bid, second and third price auctions, can be used.

the respective player's record sheet. (NOTE: There is a limit on how many properties a player may own, see I.a above.)

RANDOMLY draw 5 internal cards and display them to the players.

Players then bid on the INTERNAL cards. Auction each of them off to the highest bidder in alphabetical order. Highest bidder wins. Note the price paid on the respective player's record sheet. Display these cards FACE UP, just like a property deed. Unlike property, they CANNOT be mortgaged. Also, unlike property most of them represent intangible assets and have no appraised value, any exceptions are noted on the card. Any internal advantage card with an appraised value can be sold to another player, ones without an appraised value can only be transferred in the event of a merger (see IV. Cards below).

III. Play of the Game. Only one pawn is used. It draws its money from the bank. If the bank runs out of money the game is over.

Resolve Game Events First. Resolve any auctions, events, or issues generated from moving the pawn before the players may take **any** other actions. (Exception: Amazing Ads can be used to determine where the pawn lands and players may pay \$10 to participate in an auction.)

One player (or the referee) rolls the dice and moves the pawn. It does not matter who rolls the dice.

As the pawn moves around the game board it pays rent from the bank to the player whose property it lands on.

If the pawn lands on an unowned property, then AUCTION that property off, highest bidder wins. However, properties sold in this manner have a "Minimum Bid" rule of 50% of their assessed value. (NOTE: The first 10 properties auctioned off do NOT have this limit, they can go for as little as \$1.) If no one wants (or is able due to property holding limits) to purchase the property, keep it in the bank and roll again.

Community Chest is replaced by an "internal" deck, while Chance is replaced by the "external" deck. If the internal deck is exhausted, likely given that it has fewer cards, use external events for Community Chest as well.

If the pawn lands on Community Chest then draw the next internal card and AUCTION it off to the highest bidder. If there are no bidders for the card then return it to the deck.

If the pawn lands on Chance then draw the next card and resolve its event.

If the pawn lands on Luxury Tax or Income Tax then ALL players must pay.

"Go to Jail" is replaced with "Recession" but the mechanics are the same, use the Greenspan/Bernanke Put cards, the Fiscal Stimulus card, or roll doubles to "get out". If the

recession has not ended AFTER three payments then draw an event card, apply its effects, and end the recession. NOTE: If this card is a recession or depression card the game ends early.

Recession effects – While the pawn is in recession the players must do the following:

- a. Pay \$10 per property owned
- b. Pay \$5 per house owned
- c. Pay \$50 per hotel owned

Just visiting is replaced with “soft landing.”

ALL players collect \$200 when Go is passed, unless you are moving to recession. Do not collect double if you land on the Go space. Do NOT put any money in the center for a Free Parking jackpot.

Running out of Cash. If a player runs out of cash, (e.g. has to pay \$50 but only has \$20) they are no longer actively involved in the game but will still have a score. Another player or the referee should run their company as a Bankruptcy Trustee. The Trustee collects rent, may accept offered alliances, may build on owned properties and may bid in auctions only if there is one or no other bidders. (Note rule I.a above about property holding limits and the rule above regarding resolving board events before players may take actions.) They no longer collect money for passing Go and may not: cancel alliances; bid on internal cards; or take any actions not described above. Calculate their score normally at the end of the game but reduce their "place" by one, e.g. 2nd place becomes 3rd place. Do not run out of cash.

IV. External & Internal Cards

These represent the major changes to the game that are designed to reflect potential external events and internal strengths. Many are self explanatory, but a few are fairly complex.

Awesome Ad Campaign – This is a powerful card, but risky. It remains in your hand until one of two things happen. First, if a 2 (snake eyes) is rolled for moving the pawn then the card is discarded. Second, whenever you use the card, if the next roll is a 7 (or a 2) you will lose the card.

Merger Fever – Use only if playing with that advanced option, if drawn in a regular game, treat as no event.

Ethical “Opportunity” – Probably the most controversial card in the deck. This is a real ethics test since you have the chance to greatly enhance your position and may never pay an “in game” penalty. If a player elects to act unethically, play resumes after the target hands over the property complete with any and all improvements (including Flagship Property), and the ethical opportunity card is removed from play. List “soul” as the property’s basis, and if necessary, abandon or auction off a property to stay within the property holding limits. However, every time a 2 (snake eyes) is rolled that player must roll the dice again, if that roll is a 2 (snake eyes) the player has been “busted.”

A BUSTED player rolls a single die.

On an EVEN result that player is forever disgraced but the company is able to wind down its affairs. All cash on hand is lost in legal fees. Next, calculate the player's score as the game has ended for them at this time.

On an ODD result the player's malfeasance has destroyed their entire company. Increase everyone else's property limit by one. Then auction off all property and internal cards. Then return all improvements and cash on hand to the bank. The company's final score is zero and they receive no points if in tournament play. Shame on you!

If no one elects to take advantage of their ethical opportunity, then return the card to the deck.

Environmental Opportunity – The players must decide how to handle the increasing calls for environmental impact of their activities. Each player secretly records if they are going to support or oppose the calls for environmental improvements. If all support, then the payments take effect. If all oppose or some oppose then roll a die. If the roll is equal to or less than 1 plus the number of players supporting the new laws, then the payments take effect. The payments are: \$5 per house owned; \$10 per hotel owned; \$10 per railroad owned; and \$25 to the owner of the Electric Company. Any player who opposed the new environmental improvements must pay DOUBLE. If the payments do not take effect, then nothing happens.

Depression – Same as a recession except that Bernanke and Greenspan Put cards do NOT cancel its effects and the payments made by players are doubled to \$20 per property, \$10 per house, and \$100 per hotel. Reshuffle the event deck after the depression ends.

Diversification – The player winning the card must pick which line of business to enter when the card is won. Note on your score sheet which option is chosen.

First Mover Advantage – The player holding this card must use it immediately when the pawn lands on an unowned space. If used, remove the card from play. If they do NOT use the card, then return it to the deck. Note, either way, the team loses the card.

Second Mover Advantage – This card simply duplicates the advantages of another card in play. The original owner retains the card. You cannot duplicate one of your own cards.

Outstanding Human Resources Management – This card results in the earlier owner losing a card (but getting the other player's \$100). You MAY steal a card you earlier duplicated with second mover advantage. Do NOT return this card to the deck once it's used.

Flagship Property – If you don't already have a property with a hotel built on it the FIRST hotel you build automatically becomes your "flagship" property. If you lose this hotel, you lose flagship property as well. Return it to the deck.

Marketing Genius – If you have an alliance where you are splitting rental incomes with another player, you do NOT get your marketing genius bonus.

Merger Fever - Treat this card as NO EVENT. Do not draw again.

Other game related “events”

House and Hotel Limits – The number of houses (32) and hotels (12) are limited in a Monopoly game as they are here. In the event that players collectively want to build more houses or hotels than are available in the game then the remaining houses and hotels are AUCTIONED off to the highest bidder, with a minimum bid of the normal cost to build houses on the most expensive property seeking improvements.

V. Ending the Game

The game ends when any one of the following has occurred:

- a. All players but one are "out" due to running out of cash.
- b. A card's instructions result in the end of the game – usually a recession or depression card as the “get out of jail” event.
- c. After 90 minutes of PLAY (not including the initial auction and any time outs) have passed the next roll of doubles ends the game. Do NOT resolve the doubles roll.
EXCEPTION: If ethical opportunity has been played and the ending roll is a 2 (snake eyes) then do check to see if the unethical team gets “busted.”

Note: Because it influences the ending of the game, a player should call “time” whenever there is a delay to the game. Resume timekeeping upon the next roll of the dice.

VI. Winning the Game

When the game ends you calculate **TWO** independent scores. One is a function of your assets, the other is based on your future earnings.

Your **ASSET** score:

After the game ends, total up the following:

The **APPRAISED** (i.e. Monopoly listed price) value of all unmortgaged property.

(Mortgaged property counts as zero.)

What the **BANK** would pay you for all the houses or hotels built on your property. This value is half the cost to build the houses printed on the title deed card.

The **APPRAISED** value of any internal strength cards that you hold.

Your **CASH**.

Your **FUTURE EARNINGS** Score

Total up the **RENTS** from all of your properties. Gives **TOTAL RENT**. For utilities assume a roll of 7. If you have an alliance that splits the income from properties, it does NOT count for your future earnings score - use only earnings from properties you own.

Modify the **RENTS** above from any internal strength cards you hold such as flagship property or marketing genius. **GIVES ADJUSTED RENT**.

Divide **ADJUSTED RENT** by 40. Gives Average Rent per space.

Multiply that number by the number of properties you hold.