**Game Description**

Ivey Monopoly is a board game designed by Dennis Li, Eric Ng, Jonathan Yeung, and Martin Wong. The game runs on Excel using VBA.

The goal of the game is to become the wealthiest player measured by game money. Players achieve this goal by buying, selling, and developing their properties.

Ivey Monopoly is also a game of luck. The two dice used in the game will determine where players will land on the board. In addition, there are two types of card (Chance and Community Chest) that will affect the fortune of the players throughout the game. These cards will determine whether a player will pay fine, go to jail, or receive prizes.

**Instruction**

1. Setting the time limit:

Upon opening the game file, players are required to enter a time limit of the game. Available time limits are: 5 minutes, 15 minutes, 30 minutes, 60 limits, and no time limits.

1. Enter the number of players and the names of the players

The Set up button on the spreadsheet will allow players to enter their names and add additional players. The maximum number of players allowed is four.

1. Starting the turn

To start each turn, the player can click the Roll button. The rolled dice will be displayed on the game board. The dice will determine how many steps the player will advance by and the player will automatically land on the appropriate property.

1. Landing

There are three scenarios when a player land on a property: the property is not owned by any player, the property is owned by the player himself/herself, and the property is owned by another player.

If the property is not owned by any player, the player will decide whether to buy the property or not. If the property is owned by the player himself/herself, the player will decide whether to develop the property by building houses and hotels. If the property is owned by another player, the player will have to pay rent.

1. Trading

After the player makes his/her decision regarding landing, the player will decide whether to trade his property or not with another player. To trade, the player can click the Trade button. The player will then input the property and game money he/she wants from another player, and the property and game money he/she will offer in exchange.

The player that receives an offer can decide whether to accept or decline the offer.

1. End of the turn

A player’s turn ends when all the decisions regarding landing and trading are made. After that, the next player’s turn will begin by clicking the Roll button.

**Special circumstances**

Income tax: When a player lands on income tax, he or she will have to pay the lesser of $200 and 10% of his/her game money.

Solid Gold: Solid Gold cannot be owned by any player of the game. When a player lands on Solid Gold, he or she will have to pay $100 to the bank.

Internet Cafe: Internet Cafe cannot be owned by any player of the game. When a player lands on Internet Cafe, the player’s turn ends. No decisions regarding landing and trade can be made.

Go to Darren Meister’s Office: When a player lands on “Go the Darren Meister’s Office”, the player will automatically be brought to Darren Meister’s office. The player has three options to get out of the office: use a jail free card, pay $50, or roll dice. The player can get out of the office if he/she rolls a double. However, if the player cannot roll a double in three turns, he/she will be forced to pay $50.

Darren Meister’s Office: Darren Meister’s Office cannot be owned by any player of the game. The only decision a player can made upon landing on this property is whether to trade or not.

Chance