I am working on a monopoly clone. Think monopoly but with inhouse rules. It revolves around players trying to dominate the cartel. There are more resources than just money:

-Dirty money used for most illegal activities and purchases

-Clean money is a late game resource used to permanently acquire a land

-Firearms used to contest a land with another player if the land hasn't been permanently acquired with clean money

-Clients generated by most acquired lands and is used to deplete your drug stock per turn

-Weed used as a cheap early game resource to distribute to your clients

-Coke used as an expensive late game resource to distribute to your clients

-Lands generate different resources per turn (generated resources are registered on the land itself so if another player seizes the land from you, they also take all the resources that were associated with the previous owner)

-Reputation used to unlock higher tier contracts (Top tier contracts are reserved for the highest reputation player)

-Contracts are a long-term exchange between a player and an npc cartel group where the player has to pay some sum of dirty money per turn to acquire the agreed upon resources. Failing to pay the contract is a loss condition. Contracts can be accessed everytime a player passes through the go square

-Luck and misfortune cards used as gameplay variation. They can be acquired every time a player passes through the go square. There's also a luck square where if the player lands there, they get to choose one of 3 luck cards. And there's a misfortune square where the player just draws one random misfortune card.

-stars represent wanted level. Each time a player contests a land with firearms, they generate a star. If a player goes to jail, they spend as much turns as their star level

Special squares:

-Goons: Generates firearms placed in the middle of each section

-The ghetto: 2nd square after the go square used to accumulate all generted resources per turn onto it to protect your resources being raided if other players contests your lands

-The club and the disco: 2nd after jail and 3rd after police station used to generate reputation per turn and if both are acquired you get 10% valuation of every trade paid in dirty money from both participants of a trade

-oracle: fourth square after go, used to give quests to player to generate some resource

-luck square: 7th square after that gives the player the option to choose from 3 luck cards

-misfortune square: 6th square after police station that randomly draws a misfortune card for the player

-soviet connection: 7th square after jail, where the player has an option to purchase weed or firearms for a more relevant price but the player is never bound by a contract with them

-arms dealer: cheap firearms shop. This square replaces the free parking monopoly square.

-the columbian: 2nd square after arms dealer. On landing here, the player can purchase coke for a more expensive price (because it unlocks this resource relatively early than through climbing the reputation ladder and getting a contract)

-the lawyer: 8th square after arms dealer. Used to launder money at a fixed 20% rate or to get rid of an unwanted card

-police station: deploys a cop pawn that can capture player pawns and put them in jail. Players can also pay a sum of dirty money to reduce their stars level. Players may also pay a sum of dirty money to raid a land belonging to another player, effectively cleaning its ownership and its previous registered resources.

- The irs: 8th square after police station. Landing here causes the player to pay 20% of their valuation (of all their resources) in dirty or clean money or if they can't pay that sum, 20% of every resource is reduced (except star level and cards)