

BUCKNELL MONOPOLY INSTRUCTION MANUAL

Property Trading Game from Housing Lottery (Inspired by Parker Brothers)

Contents: Game board, 2 dice, 4 tokens, 26 properties, Chance and Community Chest cards

Basic Set-up -

All players have their tokens placed on the ELC corner.

Each player throws the dice. The game begins with Player 1 throwing the dice. Based on the number from the dice, the token belonging to Player 1 moves spots. After Player 1 has completed their play, the turn to play passes to the Player 2. The tokens remain on the game board spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space which his token reaches, a player may be entitled to buy BUCKNELL MONOPOLY properties or academic properties, -or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail" etc.

Each time a player's MONOPOLY token lands on or passes over "ELC", whether by throw of the dice or by drawing a card, the Game pays them \$200 salary. However, \$200 is paid only once each time around the game board.

Buying BUCKNELL MONOPOLY Property:

Whenever a player lands on an unowned BUCKNELL MONOPOLY property they may buy that property at its printed price. The property gets added to their display list on the screen.

Paying Rent in BUCKNELL MONOPOLY Property:

When a player lands on a BUCKNELL MONOPOLY property owned by another player the owner collects rent from them in accordance to the rent listed.

Rules of Selling Property in BUCKNELL MONOPOLY:

Unimproved BUCKNELL MONOPOLY properties and academic properties may be sold to any player as a private transaction for any amount the owner can get; however, no MONOPOLY property can be sold to another player if buildings are standing on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group.

Houses and hotels may be sold back to the Bank at any time for one-half the price paid for them.

All houses on one color-group may be sold at once, or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.

Getting MONOPOLIES on properties:

It is an advantage to hold all the properties in a color-group (because the owner may then charge double rent for unimproved properties in that color-group. It is even more of an advantage to have houses or hotels on properties because rents are much higher than for

unimproved properties. The owner may not collect their rent if they fail to ask for it before the second player following throws the dice.

Chance & Community Chest Cards in MONOPOLY:

When a player lands on either of these spaces on the MONOPOLY game board, they take the top card from the deck indicated, follow the instructions and return the card face-down to the bottom of the deck.

Tax Rules in BUCKNELL MONOPOLY:

If the players land on the TAX SPACE, they have to pay the specified amount. Some community chest and chance cards can also ask the player to pay different types of taxes.

BUCKNELL MONOPOLY Rules on Houses:

When you own all the BUCKNELL MONOPOLY properties in a color-group you may buy houses from the Bank and erect them on those properties.

BUCKNELL MONOPOLY Rules on Hotels:

When a player has four houses on each property of a complete color-group, he/she may buy a hotel from the Bank and erect it on any MONOPOLY property of the color-group. He/she returns the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.

Community Pot in the Game of MONOPOLY:

A player who lands on the free parking space of the MONOPOLY game board does not receive any money, property or reward of any kind. This is just a "free" resting place.

Bankruptcy Rules in the Game of MONOPOLY:

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank.

END OF GAME

The first player to go bankrupt retires from game play.

Players can choose to end the game any time they want even if there have not been enough bankruptcies. The total properties, buildings and money is totaled to declare the winner.

The richest player wins the game!