* Graphic items
  + Board
  + Title Deeds
  + Tokens
  + Dice
  + User Buttons (clickable items)
  + Community Chest Cards
  + Chance cards
* Board movement
  + Roll dice
    - Doubles gives another turn when this one ends
    - Third Double in a row puts player in The Arena (jail) - count
  + Pass Rome! (Go!) – Get $200
  + Landing on property owned by someone else (Pay rent)
  + Land on unowned property (allow purchase)
  + Land on your own property
* Free Market (free parking)
  + Safe place to land without rent
  + Collect taxes towards a “free market” bank, and give to player when they land here
* The Arena (Jail)
  + Landed on space through movement
  + Sent to The Arena (jail) by card or space
    - Escape by rolling a double
    - Fail to roll a double forces player to stay in The Arena (no movement)
    - Escape by paying to get out after third failed attempt to roll a double
* Go directly to The Arena
* Citizen’s Tax space – Pay bank
* Render Unto Ceasar space – Pay bank
* Utilities
  + Own both changes rent price calculation
  + Rent Price for landing while someone else owns it (based upon a new dice roll upon landing there)
* Vias (railroads)
  + Own more than one, changes rent price
* Title Deeds
  + Purchase for full price
    - Vias
    - Utilities
  + Auction if not purchased (allow any price within that players capability)
  + Mortgage
    - Sell all Pantheons (hotels) and Villas (houses) in entire color group before allowing Mortgage
    - Change rent appropriately
      * Change all Vias or Utilities rent calculations/amount as appropriate
      * Change rent amount for all properties in the group as appropriate
    - Un-mortgage for 10% plus mortgage price
      * Change rent back to normal status
  + Trade
    - Mortgaged trade forces new owner to pay 10% to bank now
    - Mortgaged trade allows immediate un-mortgage without charging additional 10%
* Chance cards
  + Direct payment
  + Direct deposit
  + Change to specific board space (counts as passing Rome! if that occurs in clockwise movement)
  + Go to The Arena (do not collect 200 for passing Rome!)
* Community Chest
  + Direct payment
  + Direct deposit
  + Change to specific board space (counts as passing Rome! if that occurs in clockwise movement)
  + Go to The Arena (do not collect 200 for passing Rome!)
* Upgrade Owned Monopolies
  + Recognize a monopoly (all properties of same color owned)
  + Recognize a mortgaged property within a grouping, which blocks upgrades
  + Upgrade by purchasing Villas (houses) up to 4 cost based upon individual title deed
    - Change rent price
    - Prevent stacking within color group. Villas must be upgraded equally within each group.
  + Recognize a property with 4 Villas, and allow a Pantheon (hotel) to be purchased
    - Change rent price
* Auction / Trade
  + Allow players to buy or trade title deeds for funds or other title deeds amongst each other
* Help Menu
  + Full menu of all items
  + Remove unused items

Multiplayer Section:

* Artificial player (computer plays against human player)
  + Roll dice
  + Use get out of The Arena card if owned
  + Trade
  + Purchase
  + Upgrade
  + Mortgage
  + Unmortgage
  + End Turn
  + Multiple difficulties
    - Decision based difficulty, like buy everything you land on vs. auction a certain percent of the time (50-100%)
  + Multiple AI players (up to 3 or 5?)
* Allow multiple human players
  + Allow AI players with multiple human players