CHEMATOODLON '20 MONOPOLY

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Participation Fee: Rs.5

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- This event is exclusively for the UG students of the **Chemical Engineering Department, Jadavpur University.**
- The game will be hosted in the **Plato** app, available on Android and iOS app stores for free, in which the game is available as **Bankroll**.

About the Game

Bankroll is a modern real-estate trading board game for 2 to 4 players, designed to be quick and hassle-free.

Goal

The goal of the game is to be the first to reach a net worth of either \$3,000, \$5,000 or \$7,000. The net worth goal can be set before the start of the game.

Players have the option to set a maximum number of rounds to either 30, 50 or unlimited rounds. The game will also end if all but one player have gone bankrupt.

A player that's been inactive for too long will be forfeited and their purchased properties will be returned to the bank.

Starting the Game

The starting order of the player are selected randomly. The 2nd, 3rd and 4th players will receive small increases in their starting cash to compensate for starting later. A player's cash (white text) and net worth (green text) are shown near their profile pictures.

Moving around the Board

Players roll 1 die to move their corresponding piece on the game board.

If a player rolls a 6, they can roll again.

When a player passes the Start space, they gain \$200 in salary.

Buying Properties

There are 2 kinds of properties in Bankroll - a city (ex: Madrid, Tokyo, etc.) and a public property (ex: Railway, Airport, etc.).

To buy a property, a player must roll a die and land on that property during their turn. If the player has enough money to purchase the property, the property card will appear with an option to buy.

For city properties, if a player owns all cities in a block of the same color, the rental price for each city will increase.

For public properties, if a player owns more than one of them, each rental price will be multiplied by the number of public properties he/she has.

Buying Buildings

To buy a building in a city property, a player may tap on a property they own during the start of their turn. The property card will appear with a green icon to indicate the option to upgrade the property.

Players may only build buildings on properties in which they own all properties of a given color. e.g. All light blue properties: Bangkok, Cairo, and Madrid.

Buildings may only be purchased for properties during a player's turn, and only if they have enough cash.

A maximum of three buildings may be purchased for each city.

Selling Properties

A player may sell any of their properties during their turn by tapping the "Sell" button in the top-right corner of its property card. However, the sell price is 80% percent of the initial value of the property.

Jail

When a player lands on the Jail space, they are jailed for 3 turns. Alternatively, they may pay \$150 to be released in their next turn.

Auctions

When a player lands on the Auction space, they may choose to offer a property they own to trade with 1 other player's property. Other players may select one of their owned properties as a trade for the auctioned property. The auctioning player can choose to accept a trade offered by another player, or cancel the auction entirely. If

an auction is completed the 2 players involved in the auction will each receive a bonus of \$100.

Lucky Cards

When a player lands on the Lucky Card space, they experience a random effect, which can be good or bad. For example, the player might gain some money, be forced to pay money to other players, or be transported to another space on the board.

Bankrupt

When a player's net worth falls to \$0 or cash falls below -\$500, they are considered bankrupt and out of the game. Any owned properties are sold back to the bank and become available for remaining players to purchase (if they land on that property).

Note:

- The games will be played in the \$3000 Net worth, 30 Maximum rounds format.
- Further rounds may be conducted depending on the participation in the first round.

For further details about Chematoodlon'20, visit: https://chematoodlon.github.io/