

Bookopoly Rules

Objective:

Navigate the board one square at a time. To move forward, you must complete the reading prompt on the space you land on.

Movement:

- ★ All players begin on the GO space.
- ★ Roll one (yes, one!) 6-sided die and move your token the number of spaces you rolled. Your next turn always begins from the space where you last landed.
- ★ You must finish a book that fits your current prompt before you can roll and move again.
- ★ You start with only 4 rerolls. Additional rerolls are rare and can only be gained through the Community Chest. You can only reroll once per turn.

Rules:

CHANCE CARDS: Chance Cards add additional prompts to the game beyond the basic game board. There is a *chance* you draw something simple (e.g., “a book with a number in the title”) or something more challenging (e.g., “a book centered around a major social issue of the 21st century”).

- ★ If you land on a Chance space, draw a card.
- ★ Once drawn, the prompt is mandatory and cannot be skipped or deferred without consequence (see: The Rejection Rule below) or use of a Community Chest card.

COMMUNITY CHEST: Community Chest Cards offer helpful little bonuses.

- ★ If you land on a Community Chest space, draw a card.
- ★ You can choose to play Community Chest Cards immediately or store them away to use on a later turn.
- ★ Note, some cards can only be played conditionally. For example, some cards require you to be in “Jail” or to have a current prompt.

THE JAIL PENALTY: If you absolutely cannot find a book you want to read to fulfill a prompt (or absolutely do not want to do that prompt), you may choose to reject it with a penalty. This applies to both board spaces and Chance Cards. In that case, you must immediately roll again.

- ★ **Penalty.** If you choose to reject a prompt, you are jailed for your crime. To get out of jail, you must read *two separate books* for the new prompt you land on.
- ★ You can only reject a prompt once per turn, you degenerate!

THE DNF RULE: If you decide a book just isn't working for you, you can stop reading it at any time. However, a DNF does not count toward completing the prompt. Complete the prompt by either choosing another book that fits the prompt to finish it or rejecting the prompt, accepting the Jail penalty, and moving on to the next prompt.

PASSING GO: Every time you land on or pass the GO space, you've completed a full lap on the board. Treat yourself! Buy a new book, get a fancy coffee, snag something on your Amazon wishlist, go see a movie you've been dying to see, or just take some much-needed time to yourself. Whatever a treat is to you, whatever your budget allows for, celebrate your success!

ANIMAL SANCTUARY: If you land on the Go to Animal Sanctuary space, move your token there immediately. You do not collect your GO reward for passing GO on this trip, but, unlike traditional Monopoly, you are not stuck on the space. You simply complete the prompt on that space and roll as normal on your next turn.

THE HONOR SYSTEM: The game is played using the honor system. No one is policing your board but you. Prompts are open to interpretation, but keep the spirit of the game in mind (it is a reading *challenge*). Try to follow the rules and, most importantly, have fun!

Tips:

- ★ **TRACK YOUR PROGRESS:** Since this is a virtual game, it may be helpful to use a Google Doc or a physical journal to keep track of your progress.
- ★ **DON'T SKIP THE GO REWARD:** Rewarding yourself for completing a lap will incentivize you to keep reading. And that's the ultimate goal, right?
- ★ **MANAGE YOUR BONUSES WISELY:** Save your Community Chest Cards for prompts that truly stump you, for serious slumps, or for when you're really (really) not in the mood for something. Using too many Jail rejections can stall your game progress pretty damn quick.
- ★ **INTERPRET FREELY:** Prompts are open to your interpretation; as long as you can justify how a book fits the prompt, it counts.