**QUINNOPOLY!**

The official owner’s manual

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THE BASICS

The premise – the basic rules

The premise

Quinnopoly! is a two – five player game designed to be enjoyed by trillions around the globe. The average game time is between 2 and 10 minutes. Inspired by both Monopoly and The Game of Life, Quinnopoly! isn’t a standard game about a race to retirement or a race to… get a monopoly.

Instead, Quinnopoly! is an original game with never-before-seen mechanics. It is enjoyable for the whole family and is relatable to all cultures with its classic themes of not going broke and dying. Fun stuff!

The basic rules

**Each player starts Quinnopoly with $150**. Players can either roll a die to decide who goes first, perform a coin flip, or play a game of scissors paper rock. Basically, whatever works.

Once the first player is decided, they are to roll 1 die and to move however many spaces forward the die says. The player then must read what the square they landed on says and do whatever it tells the player to do.

**The players circle around the board, travelling around the border endlessly.**

**GO** is one of the main sources of income in Quinnopoly!. The players start on GO at the beginning of the game, and whenever someone passes by or lands on it, they collect **$150**.

Generally, whoever goes into debt (i.e. negative money (having $0 does not count, but having $0 and needing to pay more money does.)) first loses.

RULES

Do cards – odd/even and similar squares – direction squares and arrows – alternate paths & or squares – unique squares – jail – the hospital – the die square

Do cards

Do cards are one of the staples of Quinnopoly!. When a player lands on a “do card” square (the square with the words “do card” and the ring), they must pick up a do card. Riveting so far. The player then must read out loud what the do card says and do it. For example, if a do card says “go to jail”, then the player must go to jail (which we’ll get to soon).

**Some do cards are split down the middle. These are called OR do cards.** If you pick up an OR do card, you must read both options and pick the one that you would like to act upon. For example, if an OR do card read “Go to jail – OR – pay $50”, then the player could choose if they wanted to go to jail or pay $50 and does not have to and CAN NOT do both.

Odd/even and similar squares

The odd/even squares are squares on the board that if you land on, you have to roll a die, and if the number you land on is odd, you go to the square that the arrow stemming from the word “odd” points to, and if the number you land on is even, you have to go to the square that the arrow stemming from the word “even” points to. These are **similar to direction squares**. These same rules also apply to **do cards** of the same type.

Generally, the odd squares tend to be worse for the player than the even squares.

For example, if a player lands on and odd/even square where “odd” points to **Mayfair** (which we’ll also explain later) and “even” points to a do card, say they roll a 3. Three is an odd number, so they’d go directly to Mayfair.

A similar square to odd/even squares is the **1-6/7-12 square**. This square, of whose principles also extend to do cards with the same premise, is a square that if you land on, you must roll TWO dice instead of one. If the total number you end up with is between 1 and 6, (including 1 and 6), then you’d go directly to the square that 1-6 points to, or go to the square/perform the action that the do card describes. This also goes for if you roll a number between 7 and 12.

Direction squares and arrows

Direction squares are squares that point somewhere. If you land on a direction square (that’s not also an **odd/even** or **1-6/7-12 square**), then you must move directly to where the direction square points to or describes. This also goes for **do cards** that **tell you to go somewhere**. When you move due to a direction square, move directly to your destination, do not pass GO, and do not collect $200.

Alternate paths and/or squares

Alternate paths are paths on the board that differ from the regular path going directly around the border. For example, the path directly above the “go up 1” square on the bottom of the board directs the player to an alternate path. These alternate paths are **not able to be exited** until you reach the end, and you **cannot enter an alternate path unless you are given the option/told to**.

Unique squares

The unique squares on the board are: **John Square**, **Costly Parking**, and **Mayfair**.

John Square exclusively exists as a **direction square**. It exists as a landmark to be directed to. When you land on John Square, you must move to the square that it is pointing to.

Costly Parking is a square that taxes those unfortunate enough to land on it $50.

Mayfair is tragic. If the player lands on Mayfair, all of their money is deducted and they are left with $0. Luckily, this square is right before GO.

Jail

Jail is a square on the board that the player may get sent to by a do card or another square. When a player gets sent to jail, they must roll two dice, and if they roll a double, they are let out of jail and must roll again with the usual 1 die to move. The player can also exit jail by paying $50 or using a **get out of jail free card**. The player can stay in jail for a maximum of 3 turns before being let out, being given chances each time to pay, use a card, or roll a double. Once the player attempts to roll a double, they cannot pay or use a card in that same turn and must end it. Once they are let out, they can roll again to move. If you land on the jail square without being sent to jail, you are just visiting and can progress as normal.

The hospital

The hospital is also a square on the board that the player may get sent to by a do card or a specific square. When a player is sent to the hospital, they instantly get charged **medical fees** of **$50**. They must roll two dice, similar to being in jail. If they roll a double, they are discharged. If they do not, they stay in the hospital and their turn ends immediately.

The player can stay in the hospital for a maximum of 3 turns, paying the medical fees each turn, totalling up to $150, and, on their next turn, they are to be discharged immediately and their turn ends without them rerolling or moving. Like jail, if you land on the hospital square without being sent to the hospital, you are just visiting and can progress as normal.

**The player cannot pay to exit the hospital immediately. The player must roll to get a double. The player must pay the required medical fees; and before they roll the dice.**

The die square

The die square is the most vicious and merciless square on the Quinnopoly! board. If a player lands on the die square, they **instantly lose**. The player has **lost** and **is now dead**.

CONCLUSION

These rules are intentionally vague so the player can fill in the blanks, read between the lines, and extrapolate based on their situation.

Quinnopoly! may seem complicated at first glance, but after a few quick games, you should be able to get the hang of it. And if not, feel free to look back at this instruction booklet to refresh your memory. Have fun :)