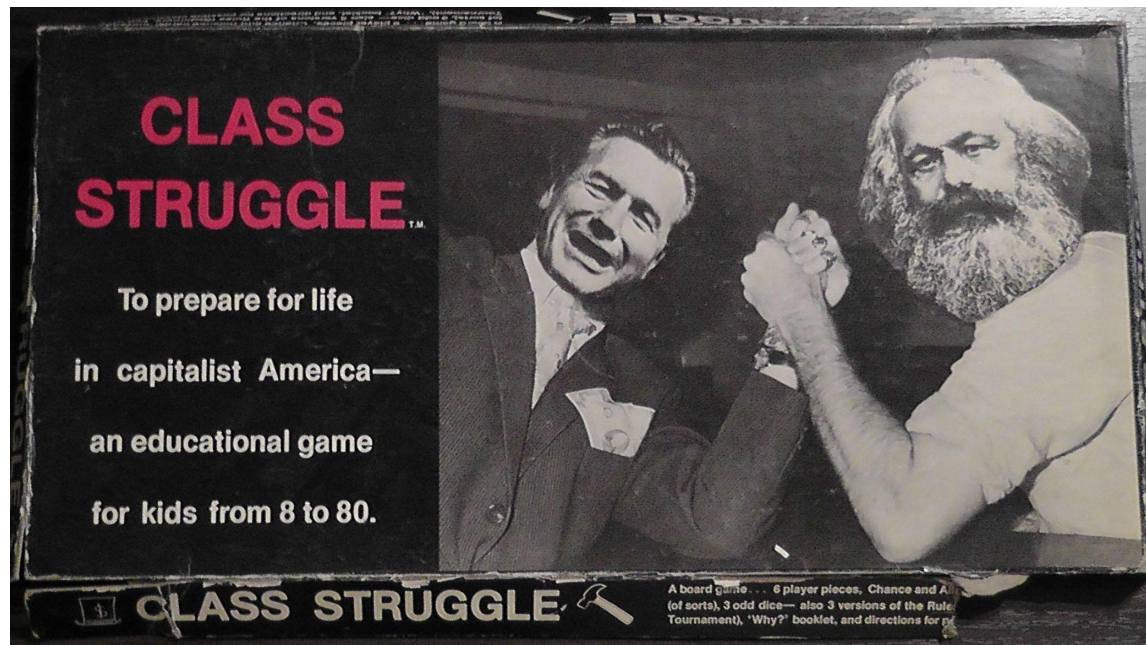
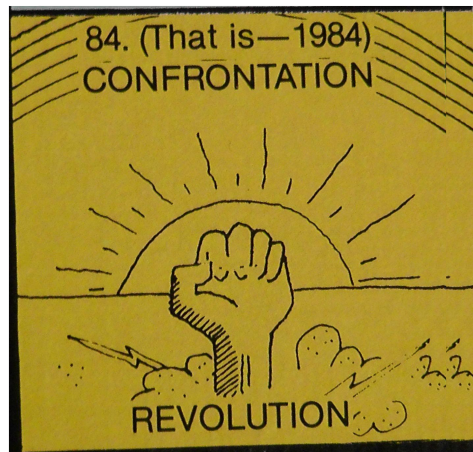


Class Struggle

The Board Game

Sophia Skowronski



Game Features



Multiple players

- **Major:** Workers, Capitalists
- **Minor:** Farmers, Small Businessmen, Professionals, Students
- **Alliances between players of Minor and Major classes**

Player movement on board

- **Red spaces** - worker-allied earn assets/debits
- **Blue spaces** - capitalist-allied earn assets/debits
- **Light blue spaces** - draw a card
- **Yellow** - confrontation

Confrontations between players

- Compare total assets/debits between players + allies

Dice roll to move spaces

Card draw - chance cards w/ prompts

- Skip a turn
- Extra turn
- Move forward/backward additional spaces
- Increase/decrease assets
- Increase/decrease debits
- Change other players' attributes

To be continued... on GitHub



Multiple 2 players

- **Major:** Workers, Capitalists
- **Minor:** Farmers, Small Businessmen, Professionals, Students
- **Alliances between players of Minor and Major classes**

Player movement on board

- **Red spaces** — worker allied earn assets/debits
- **Blue spaces** — capitalist allied earn assets/debits
- **Light blue spaces** — draw a card every turn
- **Yellow** — confrontation as a chance card

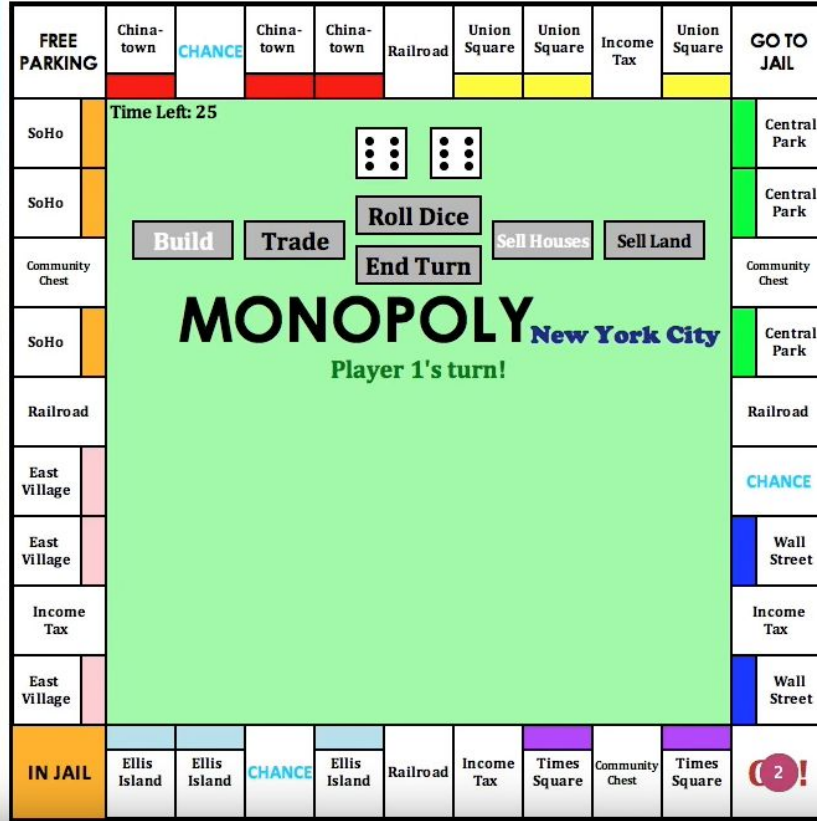
Confrontations between players

- Compare total assets/debits between players + allies

Dice roll to move spaces

Card draw - chance cards w/ prompts

- Skip a turn
- Extra turn
- Move forward/backward additional spaces
- Increase/decrease assets
- Increase/decrease debits
- **Change other players' attributes**



Player 1:
Cash: \$ 7000
Properties:

Worth: \$ 7000

Player 2:
Cash: \$ 7000
Properties:

Worth: \$ 7000

Instructions

1. Roll the dice.
2. You must have a monopoly in order to build.
3. Click Trade if you want to trade.
4. To view property info, click the squares in the properties boxes.
5. To end your turn, click end turn or wait for the time to run out.



Demo Time!

