

Monopolitis (by Roger Meloche 2020-02-07)

- 1) The roll and move mechanism is eliminated. The board is a worker placement board rather than a roll and move.
- 2) 'Chance' and 'Community Chest' cards become 'Influence' cards.
- 3) Movement is always clockwise with a "time track" mechanism, where players move as far as they want but the trailing player always goes first until they leap-frog over another player.
- 4) After a player moves, they can choose to buy any vacant property adjacent to their meeple.
- 5) If a player is on their own property, they can mortgage it to the bank, offer it up for auction or upgrade it. (Houses and Hotels)
- 6) Players start out with one random (Or selected) property including a hotel.
- 7) Each player can have a number of tokens to mark the properties they own. This will make the tracking easier.
- 8) **Players can only land on occupied properties**, as well as, 'Chance' and 'Community Chest' or the Utilities.
- 9) The railroads are purchased like any other property. Houses can't be built, but each additional railroad a player owns increases the value of the rent.
- 10) If landing on an occupied property owned by another player, they will have to pay rent.
- 11) If landing on 'Chance' and 'Community Chest', they take an 'Influence' card.
- 12) Players move to any valid space in a clockwise direction and collect \$200.00 when they pass 'GO'.
- 13) Landing on the utilities gives the players a chance to buy or sell or auction off Influence cards.
- 14) **Players can only buy properties adjacent to their current position after they move.**
- 15) **Purchasing a property involves putting it up for auction and all the players get chance to place a concealed bid. These bids are then revealed simultaneously and the person who initiated the auction gets a chance to raise their own bid. The highest bidder takes the property.**
- 16) Players bid 'Influence' to buy the property. The highest 'Influence' wins. Ties are resolved by rolling dice.
- 17) Hotels and houses can be added, as in the original game. Rent is adjusted accordingly.
- 18) Once the last property is purchased, players play one more round and the game ends. The player with the most money wins.

Game Setup.

Each player gets the following:

- a) A die
- b) A meeple
- c) \$500.00
- d) An Influence card

Each player rolls the die and the highest roll starts by placing a hotel on any property square, followed by the rest of players in descending roll order. They then take the property card representing that square.