

Monopoly E8029000

Monopoly Socialism Board Game Parody Instruction Manual

Model: E8029000

1. INTRODUCTION

The Monopoly Socialism game is an adult board game that reinterprets classic Monopoly gameplay with a focus on community and cooperation. Players navigate the board, contributing to and managing various community projects. The game explores the dynamics of a utopian society, where collective effort is key, but individual choices and unexpected events, such as those presented by Chance cards, can significantly impact the game's progression. The primary goal is for players to contribute all 10 of their chips to community projects. However, the game can also conclude if the Community Fund is depleted, leading to a collective loss.

- **Adult Twist:** A unique adult take on the traditional Monopoly game.
- **Cooperative Play:** Players contribute to community projects, with opportunities for strategic acquisition.
- **Community Fund Dynamics:** Manage contributions to the Community Fund, or risk its depletion.
- **Chance Cards:** Unexpected events can alter gameplay and introduce challenges.
- **Party Game:** Designed for engaging and humorous gameplay.

2. GAME COMPONENTS

Before starting, ensure all components are present:

- Game Board
- Game Box
- Game Guide / Instructions
- Money (various denominations: \$1, \$5, \$10, \$20, \$50, \$100)
- Player Tokens (6 unique red tokens)
- Dice (2 red dice)
- Chance Cards
- Community Fund Chips (green and black)
- Project Tiles / Cards
- Contribution Chips (player-specific)

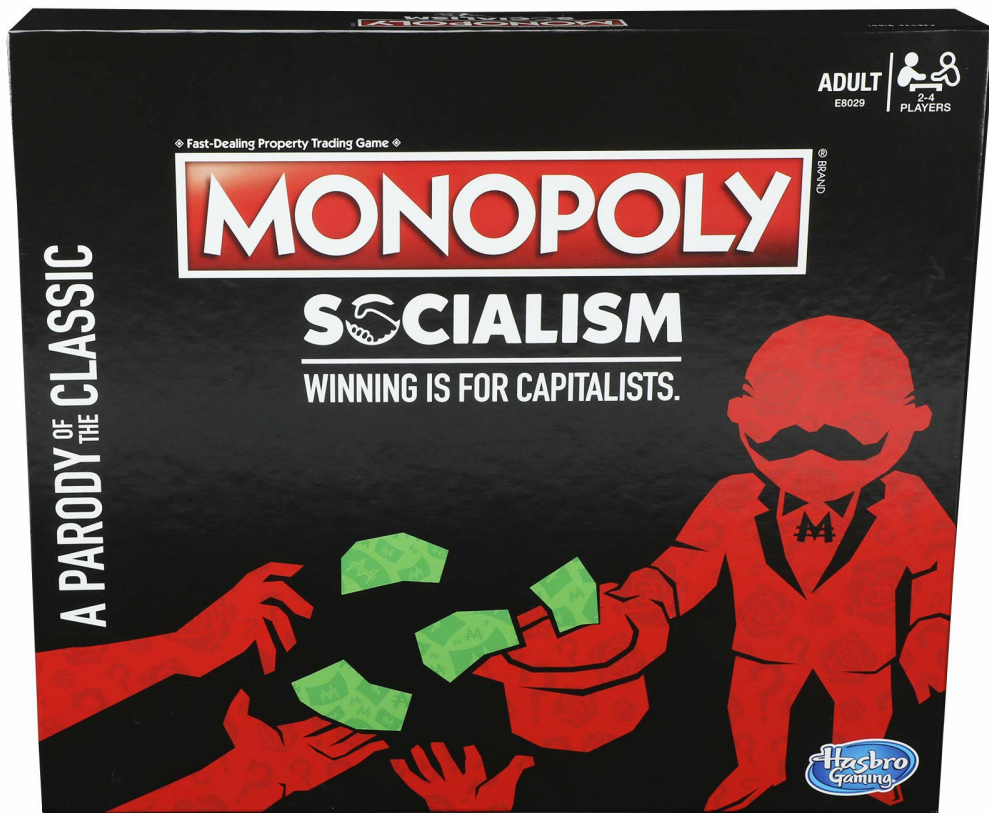


Image 2.1: Overview of the Monopoly Socialism game box and all included components.



Image 2.2: The Monopoly Socialism game board set up with various game pieces.

3. SETUP

1. Place the game board on a flat surface.
2. Separate the money by denomination and give each player an initial amount as specified in the game rules (refer to the printed rulebook for exact amounts).
3. Shuffle the Chance cards and place them face down on the designated space on the board.
4. Each player chooses a unique player token and places it on the "GO" space.
5. Place the Community Fund chips on their designated space.
6. Distribute Contribution chips to each player.
7. Determine the starting player (e.g., by rolling dice, highest roll starts).

4. HOW TO PLAY

Players take turns rolling the dice and moving their token around the board. The spaces landed on dictate actions such as contributing to community projects, drawing Chance cards, or interacting with the Community Fund. The game emphasizes collective effort while allowing for individual strategic choices.

4.1. Action Spaces

The board features various action spaces, each with specific rules:

ACTION SPACES



GO

When you pass GO, we **all** collect AA50 from the Bank. This is our living wage. Players must immediately pay at least AA5 to the Community Fund.



CHANCE

Draw from the deck. You may only keep or use one Chance card at a time.

- If you already have a Chance card before you roll the dice, and you need to draw from the deck, do so, then choose one card to play or keep, and return any others to the bottom of the deck.
- If the card you choose directs you to take money from the Community Fund, you must do so immediately and return the card to the bottom of the deck; if not, you may play the card or keep it for later.
- You may only play one Chance card per turn.



COMMUNITY SHUTTLE

When you land on a Shuttle Stop, you may pay AA50 to the Bank from the Community Fund to take the Community Shuttle to any project between that stop and the next stop, then carry out the action of the space you land on. If you wish to move further, you must pay AA50 from the Community Fund for each extra Shuttle Stop you pass. No one collects AA50 when you use the Shuttle to pass GO.



FREE PARKING

Nothing happens. Relax and enjoy the view of our idyllic community.



JUST VISITING

Don't worry—if you land here, put your token in the Just Visiting section.



GO TO JAIL

Move your token to the In Jail space immediately! The Bank collects AA50 from the Community Fund. Do not pass GO. No one collects AA50. Your turn is over. While you are In Jail, players can still contribute to projects you manage, and you can auction and trade, but you cannot self-develop or use the Community Fund.

Image 4.1: Rules for various action spaces on the game board.

GO: When you pass GO, you collect AA50 from the Bank. This is our living wage. Players must immediately pay at least AA5 to the Community Fund.

CHANCE: Draw from the deck. You may only keep or use one Chance card at a time.

- If you already have a Chance card before you roll the dice, and you need to draw from the deck, do so, then choose one card to play or keep, and return any others to the bottom of the deck.
- If the card you choose directs you to take money from the Community Fund, you must do so immediately and return the card to the bottom of the deck; if not, you may play the card or keep it for later.
- You may only play one Chance card per turn.

COMMUNITY SHUTTLE: When you land on a Project Stop, you may pay AA50 to the Bank from the Community Fund to take the Community Shuttle to any project between that stop and the next stop, then carry out the action of the space you land on. If you wish to move further, you must pay AA50 from the Community Fund for each extra Shuttle Stop you pass. No one collects AA50 when you use the Shuttle to pass GO.

FREE PARKING: Nothing happens. Relax and enjoy the view of our idyllic community.

JUST VISITING: Don't worry—if you land here, put your token in the Just Visiting section.

GO TO JAIL: Move your token to the In Jail space immediately! The Bank collects AA50 from the Community Fund. Do not pass GO. No one collects AA50. Your turn is over. While you are In Jail, players can still contribute to projects you manage, and you can auction and trade, but you cannot self-develop or use the

Community Fund.

4.2. How Do I Get Out of Jail?

HOW DO I GET OUT OF JAIL?

You have three options:

- Pay AA50 from your own funds to the Bank at the start of your next turn, then roll and move as normal.
- Use the *Get Out of Jail Free* card at the start of your next turn if you have it (or buy it from another player). Put the card at the bottom of the deck, then roll and move.
- Roll a 6 with the standard die on your next turn. If you do, re-roll both dice and move as normal—you're free! You can use up to 3 turns to try for a 6 with the standard die. If you don't roll a 6 by your third turn in Jail, pay AA50 to the Bank and use your last roll with the standard die to move.
 - If you can't afford to pay by your third turn, everyone else pays AA50 between them to the Bank. They decide how to split this amount. If no one else has any money, the funds can come from the Community Fund.

DEALS & TRADES

You can buy, sell, or swap projects with other players at any time. Projects can be traded for cash, other projects, and/or the *Get Out of Jail Free* card. The amount is decided by the players making the deal. Traded projects include their Contribution chips, so think before you trade!

HELP! I CAN'T PAY!

If a player has no money, and they need to pay for anything other than to get out of Jail, they must take it from the Community Fund.

THE END OF THE GAME

The game ends when:

- **Either** a player has placed all 10 of their Contribution chips on community projects. Our whole town benefits from your socialist spirit, but more importantly, **YOU WIN!**
- **Or** the Community Fund runs out. So much for our socialist utopia. Everyone loses!

Image 4.2: Rules for getting out of Jail, deals, inability to pay, and game end conditions.

You have three options to get out of Jail:

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4.4. Help! I Can't Pay!

If a player has no money, and they need to pay for anything other than to get out of Jail, they must take it from the Community Fund.

5. THE END OF THE GAME

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6. SPECIFICATIONS

Feature	Detail
Brand	Monopoly
Model Number	E8029000
Genre	Party
Number of Players	6
Edition	Socialism Parody Edition
Material Type	Cardboard, Plastic
Item Weight	1.55 Pounds
Item Dimensions (L x W x H)	1.61 x 12.01 x 10.51 inches
Operation Mode	Manual
Rulebook Availability	Printed Included
UPC	630509889204

7. MAINTENANCE AND CARE

To ensure the longevity of your Monopoly Socialism game, follow these care instructions:

- **Storage:** Store the game in its original box in a cool, dry place away from direct sunlight and extreme temperatures.
- **Cleaning:** Use a soft, dry cloth to gently wipe down the game board and plastic components. Avoid using harsh chemicals or abrasive cleaners.
- **Handling:** Handle game pieces and cards with care to prevent bending, tearing, or loss.
- **Small Parts:** This game contains small parts and is not suitable for children under 3 years due to choking hazards.

8. TROUBLESHOOTING

If you encounter any issues while playing, consider the following:

- **Missing Pieces:** Double-check the box and packaging. If pieces are genuinely missing, contact customer support.
- **Rule Clarification:** Refer to the detailed rulebook included in the game box for comprehensive explanations. Online forums or official game websites may also offer FAQs.
- **Game Flow Issues:** Ensure all players understand the current turn order and action space rules.

Sometimes a quick re-read of a specific rule can resolve confusion.

9. WARRANTY AND SUPPORT

For warranty information, replacement parts, or further assistance, please refer to the contact details provided by Hasbro, the manufacturer, on the game packaging or their official website. Keep your proof of purchase for any warranty claims.

Manufacturer: Hasbro