

TEENOPOLY

OBJECT

To be the player with the most money when another player runs out of cash or goes bankrupt!

You do this by taking ownership of establishments and collecting payments when other players land on them!

EQUIPMENT

TEENOPOLY game board | money | Deck of 44 Chance cards | 4 Car movers | Die | 48 Plastic ticket booths (4 sets of 12)

SETUP

- Pick a car mover and place it on "GO!" Put any extras aside, out of play.
- Each player takes 10 (or 12 in a 2-player game) Owner Booths that match the color of his or her mover. Put any extras aside, out of play.
- Shuffle the deck of Chance cards and place them face down on the marked place on the board.
- Choose a player to be the Banker. The Banker separates the money into the different denominations and gives each player the following: five \$5's, four \$10's, three \$20's, one \$50, and one \$100. The Banker also plays the game-but always keeps the bank's money separate from his or her own! The banker also keeps track of the loans and outstanding debt. The banker should be the most experienced player.
- Roll the die. High roller goes first

GAME PLAY

On your turn:

- Roll the die and move your car mover that many spaces along the pathway then..
- Follow the instructions on that space.

Note: During the game, if you don't have the exact bill to pay what you owe, the Banker will make change for you!

SPACES ON THE BOARD: If you land on... an establishment without an owner: You must pay the Banker the amount shown on the space, then put one of your own Ownership Booths on it. You're now in charge of this establishment, and anyone who lands on it must pay you the fee shown on the space!

An establishment with an owner: Pay up! YOU must pay the owner (the person whose Booth is on it) the dollar amount shown on the space. And if that person owns both establishments of the same color, you must pay double the amount shown!

GO!: Every time you pass GO!, collect \$20 from the Bank for your allowance. Don't forget to collect, because if you do, you're out of luck!

Skate Park: Roll again, move, and follow the instructions on the space you land on.

Amusement Park or Bus Tickets: Pay \$20 . Put the money on the "Loose Change" space.

Bus Stop: If you land here by a roll of the die, you have to give up a turn or pay \$10 to get back in the game immediately
SkyTrain: You must pay \$5 on the "Loose Change" space then move to the Bus Stop. Do NOT pass GO! and do NOT collect \$20. On your next turn, roll and move as usual. You can opt to pay \$10 and move to Red Bowl Park instead.

Loose Change Jar: If you land here and there's any money on the space, you get to take it all!

Chance: Draw the top Chance card, follow its instructions, then discard it face up next to the pile. If you use the pile, turn the discard pile over and use it again

THE CHANCE CARDS

"Go To" or "Take a Ride" Spaces: Move your mover immediately to the space indicated, then do whatever you would ordinarily do on that space. If you pass GO!, collect \$2.

TAKEOVER!: Do not move your token. Place one of your own unused Ownership Booths on either of the unoccupied Amusements of the color shown on the card. *If both Amusements already have two different colored Booths on them, you may remove either one of them and replace it with your own Ticket Booth.* Give the booth you remove back to its owner. However, **if both Amusements have the same color Ticket Booths already on them, you're out of luck:** You cannot replace either one. In this case-and only in this case-you may discard this Chance card and draw a new one. Follow its instructions.

STRATEGY HINT: When you draw a "TAKEOVER!" Chance card, replace a Booth of the player who is farthest ahead in the game. Remember, it's to your advantage to have your own Booths on both establishments of the same color so they cannot be taken away when another player draws a "TAKEOVER!" card. Also, owning both means you collect double when someone lands on either one.

WINNING

As soon as one player runs out of money or a player accumulates more than \$500 in debt and goes bankrupt, the game ends, and all the other players count up their money. The player with the most cash on hand wins!

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