

GREENOPOLY

A game made by Ariane Bleuzen, Louise Eich and Loraine Moreau

AGES 8+
2 to 6 players

GREENOPOLY RULES:

CONTENTS: Gameboard, 2 dices, tokens, Chance and Community Chest cards, Access Right cards, play money and a Banker's tray, 13 fountains, 15 playground, 20 sports ground, 15 collective space, 6 Character cards

OBJECTIVE: The objective of the game is to improve as many parks as possible until the game ends. The game ends when one of the player is declared bankrupt.

PREPARATION: Place the board on a table and put the Chance and Community Chest cards facedown on their allotted spaces on the board. Each player chooses one token to represent them while traveling around the board. Each player draws a character card. On each character card, advantages or/and disadvantages are written and will occur throughout the game.

Each player is given € 2M. salary.

All remaining money and other equipment go to the Bank. Stack the Bank's money on edge in the compartments in the plastic Banker's tray.

BANKER: Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep their personal funds separate from those of the Bank. When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.

THE BANK: Besides the Bank's money, the Bank holds the Access Right cards and park's infrastructure prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions parks and hands out their proper Access Right cards; it sells parks' infrastructure to the players and loans money when required on mortgages.

The Bank collects loans and interest, and the price of all properties which it sells and auctions but not taxes or amount of money that need to be paid when drawing a "chance" or "community chest" card. In that case, money is put in the middle of the board and is collected when landing on "Free access to park". The Bank never "goes broke." If the Bank runs out of money, the Banker may issue as much more as needed by writing on any ordinary paper.

THE PLAY: Starting with the Banker, each player in turn throws the dice.

The player with the highest total starts the play. Place your token on the corner marked "GO," throw the dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space your token reaches, you may be entitled to buy infrastructures to improve parks, pay the access, pay taxes, draw a Chance or Community Chest card, go to "Night", buy an access right - or obliged to pay rent, pay taxes, draw a Chance or Community Chest card, go to "Night", etc. If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land.

Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the space marked "Go to Night" (see NIGHT) except if your character is not affected by "Night". In this case, your turn just ends.

CHARACTER: The character card you draw give you advantages and/or disadvantages throughout the game. If you have the following symbols on your character card:



You are affected by "Night" and must follow the instructions given in the "Night" paragraph



You are affected by "Detour"...

(1) Your token lands on "Detour", go back to the second place called "Detour" on the board.

(2) When drawing a card where you are asked to make a detour, you must follow the instructions.

If your character does not have any of these symbols, you are not affected by "Night" neither "Detour".

"GO": Each time a player's token lands on or passes over GO, whether by throwing the dice or drawing a card, the Banker pays them the salary written on the character card. The salary is paid only once each time around the board. However, if a player passing GO on the throw of the dice lands 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and draws the "Advance to GO" card, they collect their salary for passing GO the first time and a second time for reaching it the second time by instructions on the card.

BUYING PROPERTY: Whenever you land on an unowned access right you may buy that access right from the Bank at its printed price. You receive the Access Right card showing ownership; place it face up in front of you. If you do not wish to buy the access right, the Banker sells it at auction to the highest bidder. The buyer pays the Bank the amount of the bid in cash and receives the Access Right card for that property. Any player, including the one who declined the option to buy it at the printed price, may bid. Bidding may start at any price.

PAYING ACCESS TO PARK: When you land on a park owned by another player, the owner collects the money for your park's access and its infrastructure in accordance with the list printed on its Access Right card.

If the park is mortgaged, no park's access can be collected. When a park is mortgaged, its Access Right card is placed face down in front of the owner.

It is an advantage to hold all the Access Right cards in a color-group (e.g., Corner Park; Comenius Garten; Prinzessinnengarten) because the owner may then charge double park's access for unimproved parks in that color-group. This rule applies to unmortgaged parks even if another park in that color-group is mortgaged.

It is even more advantageous to have park's infrastructures because park's access are much higher than for unimproved parks.

The owner may not collect the money for the park's access if they fails to ask for it before the second player following throws the dice.

"CHANCE" AND "COMMUNITY CHEST":

When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card face down to the bottom of the deck.

The "You get a torch" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, they may sell it, at any time, to another player at a price agreeable to both. The same applies for the other cards that may be kept.

"INCOME TAX": If you land here you have two options: You may estimate your tax at €1M. and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all park's infrastructures you own.

You must decide which option you will take before you add up your total worth.

"NIGHT":

Your character is affected by Night...

You land in Night when...

- (1) your token lands on the Sandman;
- (2) you draw a card marked "Go to Night"; or
- (3) you throw doubles three times in succession.

When you are sent to Night you cannot collect your salary in that move since, regardless of where your token is on the board, you must move it directly into Night. Your turn ends when you are sent to Night.

If your character is not affected by Night and...

- (1) your token lands on the Sandman, you incur no penalty, and you move ahead in the usual manner on your next turn;
- (2) you draw a card marked "Go to Night", this card does not affect you and you move ahead in the usual manner on your next turn;
- (3) you throw doubles three times in succession, your turn stops.

If you are not "sent" to Night but in the ordinary course of play land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You get out of Night by...

- (1) throwing doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw; even though you had thrown doubles, you do not take another turn;
- (2) using the "You get a torch" card if you have it;
- (3) purchasing the "You get a torch" card from another player and playing it;
- (4) paying a fine of €500 before you roll the dice on either of your next two turns.

If you do not throw doubles by your third turn, you must pay the €500 fine. You then get out of Night and immediately move forward the number of spaces shown by your throw. Even though you are in Night, you may buy and sell park, buy and sell park's infrastructure and collect the money for the park's access.

"FREE ACCESS TO PARK": A player landing on this place does receive money put in the middle of the board if there is any and can rest freely.

PARK'S INFRASTRUCTURE: When you own all the properties in a color-group you may buy park's infrastructure from the Bank and erect them on those parks.

If you buy one park's infrastructure, you may put it on any one of those properties. The next infrastructure you buy must be erected on one of the unimproved parks of this or any other complete color-group you may own.

The price you must pay the Bank for each infrastructure is shown on your Access Right card for the park on which you erect the infrastructure.

The owner still collects double money for park's access from an opponent who lands on the unimproved parks of their complete color-group.

Following the above rules, you may improve your park at any time as your judgment and financial standing will allow. But you must improve evenly, i.e., you cannot improve one park of any color-group until you have improved at the same level in each park of that group. You may then begin on improving to the second level, and so on, up to the fourth level. For example, you cannot improve a park of a group to level three directly if the other parks were improved at level one only.

As you improve evenly, you must also break down evenly if you sell infrastructures back to the Bank (see SELLING PARKS).

IMPROVING PARKS: When the Bank has no infrastructures to sell, players wishing to improve must wait for some player to return or sell their infrastructures to the Bank before improving. If there are a limited number of park's infrastructures available and two or more players wish to buy more than the Bank has, the park's infrastructures must be sold at auction to the highest bidder.

SELLING PARKS: Unimproved parks, railroads and utilities (but not park's infrastructures) may be sold to any player as a private transaction for any amount the owner can get; however, no park access right can be sold to another player if park's infrastructures are standing on any parks of that color-group. Any infrastructures so located must be sold back to the Bank before the owner can sell any park of that color-group.

Park's infrastructure may be sold back to the Bank at any time for one-half the price paid for them.

All park's infrastructure on one color-group must be sold one by one, evenly, in reverse of the manner in which they were erected.

MORTGAGES: Unimproved parks can be mortgaged through the Bank at any time. Before an improved park can be mortgaged, all the infrastructures on all the parks of its

color-group must be sold back to the Bank at half price. The mortgage value is printed on each Access Right card.

No rent can be collected on mortgaged properties or utilities, but park's access can be collected on unmortgaged parks in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the parks of a color-group are no longer mortgaged, the owner may begin to buy back park's infrastructures at full price.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank.

However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

BANKRUPTCY: You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. The game ends and the bankrupt player lost the game.

MISCELLANEOUS: Money can be loaned to a player only by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.