



CO-OPOLY

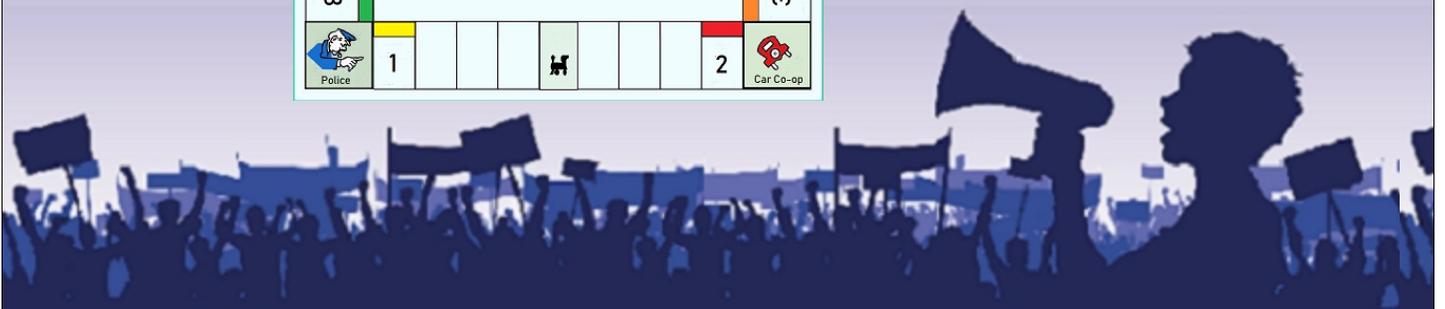
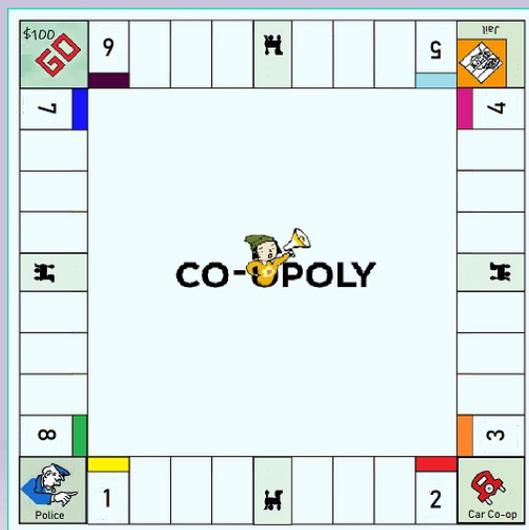
Conversion Kit

RULEBOOK

Co-opoly is a “conversion kit” that turns Monopoly into a co-op game for 2 or 4 players. The players compete against Developers who want to build luxury condos for the rich, at the expense of housing for the middle class and poor. Co-opoly may also be played as a solo game.

Components

- D8
- 2D6
- 50 counters (preferably Meeples) to represent the Activists
- Monopoly board modified using the Co-opoly Conversion Kit stickers
 - or, if you're modifying a board without the kit, blank out all spaces except:
 - Railroad, Jail, Police, Free Parking and Go spaces
 - 2 colored properties immediately adjacent to Jail space
 - 2 colored properties immediately adjacent to Police (“Go to Jail”) space
 - 2 colored properties immediately adjacent to Free Parking space
 - 2 colored properties immediately adjacent to Go space
 - and then number the Zones 1-8, as shown on the illustration below
- Houses (Tiny Homes)
- Hotels (Luxury Condos)
- 8 player pawns (a pair of identical pawns for each player)
- \$100 bills
- 24 Property Tiles
 - use the Co-opoly Conversion Kit stickers to create the 24 Property Tiles (or cut up a second Monopoly board to create the Property Tiles). You'll need:
 - 3 Property Tiles of each color
 - 1 Police tile



Goal of the Game

- The players win if they can build 4 Tiny Homes on each of the four properties within a single Zone (once all three tiles in that Zone are on the board) and there are no Luxury Hotels on any of those properties at the end of the turn.
- The Developers win if they can build a Luxury Condo on each of the four properties within a single Zone (once all three tiles in that Zone are on the board) and these Luxury Condos are all still on the board at the end of the turn.

Note: If the Developers fulfill their victory condition during their turn, the game is not yet over; the players still get their turn. If the Developers' victory condition is still in effect at the end of the players' turn, the Developers win. Even if both victory conditions are in existence at the end of the players' turn, the Developers win.

Setup

- Each player gets 2 identical player pawns.
(4 pawns each, in a two-player game; or all 8 pawns in a solo game)
- Place the Police tile on the Police (Go To Jail) space.
- Place one Luxury Condo (hotel) on each of the eight Starting Properties (the colored properties that are permanently on the board, next to the corner spaces).
- Place the Tiny Homes (houses), Luxury Condos (hotels) and play money within easy reach.

Definitions

- A “zone” is a series of one to four properties, all of the same color, adjacent to each other.
- “Starting Properties” are the Properties closest to the corner spaces. These are the spaces from which the Zones expand inward (towards the middle of their side of the board). Starting Properties may never be removed from the board.

Order of Play

- DEVELOPERS draw and place 3 Property Tiles, and roll 3 times to place Luxury Condos.
- PLAYERS choose their actions and place pawns on the board to indicate these choices.
- POLICE move.
- PLAYERS perform their actions, in this order:
 1. Go Space = earn money
 2. Jail Space = free Activists
 3. Railroad Space = spawn Activists
 4. Car Co-op (Free Parking space) = move Activists
 5. Remove Luxury Condos
 6. Remove Property Tiles
 7. Build Tiny Homes



1: Developers' Turn

- Draw 3 Property Tiles from the bag and place them on the board. Property Tiles should be placed from the Starting Properties inward, toward the Railroad spaces.

Note: If there is more than one spot in the Zone where the Property Tile could be placed (this can sometimes happen due to players removing tiles), the Property Tile goes on the empty property space closest to the Starting Property.

- Look to see which Zones are complete (four properties of the same color). Check each of these zones to see if they include a property that does not yet have a Luxury Condo on it. If so, immediately place a Luxury Condo on a property within that zone – even if there are Tiny Homes on that space!
- Roll a D8 three times. Each number indicates a Zone. If there is a property in that zone that does not yet have a Luxury Condo on it, place a Luxury Condo in that Zone – even if there are Tiny Homes on that space! Luxury Condos may NOT be built on blank spaces.

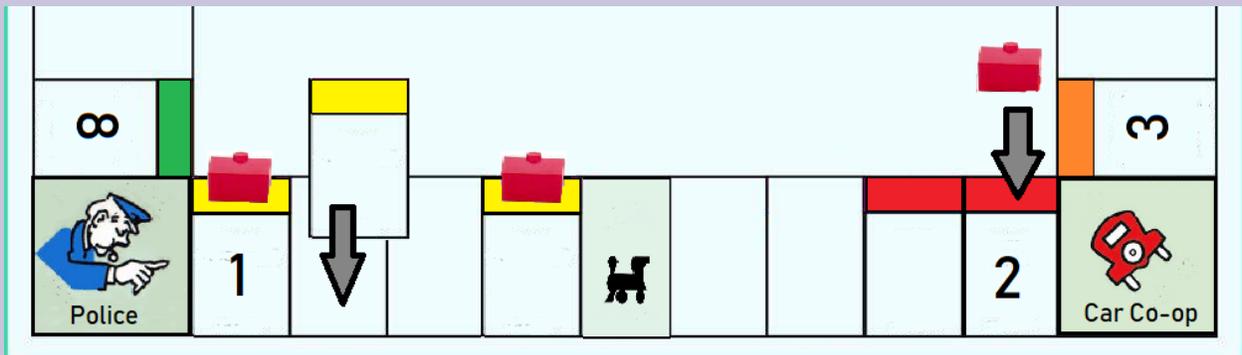
Note: Each property can only have one Luxury Condo on it. If the dice roll indicates a Zone whose properties all have Luxury Condos already, do not place a Luxury Condo. The roll still counts as one of the three rolls, but it does not result in a Luxury Condo being built; the players get a break, this turn, instead.

Note: If there is more than one property without a Luxury Condo in the zone, the Luxury Condo goes on the Starting Property, or on the property closest to the Starting Property.

Note: On some boards, properties may have different colors, but generally the properties are colored as below:

1	Yellow	
2	Red	
3	Orange	
4	Light Purple	
5	Light Blue	
6	Dark Purple	
7	Dark Blue	
8	Green	





In the example above, a yellow tile is drawn. There are two empty spaces in the yellow Zone, but the tile is placed on the empty space closest to the Starting Property. Later, a 2 is rolled on the D8. Neither of the red Zone properties has a Luxury Condo, so a Luxury Condo is placed on the Starting Property.

2: Players Choose Actions

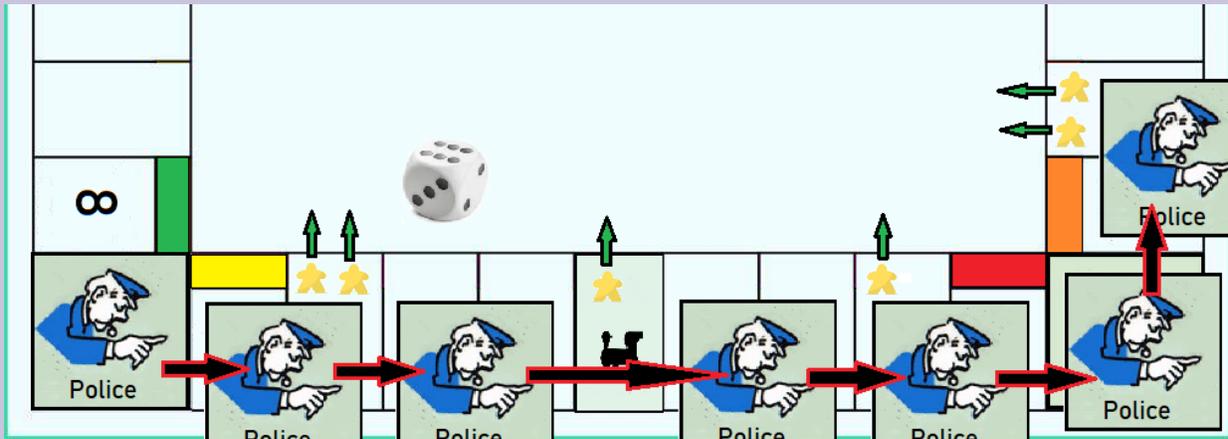
- Players choose what the actions they want to perform this turn, and place their pawns on the board to indicate their choices. Players may not place pawns on a space occupied by the Police.

Note: There is no limit to the number of pawns that can be on a space: a player may put all of their pawns on a space, and pawns owned by different players may occupy the same space. (Note: removing Property Tiles requires three pawns on the same space to perform, and so will require at least two players working together to fulfill.)

3: Police Turn

- The Police tile starts the game on the Police (Go To Jail) space.
- Roll one D6 and move the Police tile counterclockwise (in the direction the graphic on the Police space is pointing) that many positions. Each space the Police tile either passes over or ends its turn on is cleared of Activists; these Activists are put in jail (onto the Jail space).
- Because the Police tile is the width of two Property spaces, it counts “positions” around the board, rather than spaces. Each “position” is either:
 - 1 corner space, or
 - 2 adjacent Property spaces
- The Police skip over railway station spaces (but affect Activists on these spaces).





Example: Police roll a 6. Police tile moves six “positions” (every two adjacent properties and/or corner space counts as one position) skipping over the Railroad space. All spaces the Police tile passes over and/or ends its turn on are cleared of Activists, including those on the Railroad space. These Activists are placed in Jail.

- Spaces the police end their movement on are affected until the next Police phase, as follows:
 - Activists can’t move onto or through these spaces
 - Players on a Property space can’t remove tiles, remove Luxury Condos or build Tiny Homes
 - Players on the Go space do not collect \$100
 - Players on the Jail space do not free Activists
 - Players on the Car Co-op can’t move Activists
- Police do not affect the Developers' actions; Luxury Condos and Property tiles can be placed on spaces the Police occupy.

4: Players Perform Actions

Player actions are resolved in this order:

i: Go space – each pawn earns its player \$100. If a player puts both of their pawns on the Go space, that player collects \$300. (Players must keep their money separate; money may never be given to other players.)

ii: Jail space – each pawn rolls 2D6. Up to this many Activists are removed from the Jail and positioned on a Railway space of the player’s choice. Activists may be split between any of the Railway spaces as the player desires.

iii. Railroad space – each pawn rolls one D6. This many Activists are placed on this space.



iv. Car Co-op (Free Parking) space – each pawn rolls 2D6 and moves Activists this many spaces around the board. The player may move a single Activist this many spaces, or may move several Activists up to this many spaces. Each space moved by an Activist costs 1 point of movement. Spaces include Property spaces, blank spaces, and corner spaces. Activists may NOT move through spaces the Police tile occupies (although they may move through the police starting space in the corner of the board). Activists in jail may NOT be moved. Activists moving through the Jail space move through the “Just Visiting” section of this space.

v. Remove Luxury Condos – A pawn on a space that has a Luxury Condo may remove the condo. The cost is based on the total number of Luxury Condos in that zone (including the one being removed).

1 Luxury Condo in Zone = \$100 cost per condo

2 Luxury Condos in Zone = \$200 cost per condo

3 Luxury Condos in Zone = \$300 cost per condo

4 Luxury Condos in Zone = \$400 cost per condo

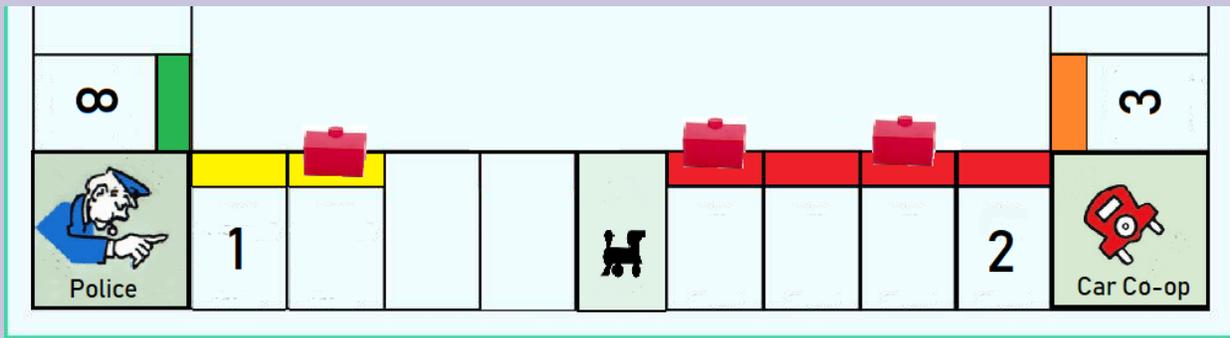
The cost must be paid by the player performing the action; players may not give each other money. However, two (or more) players on the same space who are both performing the Remove Luxury Condos action may combine their money.

Any Activists on the space may be used to reduce this cost by \$100 per Activist. Activists used to reduce the cost in this way are removed from the board.

Note: The cost of removing a Luxury Condo is based on how many Luxury Condos were within the Zone at the beginning of the players’ turn. The cost does NOT drop as Luxury Condos are removed from a Zone during the turn.

vi. Remove Property Tiles – Pawns on the same space as a Property Tile may remove the tile from the board, as long as it does not have a Luxury Condo or Tiny Homes on it. This action requires 2 pawns, working together. Tiles that are removed from the board go back in the draw bag. If there are any Activists on the tile, they remain on the board, on the blank space that is under the removed tile.





In the example above, the Luxury Condo on the yellow Property space would cost \$100 to remove, while each of the Luxury Condos on the red Property spaces would cost \$200 to remove.

vii. Build Tiny Homes – A pawn on a property space that does not have a Luxury Condo on it may build Tiny Homes on this property. In order to build, there must be 4 Activists on the space. These activists are removed from the board and replaced with 4 Tiny Homes (houses). Building Tiny Homes does not cost any money; the Activists provide all the “sweat equity” that is required! Tiny Homes may NOT be built on blank spaces.

Note: As long as all requirements are met, it would be possible for players to remove a Luxury Condo from a space (requires one pawn) and then build Tiny Homes on that same space (requires a second pawn) within the same turn.

viii. Remove Tiny Homes – If there is a Luxury Condo on any property that also has Tiny Homes, the Tiny Homes are removed from the board.

Co-opoly Conversion Kit was designed by Lisa Smedman, Maurice Grela, Daniel Charlton, Adrian Estergaard and Peter Tupper. Art by Vivian Li and taolmor.

© 2019, Monkey Mind Games (www.monkeymindgames.com).

