

MONOPOLY

Christmas is normally thought of as a time for giving. At this time of year only, we seem to forget that, normally, things are quite different. Society is based on a competitive take-take-take basis.

The Monopoly Game on the next two pages, with cut-out Chance and Community Chest cards on the opposite page, should remind people that society is based on taking, not giving.

The idea of the game is to monopolize — buy, swap, and sell knowledge and property at the university and in the surrounding community.

Just as at Dalhousie University, where students are processed year by year into their various degree-carrying categories, the players in the game are aiming to buy up knowledge in the faculties and gain a monopoly of property on the campus and thus gain power over all players.

The game is triggered to allow all students of all income classes a gamble at life at Dalhousie University. But as players move gingerly around the board, buying knowledge, property and power, they will realize that only a certain number of deserving students gain control and power to manipulate others.

Take a crack at it and guess who!

The game is played on the board provided, with spaces indicating administration buildings, faculties, university property and residence accommodation with two spaces provided for

secretarial staff and food services.

Starting from GO! move the tokens you've just made around the board according to the throw of Dice. When a player's token lands on a space NOT already owned, he or she may buy it from the university; otherwise it is auctioned off to the highest bidder.

Once a monopoly is gained, you may double rents and begin to build up your property.

Rentals are greatly increased by the erection of buildings on a lot, so it is wise for the player to build up his or her property.

If you find yourself in financial difficulty, having gambled with the scant student loan you were given at the beginning of the game, lots may be mortgaged to the university to raise money.

Community Chest and Chance spaces give the drawer a card, and instructions which must be followed. Cut these out from the preceding page.

There is a title deed for every property, which should also be cut out from the preceding page.

RULES

1) Each player should make themselves a token to represent them on their travels through the university. Players should also make up enough of their own money or find something to represent their money.

2) A banker at the university is elected with a throw of the dice. The player with the highest total is the banker.

3) The game can be played with a total of six players. Each player rolls the dice. The two highest numbers represent two upper class students, the next three numbers represent middle class students and the player with the lowest number represents the minority of lower class students at the university.

4) **MONEY:** Everybody is given a \$1000 grant from the Province of Nova Scotia Student Aid Program (the province is unusually generous to you this year). If you are an upper class player you receive another \$1000 from the banker representing a gift from your parents. If you are middle class you receive only the \$1000 and if you represent the working class you receive an extra \$500 as a poor man's bursary which has to be returned at the end of the game along with 10% interest rate on your net worth.

5) **DICE:** If you are representing the upper class in your trip around the board you are allowed to use a loaded dice, if available to you. If not, follow the throw of two dice. If you are middle class, simply advance through the university as directed with the throw of two dice. If you are representing the working class follow the throw of one die.

6) The player with the highest number starts off the game. After he or she has completed their play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the players next turn unless otherwise directed by the Chance or Community Chest. **ONE OR MORE TOKENS MAY REST ON THE SPACE AT THE SAME TIME.**

7) According to the space which his token rests, a player is entitled to gulp up university property or other properties; i.e., Fenwick, or be obliged to pay rent or fees if another player already has a hold on that property.

8) A player gets out of SMU by a) throwing doubles on any of his or her next three turns. If he or she succeeds in doing this, they immediately move forward the number of spaces shown by their double throw. b) by purchasing a get out of SMU

FREE CARD from another player at a fee agreeable to both (unless he or she already owns such a card by having previously drawn it from Chance or Community Chest). c) by paying \$50 to the university before his next throw of the dice. A player may continue to build up his or her property if in SMU.

9) **STUDY BREAK:** Players who land on the space don't receive any money or awards of any kind. This is just a "free" resting place.

EDITOR'S NOTE: The game is played following the rules of a Monopoly game. But instead of building up property with houses and hotels, players attempt to gain control of property and faculties at the university and build additions to these properties, at the same time exploit those who land on their property.

Players should find their own tokens, dice and money. Such items as coins, bottle caps, etc. can be used.

Equipment should be no problem though. Get an original Monopoly Game and paste our board on top of theirs, cut out and paste our Chance and Community Chest cards on top of theirs and use their money, tokens and hotels and houses, etc. to represent property on our game.