

Rules for playing Planetopoly (space variant of Monopoly)

1. Game preparation

- For this game you need two dice, playing chips (as play money), Chinese checkers pins (as game pieces, support points, space stations and space bases) as well as the respective game plans, event cards and title deed cards (for plots, toll stations and speed traps). The maximum number of participants is four.
- Each player gets 3000 MU (e.g. two blue chips with the monetary value of 1000, four green chips with the monetary value of 200, three red chips with the monetary value of 50 and five white chips with the monetary value of 10).
- The event cards are shuffled and afterwards placed upside down on the planet images on the game board.

2. Course of the game

After it has been determined in which sequence the participants are playing, the first player throws the dice. Each player advances by the number of fields equal to the total of the two dice. The purchase of plots and support points (if possible), or the payment of rent (see chapters 5 and 6) takes place afterwards. Players who get a double (equal numbers on both dice) may throw the dice one more time. Sales and remote buys (see chapters 8 and 9) must be done before throwing the dice. The objective of the game is to collect as much rent as possible from the other players by buying plots, support points, toll stations and speed traps. The player accumulating too many debts has lost the game. The player who is left at the end is the winner.

3. Start field

The game starts at the start field. Each time a player passes the start field he gets 1000 monetary units from the bank. If you land exactly on the start field you get an additional bonus of 200 monetary units. If you land on the start field after having thrown a double you are not allowed to throw the dice again.

4. Risk field

The player landing on the risk field either has to pay money to the bank or gets money from the bank. This depends on what he threw. If you land on this field after having thrown a double you are not allowed to throw the dice again. The total of losses or gains can be seen on the table in chapter 11 or can be calculated as follows:

- If one dice shows an even number and the other an odd number, the odd number is deducted from the even one. The result is multiplied by 30. Examples: A player got a two and a five. Now, he must pay 90 MU to the bank ($2 - 5 = -3 \times 30 = -90$). However, if a player got a one and a six, the bank pays him 150 MU ($6 - 1 = 5 \times 30 = 150$).
- In the case of two odd numbers, both numbers are added up and multiplied by 30 (after having thrown a double, even by 50). This is what the player has to pay to the bank. Examples: A player got a three and a five. Now, he must pay 240 MU ($3 + 5 = 8 \times 30 = 240$). However, if a player got two fives, he must pay 500 MU ($5 + 5 = 10 \times 50 = 500$).
- In the case of two even numbers, both numbers are added up and multiplied by 30 (after having thrown a double, even by 50). This is what the player gets from the bank. Examples: A player got a two and a four. Now, he gets 180 MU ($2 + 4 = 6 \times 30 = 180$). However, if a player got two fours, he gets 400 MU ($4 + 4 = 8 \times 50 = 400$).

5. Planet fields

A player landing on a plot field of a planet may buy this plot. The price is stated on the playing field and must be paid to the bank. Then he gets the respective title deed card from the bank which states the rent that other players have to pay once they land on this field. The price for building a support point is also stated on the card. Three support points are one space station and three space stations are one space base. The following rules must be observed:

- The player who owns one plot from a planet has a claim right to the complete planet. For example, if a player buys the plot "Lyra 2", he is the only one allowed to buy the two remaining plots ("Lyra 1" and "Lyra 3").
- A player must have at least two title deed cards from all of his planets, from which he has a claim right, before he is allowed to buy a plot from another planet.
- A player, who owns only one plot from a planet, may have maximally one support point on it.
A player, who owns only two plots from a planet, may have maximally two support points on each of it.
If a space station is built on a plot, there must be at least one support point on each of the other two plots.
If two space stations are built on a plot, there must be at least two support points on each of the other two plots.
If a space base is built on a plot, there must be at least one space station on each of the other two plots.
- If a player is on a bought plot field, support points may be also built on the other already bought plots of the planet. However, plots may only be bought if a player hits the respective plot field directly.
- A player, who bought a new plot, may only build support points at the next opportunity.

6. Toll stations and speed traps

A player buying a toll station or speed trap has no claim to the other three fields and you can't build any support points on them. On the other hand, the rent goes up with every toll station or speed trap you buy. E.g. if a player owns all four speed traps he gets four times the rent he would get if he only owned one (if the same number was thrown). In addition, the owner has four times the chance that another player lands on one of his speed traps. The exact rents for speed traps are shown in chapter 11.

7. Event fields

A player landing on an event field (the fields with three question marks) must draw an event card and follow the instructions on the card. E.g. the instructions could be to pay money to the bank or to receive money from the bank, to miss a round or to throw the dice again. Some instructions can be available several times. If a player has to advance to the opposite side of the game board he does not have to draw another event card and he is not entitled to get the bonus of 1000 monetary units (MU) since he did not pass the starting field. If you land on an event field after having thrown a double you are not allowed to throw the dice again. After the last card has been drawn from the game board all event cards are shuffled again and placed upside down on the planet images on the game board.

8. Remote buy

If a player has a claim to the other two plots of a planet and another player land on one of these plots, a remote buy is possible. Consequently, the player wanting to carry out this remote buy has to pay the price for the plot to the bank to get the respective title deed card. Afterwards he must pay a premium to the player who got on his plot field. The amount of the premium is stated on the card he received. Remote buys are only possible if it is the turn of the player who wants to carry out this remote buy. If a player wants to carry out a remote buy on a plot field where several players have landed the player who first arrived on this field is entitled to get the premium. Remote buys are always possible. This means that the other player may not refuse such a buy. Remote buys are also possible with support points.

9. Sales and debts

Plots and support points (for this, you must pay regard to the third point in chapter 5) as well as toll stations and speed traps may be sold any time, no matter whether at the time of the sale a player is standing on the respective field. The amount you get for the sale is stated on the respective title deed card.

If a player has not enough money to pay the rent, he may incur debts with the bank. However, the bank debits must not be more than is absolutely necessary to cover the amount owed. As long as a player has debts he may not buy or build anything until the debts are repaid. If the player receives money he must use it to repay his debts. If the total debt of a player is more than the total value of the mortgages on his belongings he has lost the game.

10. Prison

A player who has thrown the same double twice in succession or any double three times in succession has to go to the nearest prison before he executes his move. Afterwards it is the next player's turn. Players who are in prison may not carry out any sales or remote buys. If a player lands on a field owned by a player who is in prison he does not have to pay rent. Once it is the imprisoned player's turn he may choose whether he stays there or pays a fine of 600 monetary units to get out. Once he has paid the fine he is free and may continue to play from the prison field. If he wants to stay in prison he must miss a round. Next time it is his turn he must only pay 400 monetary units to get out. Otherwise he must miss a second round. Finally, the third time it is his turn he must only pay 200 monetary units to be able to throw the dice. If he still chooses to stay in prison and to miss a third round he has served his sentence and must continue from the prison field once it is his turn again. Once a player is out of prison, he may only carry out any sales and remote buys if it is his turn again. Players who lands on the prison field are only visitors. Consequently, they are entitled to get rent and may carry out sales and remote buys.

11. Tables (risk field and speed trap)

DN	1	2	3	4	5	6
1	-100	30	-120	90	-180	150
2	30	200	-30	180	-90	240
3	-120	-30	-300	30	-240	90
4	90	180	30	400	-30	300
5	-180	-90	-240	-30	-500	30
6	150	240	90	300	30	600

Dice Number	2	3	4	5	6	7	8	9	10	11	12
Rent 1 ST	100	150	200	250	300	350	400	450	500	550	600
Rent 2 ST	200	300	400	500	600	700	800	900	1000	1100	1200
Rent 3 ST	300	450	600	750	900	1050	1200	1350	1500	1650	1800
Rent 4 ST	400	600	800	1000	1200	1400	1600	1800	2000	2200	2400