Life Sized Monopoly – getting started

1. Create the game board
   a. Use a piece of posterboard for each regular sized space, and use a two more pieces to square off the four corner pieces. You will need 42 pieces – probably get 43-44 just in case. Create the square pieces by taping down extra posterboard.
   b. Create your property spaces – add two pieces of colored paper to the top of the posterboard longways using the "monopoly board.pdf" file as a guide. Note that the Mediterranean and Baltic spaces should be a dark purple, not dark blue.
      i. I used paper from the Wausau "Astrobrights" collection – they're just what my library has in the back. These are the particular colors I used, but if you don't have access to them, you can just try to find colored paper that somewhat fits.
         1. Baltic Ave: Planetary Purple
         2. Oriental Ave: A pastel blue from most office stores will work for this set
         3. St Charles Place: Mars Magenta
         4. New York Ave: Galaxy Gold
         5. Kentucky Ave: Re-entry Red
         6. Atlantic Ave: Solar Yellow
         7. Pacific Ave: Gemini Green
         8. Boardwalk: Celestial Blue
         9. In Jail: Orbit Orange worked really well for this. Print the words "IN JAIL" on the orange paper, then print the graphic on white. Cut around the black lines for the graphic and tape to the background.
   c. Install the font "Kabob" on your computer. This is the "Monopoly" font. To install, copy the file into your "Font" folder found in the Control Panel.
   d. Print out the board piece files: "monopoly spaces 1.pdf," "monopoly spaces 2.pdf," and "monopoly spaces pictures.pdf" on ledger sized paper (11x14"); color printing is preferable. Note that the "In Jail" words are in the "Monopoly spaces 1.pdf" file and they should be printed on orange paper (but, "Just visiting" should be on white paper…)
   e. Cut out the different pieces and arrange them on your poster boards using the "monopoly board.pdf" file as a guide. Double stick tape makes this easier, especially if you are going to laminate them anyway.
   f. Laminate! This will be fairly expensive at Kinkos, but it's worth it if you plan to use the board multiple times. Be sure when you cut them out you leave a good half inch margin around the edges – otherwise after a few times of playing the edges tend to unstick. It's a good idea to ask players to only wear socks when going around the board.
2. Obtain a monopoly set. (or two)
   a. You will use this for money, Community Chest and Chance cards, and Property cards. Also, the "rules" sheet is very useful to have on hand.

b. When all ten tokens are being played, money (at least using the set I had) was tight – we had a system of IOUs until the game got going. A second set of monopoly money might make this easier.

3. Create Tokens
    a. Print out the "monopoly sandwich boards.pdf" file onto cardstock
    b. Hole punch the top corners of each board, and attach the two sides with yarn.
    c. Print out the "monopoly tokens little.pdf" file. These will be used at the table where the second team member sits. They make things much easier!

4. Create dice
    a. There are large sized dice you can find "out there" on the internet, but they were too pricy for what I wanted. I used two 12" square foam cubes from the floral section in Wal-Mart. They are not extremely pretty, but they work.
    b. Use a die as a guide to mark dots on your dice. I just used a thick permanent marker.

5. Create Houses and Hotels
    a. When I first thought about this, I imagined making houses and hotels out of quart- and pint-sized cardboard milk containers, spray painted green or red. That never happened, though I think it would be cool. I just used half or quarter sheets of red and green paper. I also thought about making a real "Jail" out of a refrigerator box, but I never found one.   Any improvements you make, more power to you!

6. Print the rules
    a. Print out the "Monopoly Rules.pdf" file so each team gets one for reference.

The Game:

1. Set up
    a. Set up tables and a chair for each team and chairs for spectators if you wish.
    b. Each team gets a spot on the sidelines with their money set out. I usually provide a pad of scrap paper and a pencil for any calculations needed.
    c. Tape the little token icon to each spot – alphabetical order works for me.
    d. Shuffle your properties and dole out 2 for each team. I try not to give out "great" properties at the beginning, so you might do this ahead of time and "fudge" the randomness of this before anyone gets there. You may also want to re-order your remaining properties for easy access.
    e. Make sure you have the other items ready – banker's till, chance and community chest cards, special rule slips, etc.

2. Pre-game
    a. Choosing tokens
        i. I usually make slips of paper with the names of each token twice and put them in a bag to be drawn randomly. Tokens go around the board in alphabetical order, so this randomizes who goes first and who is on a team. You can, obviously, assign tokens and teams however you want, but this worked well with my teen groups.

b. It is EXTREMELY helpful to have at least two, maybe three people running the game. Some of these may be youth that don't want to be in the game, but the moderator should be an adult.
   i. One person will chase dice. Seriously. This is important.
   ii. One person will run back and forth to deliver money and properties between the players (I had half of my teams on one side of the board and half on the other – your set up might make it easier for them to do this themselves.)
   iii. The third person will be the moderator. Teams tend to talk amongst themselves when it's not their turn, so it's good to have someone to say, "okay, wheelbarrow, it's your turn!" "Does anyone own Park Place? How much is the rent?" "Okay, Top Hat owes the Ship $12." It is conceivable that the moderator also does job ii above, but it's easier with three people.
c. Go over how the game is played and the special rules out loud. Decide how you want to do "Free Parking" and announce that, too.
d. One team member should don the sandwich board and the other should go to their spot at the table. (Reminder about no-shoes if you decide to go that route.)
e. Play begins!
3. Playing!
a. Game proceeds as usual, with special rules in place. We play for about an hour – I set my program time for an hour and a half, so we have time for getting organized and for a break (see "c." below)
b. After every 2 or 3 turns, Tokens should take off their sandwich boards, lay them on their space, and switch with their partner.
c. About halfway through the game, I call for a 5-10 minute break. Kids can go to the bathroom, get a drink, and, most importantly, bargain for trades. I try not to get involved in these, other than to announce that you can make whatever deals you want, but not to let others pressure you into something you don't want to do. I haven't had problems.
d. Keep an eye on the time and judge how long one round of turns takes, and try to announce the last turn beforehand.
e. The rules show how to tally up money, properties, and so forth to determine the winner.
4. Winning
a. I try to have some kind of cheesy prize for the winning team, though last time it was won for "glory" and no one seemed to have a problem with that. It all depends on your budget!

Have fun!

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