

MONOPOLY

HOW TO WIN

The objective of the game is to rent the cheapest property. Players must navigate the housing market, secure accommodations, and survive the challenges of daily living expenses. The player who successfully completes their tasks and has rented the cheapest accommodation without going bankrupt wins.

AGES
18+



WHAT THE GAMES ABOUT

"Monopoly: Students Sleeping Anywhere Edition" aims to expose the challenges faced by students searching for housing in Rotterdam. It reflects the real-life struggles and inequalities within the housing market. By engaging in the game, players gain a deeper understanding of these issues and are encouraged to reflect on their own privileges and how they could contribute to student's access to safe, affordable and inclusive housing.

SET UP

- A. Place the game board on a table and put the Chance and House cards face down in their designated spaces. house cards must be placed face down around the edge of the board, lined up with empty street spots.
- B. Players must spin the wheel of fortune and be assigned a nationality, they will remain this nationality for the rest of the game.
- C. Each player chooses a token to represent them.
- D. Everyone will eventually receive a budget of 1000 equally among all players:
 - ◆ Dutch students receive 200 euros in cash, unlocking their remaining 800 euros once they have completed one round to receive their bank card.
 - ◆ EU students may receive only 200 euros in cash, unlocking their remaining 800 euros once they have completed a total of 2 rounds to receive their BSN and an additional round to receive their bank card.
 - ◆ International students may receive only 200 euros in cash, unlocking their remaining 800 euros once they have completed 2 rounds to unlock their BSN and an additional round to receive either bank card.
- E. The Landlord is selected, who will handle the System's funds and manage the properties.

TO START

- Remember you may not view houses until you have a bank card
- Do not start the game until everyone has spinned the wheel of fortune for a nationality

- 1. The player with the highest dice roll goes first.
- 2. Roll the dice and move your token clockwise along the board. The turn to play passes to the left.
- 3. Follow the instructions on the space you land on, such as flipping the house card, drawing Chance or taking other actions such as trading chance cards or viewings.
- 4. 1 Players may only rent properties when they have both "viewed" and "committed" - however, you may negotiate and sell your "viewings" to other players if you are not interested in a rental property. You may not sell viewings to players who have not received their bank card. You may not sell viewings if you have 4 viewings simultaneously, one must be forfeited to the system.
 - ◆ To view a property, you must possess a bank card. If you land on an unrented property and you have a bank card, you have the option to flip the house card, revealing the deposit. This action signifies that you have "viewed" the property.
 - ◆ In order to "commit" to a property, you must pass the "Go" space once and land on the same property again before you can pay the deposit. This demonstrates your intent to rent the property.
 - ◆ If you choose not to pay the deposit, you must forfeit your "viewing" to the system. If you land on this property again you must restart the process.
 - ◆ Players are only allowed to rent properties once they have both "viewed" and "committed" to them. However, you have the opportunity to negotiate and sell your "viewings" to other players if you are not interested in renting a specific property. It's important to note that you cannot sell viewings to players who have not received their bank card, and if you already have four viewings, you must forfeit one to the system.
 - ◆ You may not sell your "viewing" if you have just landed on it for the second time.

- 5. Players may have a maximum of 4 houses viewed at a time. Keep track of these on a paper - the "landlord" must also keep track of viewed houses. Final decisions on discrepancies are decided by the "landlord".
- 6. Pay food and water tax of € 50 each time you pass the tax authority!
- 7. Collect your respective benefits each time you pass go (this depends on nationality make sure to check the "GO" card to see which benefits apply to you),

OTHER RULES

If you roll doubles thrice or land on "go to jail", you must go immediately to Jail Hotel.

Landing in the Jail-Hotel space incurs penalties (you must pay food and water tax for each turn spent in the Jail-Hotel). You may only leave the jail hotel if you roll doubles. Otherwise, spend 3 nights (turns) before returning to the housing search.

Players may trade rental property "viewings" and negotiate.

You may not trade rental property viewings if you have reached the maximum amount of viewings (max is 4) You must forfeit one without trading it, back to the system.

You may not keep a "viewing" if you have landed on it a second time - you must either pay the deposit or forfeit the house card.

One house may have many players viewing it at once, however only one player may "commit" to the property.

Additional benefits are provided to players with certain nationalities as indicated on the Chance cards.

"The System" manages properties, rents, taxes, and auctions and records and keeps track of each players "viewings:"

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

EQUIPMENT

The game includes:

- a. Game board
- b. 2 dice for movement.
- c. Tokens to represent players.
- d. Chance and House cards with various instructions and events.
- e. Play money for transactions.
- f. Wheel of fortune to decide your nationality before the start of the game
- g. Bank cards
- h. Accounting cards to keep track of your expenses and your "viewings"

The game ends when all players have either rented housing or gone bankrupt.

The winner is whoever has the cheapest rental property.



Theory Assignment - PowerPlay

Monopoly:

Students Sleeping Anywhere Edition

As students enter the housing market in pursuit of higher education, they often encounter for the first time in their lives, the pressure of finding suitable and affordable housing. This pressure is especially prominent in the Dutch city of Rotterdam where affordable housing might sound like a dream. During this searching phase, students encounter different challenges which make the housing search fall far from equitable. In response to this situation, our group has decided to create a game that exposes the challenges that students face as they search for housing in Rotterdam. Queue: “Monopoly; Students Sleeping Anywhere Edition”

The student housing crisis in Rotterdam is a complex issue influenced by factors such as rising rent prices, limited availability of affordable housing, strict and rigid government policies, and discriminatory practices within the housing market. These challenges, while experienced by everyone - disproportionately affect certain students and often exacerbate social inequalities. We believe that by utilizing the familiar game-play of Monopoly we can draw people into a critical examination of the existing system in Rotterdam. Raising awareness of the challenges others face not only directs us to be more accountable, but also encourages us to be more aware of how we perceive and empathize with someone else's struggles within the same city. This added dimension not only brings us closer as individuals who all face the same struggle, but also offers an opportunity to work together and support each other in the face of unequal systems.

To develop our game we conducted research into the housing crisis in Rotterdam, first by discussing and collecting our own experiences, as well as doing research into relevant articles and projects on housing inequalities and discrimination. We then sent out a survey and talked with our close friends to widen our scope of information. While exposing the realities of the housing problem, we also worked to avoid buying into stereotypes or discrimination. This research served as the foundation for designing the game mechanics and components which all act as both a reflection of the original monopoly as well as a critique of Rotterdams Housing system.

Our final product is this new edition of Monopoly that is both a game and a tool for societal critique. The board is divided into two sections: an outer circle representing the endless search for housing, and the inner circle representing the struggles faced once housing is “secured”. Players navigate the outer circle by first completing their “initial tasks”, only thereafter will they be able to go on viewings around the outer board where they then get an opportunity to pay their housing deposits and secure a place on the “inner circle”. Players will contend with impending financial pressures, high living costs, minimum daily expenses and unpredictable events that drastically impact their chances of acquiring housing. These game components are designed to reflect real life experiences, exposing players to the harsh realities of the housing crisis. Through this critique, we invite players to reflect on their own privileges, challenge discriminatory practices, and work towards a future where every student has access to safe, affordable, and inclusive housing.