

# MADOPOLY



by mad party games

## Rulebook

# Goal of the Game

The goal of the game is to be the first player to gather a certain amount of money. The first player that reaches this amount wins the game.

**Short game: \$200**

**Normal game: \$300**

**Long game: \$400**

*\* The above bill adjustments are recommendations only; adjust them to your own preferences*

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# Preparation

1. Place the MadWish bottle in the middle of the board by using the attachment pin.
2. Place your pawn on START.
3. Shuffle the TRUTH, DARE, GO and MYSTERY cards and place the decks on the relevant fields on the game board.
4. Each player chooses the character they want to play with. Place the pawn you chose on START.
5. Each player receives bills with a total value of \$85



# How to Play

## STEP 1

Take turns rolling the die. The person with the highest number on the die starts the game.

## STEP 2

Throw the dice and move your pawn as many spaces as the number on the dice indicates.

## STEP 3

Every space your pawn lands on is connected to a certain assignment. To understand the assignment related to each space, check the Legend (see page 2, Legend).

## BANK

Select a player who, besides playing the game, also acts as the bank. The bank is responsible for all bills and Power Cards, so honesty is required. When assignments are completed successfully or the player lands on a field where they receive bills, the bank must pay the player. Upon declining an assignment or when a player lands on a field where bills are lost, the bank collects the money.

## BILLS

Bills are the means of payment in MadPoly. There are four bill denominations in MadPoly: \$5, \$10, \$20, \$50.

*For example: when you land on the field 'STD', you must pay \$20 to the bank. These bills can be paid in any combination of denominations with a total value of \$20 (i.e., 1\* \$20 bill, or 2\* \$10 bills, or 4\* \$5 bills).*

# The Legend

## Spinning Bottle and Cards

When a player lands on the 'SPIN' space, they must spin the Bottle. It will point at one of the following spaces: TRUTH, DARE, GO, MYSTERY, SHOT, or \$20 cash. The player will then draw a card, receive money or take a shot depending on the field the bottle lands on.

**TRUTH:** If you answer the question, you will receive \$10 from the bank. If you refuse to answer, you will have to pay \$20 to the bank.

**DARE:** If the task described on the card is completed successfully, you will receive \$20 from the bank. If you refuse to perform the task, you will have to pay \$30 to the bank.

**GO:** With these cards, there's always a winner and a loser. For example, every player has to perform the task described on the card as fast as possible. The last player that performs the task has to pay the player who drew the card. The amount of money the winner gets will depend on the task.

**SHOT:** Take a shot and receive \$10 from the bank. If you refuse, you will have to pay \$30 to the bank.

**MYSTERY:** These cards are random, and each card has an explanation of what a player has to do and how much money they can earn or lose.

**\$20 CASH:** Receive \$20 from the bank.

## Character Bars

Each character has a bar on the board assigned to them. Whenever you land on another player's bar, you have to pay them \$20.

In case of landing on your own bar, you receive \$30 from the bank.

If you land on a bar that does not belong to any of the players, you do not need to pay anything.

## Corner Spaces

**START:** When passing or landing on this space, the player receives \$20 from the bank.

**SHOT:** If the player lands on this space, they have to take a shot.

**JAIL:** When landing on this space, the player has to skip 2 turns. However, they still get to roll the dice for a chance of getting a double. If the player rolls a double, they get out of jail. If you throw a double and get into Jail, you do not get another throw.

**RIPDEAL:** If a player lands on RIPDEAL, they get to steal \$40 from a player of their choice.

## Power Cards

**CONDOM:** If you land on a Condom field, you receive a Condom – it will protect you from paying if you land on the STD space.

**JOKER:** The Joker card is your ultimate defence against everything. If you do not want to perform a task or pay a certain amount, you can use the Joker card to protect yourself. Does not give protection when landing on the STD space.

*\*You have to hand the Power Cards back to the bank after using them.*

# Important notes

- You can adjust the amount of money needed to win the game to your own preferences.
- During the game, if a player does not possess enough bills to pay, they must spin the MadWish bottle. If the player completes the task and gets money, they must then pay what they owe. If they still refuse to perform the indicated task, they automatically lose the game.
- If a player rolls a double, they get another turn. If they roll three doubles in a row, they do not get another turn after the third one and have to take a shot as a punishment.
- If you land on V.I.P. and you are the richest player in the game, nothing happens.
- If a player lands on the Lucky Space, all the players must throw the dice and the player with the highest number on the dice receives \$10 from each player.
- If a guy lands on Fuckboy and there are no girls playing the game, nothing happens.
- If a girl lands on Gold digger and there are no guys playing the game, nothing happens.

