

## **Explain these rules to teams when they arrive:**

Two players have to form the "wheelbarrow" token: one person on his or her hands, their ankles being held up by the other person. Teams may substitute players in their wheelbarrow as often as they like.

You start with 3 \$500 bills, a pair of dice, and a blank "Monopoly" sheet. You roll the dice and move your wheelbarrow that many spaces around the board.

If you land on an unowned property, you must either pay the rent (to the bank), or buy it. The rent and purchase price is shown on your sheet. When you buy a property, mark it as yours by crossing it off on your sheet. If you land on a property you already own, nothing happens.

Rolling doubles three times in a row sends you to Jail without passing go. You may roll the dice up to three times in an attempt to get doubles again to get out of jail. If you fail, you must pay \$50 to leave jail. In either case, when you get out of jail you move to the "Just Visiting" space.

It is always your turn. If there are other teams on the board, you can ignore them.

You must pass Go and collect \$200 at least once. After that, you can stop playing whenever you like.

## **For GC only. Don't tell the players this part!**

Teams must figure out that the goal of playing is to get them to see all the different denominations of money. Keep the "bank" hidden from the players.

You should not make change for the players except as part of buying a property or paying rent. The one exception is that they can trade up to a \$500 bill.

Make sure you're using the bills with serial numbers on them (similar to, but not the same as, the bills from the pregame, which have no serial numbers.)

Chance is always "Pay poor tax of \$15".

Community Chest is always "You have won second prize in a beauty contest -- collect \$10."

If players ask for a hint, tell them it's at location 40.