

Christianopoly Rules

OBJECTIVE

The objective of the game is to learn the responsibility of good financial stewardship; making the right decisions about the money we have and managing it wisely. This includes being able to pay necessary bills at home, putting aside for the things you want, and taking care of your family. Not only do you have bills to pay, mortgages, insurance, etc. you must pay taxes, make donations and do tithing as well.

EQUIPMENT

The equipment consists of a board, dice and markers. There are 30 Chance and 30 Community Chest cards and play money.

PREPARATION

Place the game board on a table and put the Chance and Community Chest cards face down on their allotted spaces. Each player chooses one marker to represent them while travelling around the board. Each player is given \$1500 divided as follows: 2 \$500's, 2 \$100's, 2 \$50's, 6 \$20's, 5 \$10's, 5 \$5's, and 5 \$1's (or divided any way as long as it equals to \$1500). All remaining money goes to the Bank.

BANKER

Select a player to be the Banker. The Banker who plays in the game must keep their personal funds separate from those of the Bank. When more than five persons play, the Banker may elect to act only as Banker.

THE BANK

Besides the Bank's money the Bank also pays salaries and bonuses. The Bank collects all taxes, fines, payments, etc. The Bank "never goes broke". If the Bank runs out of money, the Banker may issue as much as needed by writing on any ordinary paper.

THE PLAY

Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. Place your marker on the corner marked "GO", then throw the dice

and move your marker (in the direction of the arrow) the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The markers remain on the spaces occupied and proceed from that point on the player's next turn. Two or more players may rest on the same space at the same time. Depending on the space your marker reaches, you may be obliged to give tithing, pay taxes, draw a Chance or Community Chest card, Go To Jail, or etc...

If you throw doubles, you move your marker as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your marker as before. If you throw doubles three times in succession, move your marker immediately to the space marked "In Jail".

GO

Each time a player's marker lands on or passes over GO, whether by throwing the dice or drawing a card, the Banker pays that player a \$200 salary. The \$200 is paid only once each time around the board. However, if a player passing GO on the throw of the dice lands beyond it on Community Chest, or on Chance, and draws the "Advance to GO" card, they collect \$200 for passing GO the first time, and another \$200 for Advancing to it the second time by the instructions on the card.

CHANCE AND COMMUNITY CHEST

When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card face down to the bottom of the deck. The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, then they may sell it, at any time, to another player at a price agreeable to both.

TITHING

If you land here you give 10% of your total income (what money you have) to help support the Church. The Church uses this money to help pay for Church expenses and also for the community and around the world. Place this money in the center of the board.

JAIL

You land in Jail when...

- (1) Your marker lands on the space marked "Go to Jail",
- (2) You draw a card marked "Go to Jail" or
- (3) You throw doubles three times in succession.

When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your marker is on the board, you must move directly into Jail. Your turn ends when you are sent to Jail. If you are not "sent to jail" but in the ordinary course of play land on that space, you are "Just Visiting", you incur no penalty, and you move ahead in the usual manner on your next turn.

A player gets out of Jail by...

(1) Throwing doubles on any of your next three turns, if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw. Even though you had thrown doubles, you do not take another turn.

(2) Using the "Get Out of Jail Free Card"

(3) Purchasing the "Get Out of Jail Free Card" from another player and playing it.

(4) Paying a fine of \$50 before you roll the dice on either of your next two turns. If you do not throw doubles by your third turn, you must pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.

CHURCH

A player landing on this place does not receive any money or reward of any kind. This is just a "free" resting-place where the player spends time in meditation and prayer.

BANKRUPTCY

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game.

The player may ask the Church to help them in their time of need. The Church can loan the player \$200 to tide them over so they can pay some bills until their next pay check (when they pass Go). The Church can only do this once to a player in a game.

WINNING

The last player left in the game wins. You can also set a timer and when it goes off, the player with the most money wins.