

RECIVS' Boardgame Projects

House Rules, Variants & Hacks

Presents

Monopoly Deal: Revamped

Version 1.1

More than one copy of *Monopoly Deal* is required to play this variant. Players may print their own custom set or get a second copy of the game and mark the required cards as follows:

One copy of *Monopoly Deal* (106 cards)

+ *Hong Kong Edition Special Pack* (20 cards):

- Five additional *Money Cards*: 1M, 2M, 3M, 4M & 5M
- Four "Big" Houses, value 4M. They add 4M to rent value (of a complete set).
- One "Big" Hotel, value 5M. It adds 5M to rent value (of a complete set).
- Five additional *Wild Property Cards*:
 - One *Wild Property Card*
 - One Light Blue/Brown *Wild Property Card*, value 1M
 - One Utility/Railroad *Wild Property Card*, value 2M
 - One Yellow/Red *Wild Property Card*, value 3M
 - One Green/Railroad *Wild Property Card*, value 4M
- Five new *Action Cards*, value 4M:
 - *Double Sly Deal*: Steal two properties from any (one) player and add them to yours. You can't steal from a complete set.
 - *Go to Jail*: Select one player, their next turn is skipped.
 - *Inheritance*: Draw one card from another player's hand.
 - *Pay My Rent*: When rent is demanded of you, play this card to shift the debt to another player.
 - *Speeding Fine*: Force any two players to discard one card each.

+ Variant Cards (17 cards):

- Five additional *Money Cards*: 1M, 2M, 3M, 4M & 5M
- Five additional *Wild Property Cards*:
 - One *Wild Property Card*
 - One Light Blue/Brown *Wild Property Card*, value 1M
 - One Utility/Railroad *Wild Property Card*, value 2M
 - One Yellow/Red *Wild Property Card*, value 3M
 - One Green/Railroad *Wild Property Card*, value 4M
- Seven new *Action Cards*, value 4M:
 - *Bank Robber*: Discard (not steal) all the money from one player's bank account (just the money), leaving *Action Cards*.
 - *Bankruptcy (x2)*: The player who draws one of these cards must discard all the money (including *Action Cards* converted as money) in his bank account. If one of these cards is drawn after using a *Pass Go Card*, the player must end his turn immediately.
 - *Just Say No/Use One Extra Card*: This card may be used as a regular *Just Say No* or *Use One Extra Card* (you may play four cards during your turn instead of three). Playing this card doesn't count as an action.
 - *Just Say No/Take Two Cards from Discard Pile*: This card may be used as a regular *Just Say No* or *Take Two Cards from Discard Pile* (reshuffle the discard pile and then take two cards)
 - *Reverse*: Any action played on you is reversed. *Rent* cards may be reversed only if you have the corresponding property. *Just Say No* cards may also be reversed. Playing this card doesn't count as an action.
 - *Sneak Peek*: The player of your choosing must show you three selected cards from his deck.

Additional Rules

- Four property sets are required to win the game.

Optional Rules

Players may use as many or as few of the following optional rules as desired:

- Add one *Deal Breaker* card and one *Just Say No* card to the deck.
- Add thirteen *Rent Cards* (a complete set) to the deck.
- The game may be played in rounds (every game is one round). After each game, the money and *Action Cards* on the losing players' bank accounts are credited to the winner. The first player to reach 50M wins the game.

Redesign Notes

This variant intends to maintain the original odds ratio as much as possible:

Original Version:

- * 47 action cards (~44%)
- * 20 money cards (~19%)
- * 39 property cards (~37%)

106 Cards

Adding the Hong Kong Special Pack:

- * 57 action cards (~45%)
- * 25 money cards (~20%)
- * 44 property cards (~35%)

126 Cards

This Variant:

- * 64 action cards (~45%)
- * 30 money cards (~20%)
- * 49 property cards (~35%)

143 cards

I believe the original ratios are maintained, though I am still considering if I want property cards to be harder to get.

Adding 13 Rent Cards (optional):

* 77 action cards (~49%)

* 30 money cards (~20%)

* 49 property cards (~31%)

156 cards

Acknowledgments

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