

Mon-O-poly. The Rules

This is a score event with a 45 minute time limit. Points will be deducted for being over the time limit. All controls are worth 10 points each, however, to gain maximum points you will need to take on the Mon-O-poly challenge.

Your control descriptions are colour coded to represent the property groups on a Monopoly board. (The groups are also numbered 1-9).

Long course: 20 bonus points are on offer per colour group. To earn this bonus, you need to visit all of one colour before you move on to a different colour. For example; if you punch all the controls in the green category and then move on to the next colour, you will gain the 20-point bonus for the green controls. If you punch two green controls, one blue then the third green control, you will only gain the usual 10 points per control. There are two colour groups with only two controls, the 20 point bonus still applies. No bonus points will be awarded for visiting both the water and electricity companies.

You are free to tackle the colour groups in any order. There are 24 mapped controls with a maximum of 400 points available for the long course.

Short course: If you wish to play the short version of the game you only need to visit any two controls of each of colour group. If you visit both of the same colour in succession you will get a 10 point bonus per colour group. Example: if you punch two green controls then move on to another colour you will gain the 10 point bonus, if you punch one green, one blue, then another green you will not get the bonus. There are two colour groups of only two controls, you only need to visit one of each colour to complete the course, no bonus points are offered for these controls. If you manage to punch both the water and electricity controls whilst you are out you will get a **30-point bonus (these do not need to be punched in succession)**. There is a maximum of 250 points for the short course.

Additional Information

Take a Chance – There is an unmapped ‘chance’ control adjacent to the finish control, punch this and you will be given a card at the finish telling you your fate, will you take the chance of gaining extra points when there is a risk you could lose some instead? If you do punch the chance control **remember you still need to punch the finish control.**

There are no stations – trains are not running today.

As it is the season of goodwill, you will not be sent to jail.

If you have arrived by car then you are enjoying ‘free parking’.

There will not be £200 for passing go as this would mean you having to run the course a second time!

And what of the boot, top hat, iron, dog, car, ship, thimble and wheelbarrow? They may be waiting for you at download.

TIME PENALTY: You will lose 10 points for every minute or part minute in excess of the course time of 45 minutes.