



Use this 5.72 version of rules to play the game. THE KGB CAN NOW STEAL ESCAPE CARDS & ESCAPE CARDS ARE WILD Put the 3.01 classic version under the platform.

REVERSE MONOPOLY!™ MOSCOW EASY

2006 EXPERIMENTAL

Hide your money.
Bluff your opponent.

Goal of Game

The goal of the game is to reverse the Communist monopoly & sell properties to Private Ownership.

Play until (whichever comes first):

- 1) any buyer (or team) has three (3) "tripled rent" color families or
- 2) the Old Commie Bank goes broke. The richest capitalist wins the game.

Set-Up

- 1) 3 to 5 Buyers (players) or Buyer Teams may play. (Mixed numbers & ages on Teams work great.)
- 2) Each Buyer/Team gets 35 Million Rubles (35 bills).
- 3) Place 100 Million Rubles (100 bills) in the "Old Commie Bank" on board.
- 4) Separate the Black Market Cards from the Privatization Cards. Place Black Market Cards on their corner of the board. **PUT THE PRIVATIZATION CARDS BACK IN THE BOX.** You don't need the Privatization Cards for the Easy Version.
- 5) Put Auctioneer's Airplane on the Airport # 66/67/68.
- 6) Place KGB Red Car on the "KGB START HERE" street square in front of the KGB Headquarters #55.
- 7) (Optional) Separate the single numbered property cards & deal 2 single numbered cards per Buyer or Team. This gets the game going quickly.
- 8) The "To Be Continued" pad is only for recording the game if you can't finish playing in one sitting. You won't need it to play the game.

The Basics

- 1) No one has their own piece. Each player rotates turns as the "Auctioneer" (the Airplane piece) & after that, as the "KGB" (Red Car).
- 2) Turns moving the Auctioneer's Airplane & KGB Red Car rotate clockwise around board.
 - A) The player which has the turn to roll the Red & White dice & move the Auctioneer Airplane is called the Auctioneer.
 - B) The KGB (Red Car) is always moved by the player to the right of the Auctioneer.

This turn's Auctioneer becomes next turn's KGB Mover.
- 3) Auctioneer & KGB also participate each turn as a "Bidder" in the auctions.
- 4) Auctioneer's Airplane & KGB Red Car are moved each turn.
- 5) Property has an appraised value of:

5 million Rubles (5 bills) for each property number:
Example: T.A.S.S. #35/#36 (2#s) appraised 10 Million R.

Basic Steps of Each Turn

- Step 1) Auctioneer rolls Red & White Dice.
- Step 2) Auctioneer's Plane flies directly to property.
- Step 3) KGB moves in any direction along street squares according to Red Die # rolled by Auctioneer.
- Step 4) Property is sold at auction. Card serves as deed.
- Step 5) Auctioneer collects Commission from Old Commie Bank (or pays rent to a property owner if property is already owned.)

Starting the Game

Determine the First Turn Auctioneer: Roll the Red & White dice to decide the first Auctioneer. Highest number becomes the first Auctioneer.

Basic Steps Explained

Steps 1 & 2

The first Auctioneer rolls both the Red & White dice to determine the 1st Property to transfer ownership.

Read Red die first & each as a separate number.

Example: Red Die: 6 White Die: 2 = property #62

Move the Auctioneer's Plane to property #62

Step 3 moving the KGB (based on red die roll)

- 1) The KGB (Red Car) is always moved by the player to the right of the Auctioneer. *NOTE: This turn's Auctioneer becomes next turn's KGB Mover.*



- 2) When the Auctioneer rolls the Red & White dice,

KGB moves according to **RED die roll. Example:**

Auctioneer rolls: Red-8 White-5 (property #85)

KGB moves 8 gold street squares according to Red Die #8.

- 3) The KGB moves on the gold street squares. One (1) street square is moved for each Red Die number. If Red Die roll is 8- KGB must move **exactly** 8 gold squares.

- 4) The KGB Red Car cannot pass over the same street square twice during the same move.

GOAL OF KGB Red Car is to move to:

- A) Street # of Property being auctioned & steal commission.
- B) Street # of property where RENT is owed & steal the rent. The 1st street number represents all the property numbers of the property)

EXAMPLE: **45** on the street represents property 45/46/47

- C) or move to a Black Market Square **BLACK MARKET** for **choice** of Black Market Card or 1 million Rubles (1 bill) from Old Commie Bank.

- D) Street # of ESCAPE Card & steal ANY ESCAPE from holder!

Step 4 An Auction is conducted each time the Red & White dice roll indicates a property that has not yet been sold.

Example: Red Die 5 White Die 4 = property #54. If property #54 has not been sold an auction is held.

How Property is sold at AUCTION

- 1) Property is sold to top bidder. There are no set prices! Which ever "Bidder" is willing to pay the HIGHEST RUBLE becomes the property owner. The increment of bid is at least 1 million rubles.
- 2) Players may bid as often as they like.
- 3) Bidding usually progresses clockwise around the board.

about the AUCTIONS

- 1) Bidding Guideline: Property has an appraised value of: 5 million Rubles (5 bills) for each property number:
Example: T.A.S.S. #35/#36 (2 numbers) appraised 10 Million R
- 2) Playing hint: Try to buy as cheaply as possible or bluff the other players into paying as much as possible. Hide your money! Try not to pay appraised value (or more).
- 3) Money for property purchased is paid to the New Democracy Bank.

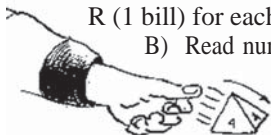
Step 5 Auctioneer collects Commission:

- 1) The Auctioneer collects a commission each time a new property is sold at auction (even if the Auctioneer buys it).
- 2) The Auctioneer gets a commission of 1 Million R (1 bill) for each Property Number
Examples:
property #34 (1#) commission paid 1 Million R
property # 57/58/59 (3#s) commission 3 Million R
- 3) All commissions & payments, unless otherwise specified, are always taken out of the Old Commie Bank.

RENT for "SOLD" Properties

If the Red & White dice numbers are rolled for a property that is already sold, the Auctioneer must pay RENT to the Property Owner. **(Roll again if Auctioneer already owns property.)**

A) Rent is determined by roll of the 4-sided pyramid die - pay 1 Million R (1 bill) for each number on the die.



B) Read number which is closest to the table surface. The same number will be on all 4 sides at the base of the pyramid die.

RENT & CARD FAMILY COLORS

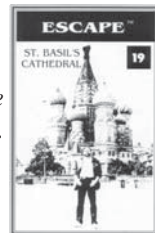
- A) Owning 2 Property Cards from same Color Family DOUBLES RENT. (Pyramid Die roll x 2)
 - B) Owning 3 of same Color Family TRIPLES RENT. (Pyramid Die roll x 3)
 - C) Owning 4 of same Color Family QUADS RENT. (Pyramid Die roll x 4)
- ** ORANGE FAMILY HAS ONLY 2 PROPERTIES.**
- Owning 1 ORANGE PROPERTIES doubles RENT. (Pyramid die x 2)
 - Owning BOTH ORANGE PROPERTIES QUADS RENT. (Pyramid die x 4)
- D) ESCAPE CARDS ARE WILD! Possession of ESCAPE Card & ANY color Property Card TRIPLES Rent of that property. (Pyramid Die x 3)
 - D) Once an ESCAPE CARD is used, it is placed back into the Property/Escape Card stack, ESCAPES CAN BE STOLEN BY THE KGB LANDING ON THE STREET NUMBER of the Escape card!

Wild ESCAPE CARDS

Six of the properties are ESCAPE Properties. *Escape Properties are NOT sold. They are received FREE when their number is rolled.*

They are used to:

1. ESCAPE from the KGB stealing commission or rent
 2. ESCAPE paying Rent or
 3. **Triple Rent** of ANY colored property. Possession of ESCAPE Card & ANY Property Card TRIPLES RENT of that property. (Pyramid Die x 3)
- A) Once an ESCAPE CARD is used, it is placed back into the Property/Escape Card stack.
 - B) **"If you don't use it - you lose it"** If an Escape Card is not used before another player rolls the same Escape Property number, the player loses the card to the new player that just rolled the number.
 - C) **ESCAPES can be STOLEN from the holder by the KGB if the KGB can get to the # on the board.**



BLACK MARKET CARDS

1) A "Black Market" card is drawn whenever the Auctioneer rolls DOUBLES with the Red & White dice (#11/22/33/44 etc.). Turn continues as a normal turn after the Black Market card is drawn.

- 2) The KGB may opt to draw a Black Market Card **or collect 1 million Rubles** if the KGB can maneuver to a Black Market Square on the roll of the Red die. The KGB must decide which it will do before looking at the Black Market card.
- 3) When an "extra turn" card is drawn, the card should be held & the turn taken immediately after the next time the card holder becomes the auctioneer.
- 4) When a "lose a turn" card is drawn the player loses their next turn as Auctioneer and their next turn as KGB.



METRO USAGE



The KGB (even though it is a car!) may use the Metro Squares (marked M on the street) to speed up movement around Moscow.

- A) The jump from one Metro Square to another Metro Square is 1 move. The M is considered part of the square in which it is placed.
- B) Multiple jumps to Metro Squares are allowed, but never to the same Metro Square twice.

GOING BROKE

When a player runs out of money & cannot afford to pay expenses they must immediately sell some of their property at auction regardless of price.

(see "How Property is sold at Auction")

WINNING THE GAME

The game ends WHEN (whichever comes FIRST):

A) Any player or team owns any three (3) TRIPLED RENT COLOR FAMILY SETS. (see: "RENT & CARD FAMILY COLOR section B")

ONE of the 3 families may be an ESCAPE CARD & a matching Color Family Property Card (see: "RENT & CARD FAMILY COLOR section C")

OR

B) the "Old Commie Bank" goes broke. In this case the Richest Player (the Ultimate Capitalist) is the winner. Wealth is determined by the appraised value of properties owned plus cash on hand.