

Supercharged Science Spaceopoly Game

This spin on the classic version teaches kids not only the plants, moons, and comets, but also how to count back change and invent new things by modeling previous successes.

This game plays exactly the same way as Monopoly, with a few substitutions (see section #5). The rules for Monopoly are identical to Spaceopoly, the board layout very similar, in fact nearly everything is the same except you're out in space! Here's what you need to do to set up your game:

1. Print out the game parts:
 - a. Board Squares: these get pasted onto your board
 - b. Deeds: these are the titles you receive for each object you purchase
 - c. Cards: there are two different decks: *Hazard* and *Community Quasar*. *Hazard cards* are Monopoly's *Chance cards*, and *Community Quasar cards* are *Community Chest cards*.
 - d. Currency: You'll want to print out several copies of each sheet so you have enough for your players.
2. Find dice:
 - a. You'll need two six-sided dice. If you roll doubles, you get another turn. If you roll doubles three times in a row, then you're in 'jail' (the *Rocket Repair Station*)
 - b. On my version of the game, we have three sets of dice (mostly for fun): two are six-sided, two are twelve-sided, and two are twenty-sided. So it's possible to lap the entire board in one roll. Here's how we use these three sets of dice:
 - c. We use the six-sided dice normally, but if you roll a 1-1, 2-2, or 3-3 (doubles), then you can use the 12-sided dice on your next roll. However, if you roll higher on your first roll, like a 4-4, 5-5, or 6-6, then you get to use the 20-sided dice on your next roll. So if you roll doubles with the lower half of the numbers, you get the 12-sided; higher-half gets the 20-sided.
3. Find Game Pieces:
 - a. You can use rocks for this part. Find one piece for every player.
 - b. In my version, I bought small models of the space station, lunar lander, Saturn V rocket, and others to serve as game pieces.
4. *Optional*: Find pieces for Space Station Satellites.
 - a. Cut out small squares of red, orange, yellow, green, and blue to serve as your Space Station Satellites. These are similar to the houses and hotels in Monopoly. One house = the red space station; two houses = orange space station... until you get to blue, which is equivalent to a hotel.
 - b. Same rules apply to the Space Station as to the hotels in Monopoly. You have to purchase all the previous levels before purchasing the next level up. You can't go straight from red to blue, but rather you must purchase the orange, yellow and green before purchasing blue level.

5. Lay out your board: Use a large sheet of cardboard, poster board, or foam core to lay out your pieces before gluing them together. Pick one corner to be GO (Start) and follow the table below on how to lay out the pieces. (You might want to open up your Monopoly Board to compare as you go along.

The main substitutions are:

- a. Jail = Rocket Repair Station
- b. Go to Jail = Malfunction
- c. Free Parking = Free Docking
- d. Chance = Hazard
- e. Community Chest = Community Quasar
- f. Utilities = Venus and Mercury (they don't have moons)
- g. Railroads = Comets

| | | | |
|----------------------------|----------------------------|----------------------------------|----------------------------|
| Go: Rocket Refuel Station | Go to Jail: Malfunction! | Free Docking: Deep Space Station | Malfunction! |
| Charon \$6,000 | Oberon \$12,000 | Mimas \$22,000 | Triton \$30,000 |
| Community Quasar Card Pick | Mercury \$15,000 | Hazard Card Pick | Proteus \$30,000 |
| Pluto \$8,000 | Miranda \$12,000 | Titan \$22,000 | Community Quasar Card Pick |
| Black Hole Tax | Uranus \$14,000 | Saturn \$24,000 | Neptune \$32,000 |
| Comets \$20,000 | Comet \$20,000 | Comet \$20,000 | Comet \$20,000 |
| Phobos \$10,000 | Mathilde \$16,000 | Ganymede \$26,000 | Hazard Card Pick |
| Hazard Card Pick | Community Quasar Card Pick | Callisto \$26,000 | Andromeda Galaxy \$50,000 |
| Deimos \$10,000 | Ceres \$16,000 | Venus \$15,000 | Luxury Tax: Neutron Star |
| Mars \$12,000 | Gaspra \$18,000 | Jupiter \$28,000 | Whirlpool Galaxy \$40,000 |

Each system is a planet with major moons (with the exception of the asteroid block). For example, Jupiter has many moons, but only two on the board: Ganymede and Callisto.

Using markers or crayons, outline each block on the board with the corresponding color from Monopoly. Color the outline of the title deeds as well to make it quicker to match them up while playing the game. I would color the frame of Jupiter, Ganymede, and Callisto yellow on the board as well as the title deeds, for example.

Attach the pieces to your board with tape or glue. I covered the pieces with clear packing tape so the pieces slid over the board more easily, but you can laminate or protect your board in any way you choose.

6. When you're ready to play, place the two card decks face down on the board along with a pile of Satellites (the five colors of paper scraps), dice, and playing pieces. Deal out the currency – every person gets:
 - a. Five \$100
 - b. Five \$500
 - c. Five \$1,000
 - d. Six \$2,000
 - e. Two \$5,000
 - f. Two \$10,000
 - g. Two \$50,000
7. *Optional:* We always place a \$50,000 in the middle for free docking. And each time it needs to be replenished (because someone landed on Free Docking), then we add another \$50,000 on top. The pot gets larger and larger as the game goes on!
8. *For younger players,* we don't use the mortgage rules from Monopoly, but instead offer to trade a player's titles/deeds for the docking fees... but of course you can play as appropriate for your family.

Enjoy!