*Organic Monopoly*

This game is designed to practice integrated concepts from both Organic Chemistry courses

**Contents:**

-1 board

-8 Scientist game pieces -2 Dice

-16 Lab Work, Research Event and Exam Category cards -6 Nobel Prize tokens

-28 Patent cards -32 Publication (Journal) pieces

-Research/Grant money dollar pack -16 Textbook pieces

Each researcher is given the following amount of grant/research dollars totaling $$$1500:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 5 | 1 | 2 | 1 | 1 | 4 | 2 |
| $$$1 | $$$5 | $$$10 | $$$20 | $$$50 | $$$100 | $$$500 |

The rest of the money is left in the Grant Agency. Shuffle all Lab work, Research Event and Exam Category cards and place them face down on the board.

Choose someone to be the patent lawyer/grant director.

This person is in charge of the

* research/grant committee money pack,
* providing exam room and unowned patent questions and answers
* publication (journal) pieces,
* textbook pieces,
* patent cards, and
* Nobel Prize tokens.

This person can also be one of the researchers but must keep their assets separate from the grant funding and cannot answer their own questions. Each researcher chooses a scientist token and places it on the Approval space. Order of play is determined by the highest dice roll going first and continues to the left.

Nobel Prize tokens are received from lab work/research event cards and may be used:

- At the **beginning of turn** to move automatically to Nobel Prize Parking space to collect the pool which ends the turn. Passing the Approval space gives $$$200.

- At the **beginning of turn** to get out of the Exam Room for free (turn does not end).

- During the turn to sell the token to the committee/patent office for paying off debt.

- Tokens used are returned to the grant director.

**During Game Play:**

-Researcher rolls both dice and moves forward that many spaces. Follow the instructions for the space landed (see Board Spaces below). If a double is rolled, roll the dice again for another turn. Three doubles in the same turn causes the researcher to go to the Exam Room without passing the Approval space.

-Players may not purchase patents until after going around the board once. As soon as you bought a patent, write a question and answer for royalty purposes during the other player’s turn.

**The goal of the game is to be the last researcher standing by bankrupting all the other researchers.**

**All Patent, Analysis and Stereochemistry Spaces:**

-When a researcher lands on an unowned patent after going around the board once, the researcher can buy it for the price shown and take the patent card if they answered a question from the patent lawyer and their answer is mostly correct. If the researcher does not want to buy it, then play continues (there is no auction or mortgage).

-When a researcher lands on a patent that someone else owns, pay them the royalties shown on the patent card and answer a question. The researcher must get the majority of the answer correct or pay double the amount of the royalties.

*Patent Spaces (8 Individual Color Sets):*

-Collect patents of the same color set to increase question potential and submit publications. Completing a color set doubles the amount of royalties received and allows publications and textbooks to be submitted (see Peer Review below).

*Analyses spaces (Set of 4):*

-Collect analysis patents to increase question potential and increase the amount of royalties earned from $$$10 to $$$25 to $$$50 to $$$100. Publications and textbooks cannot be submitted with analysis patents.

*Stereochemistry spaces (Set of 2):*

-When a researcher lands on a stereochemistry patent that someone else owns, pay them the royalties equal to 5x (for 1 patent) or 10x (for both patents) the amount of a dice roll and answer a question. Publications and textbooks cannot be submitted with analysis patents.

**Action Spaces:**

*Approval space*: Researchers passing the Approval space collect $$$200 from the grant committee.

*Lab Work and Research Event spaces*: Researchers landing on these spaces take a card from the corresponding pile and follow the instructions. Cards can be reshuffled when needed.

*Lab Inspection and Conference Trip spaces*: Researchers pay the amount shown on these spaces to the pool in the center of the board.

*Nobel Prize Parking space*: Researcher collects the grant money in the pool in the center of the board. There is always a minimum of $$$150 that is replaced by the grant director when collected.

*Just Studying space*: No event occurs aside from taking pity on anyone in the Exam Room.

*Go To Exam Room space*: Researcher moves to the Exam Room immediately without passing the Approval space.

*Exam Room space*: Researchers entering the Exam Room end their current turn and choose an option below. The option takes effect at the **beginning of their next turn**. Researchers cannot submit publications/textbooks and cannot deal or trade while in the exam room. To be free of the Exam Room, researchers can do one of three things:

1. Pay $$$100 to the center pool and then roll as normal.
2. Use a Nobel Prize token or Get Out of Exam Room Free card and then roll as normal. The token is returned to the grant director and the card is placed in the discard pile.
3. Answer an Exam Category card for $$$25 each to the center pool. The patent lawyer draws a card and prepares a question and answer. A question is asked on the Exam taker’s next turn. If the answer is mostly correct, then the exam taker leaves the Exam Room and rolls as normal. An incorrectly answered question ends the turn and the second question is asked next turn. Incorrectly answering the second question ends the turn but the researcher can leave the Exam Room and stays on the Just Studying space.

**Peer Review:**

-Publications can be submitted at the **beginning of a researcher’s turn** after getting a completed color set. The researcher pays the patent office the cost written on the patent card and places a publication on the patent. The researcher has to submit evenly and cannot have a 2nd, 3rd or 4th publication on a patent until all patents in the set have 1, 2 or 3 publications respectively. The max is 4 publications per patent.

-Textbooks can be submitted once all patents in a set have 4 publications. The researcher pays the patent office the cost written on the patent card and places a textbook on the patent. The publications are returned to the patent office. Researchers may only have one textbook per patent.

**Deals and Trading:**

-Once per turn you can buy, sell, or swap patents with other researchers at the **beginning of your turn**. You must sell all publications and textbooks to the patent office before you can sell or trade a patent at 75% of the cost price. Nobel Prizes, publications, and textbooks cannot be sold to other researchers but patents and Get Out of Exam Room Free cards can. The amount is decided by the researchers making the deal.

**Spiraling Towards Bankruptcy:**

-If you are unable to pay, you can try to raise money by selling publications and textbooks to the patent office for 75% of the cost price or use a Noble Prize token. Publications and textbooks must be sold evenly across a patent set. There is no auction or mortgage.

-If you are unable to pay a debt and have no way to receive funding, then your researching has ended. Return all owned patents to the patent office and discard any Get Out of Exam Room Free cards. Patents returned are available for purchase again at full price. The remaining researchers continue playing until there is only one researcher left.