

(Version 0.3)

Ah, hello there, traveller! I notice you've been sent here by that vague interdimensional entity! Hohoho! You can call me Rich Uncle Pennybags, businessman extraordinaire! I'll be giving you a bit of a hand while you're here! You see, you've just found yourself in a riveting little game called Monopoly! Literally within it, even! Yes, you're standing on Go right now, I'd say! Don't you see it? Yes, yes, quite! This game of capitalism is really quite simple! Simply be the last player in the business, and you win! Of course, it's not really sporting if you win just because everyone else quits! So, then... oh. Oh dear. That's troublesome. It seems that transdimensional friend of yours has lost her coinpurse! I'm sorry, but I'm afraid you'll be starting with...

+0 CP

That isn't to say you can't earn any, but it'll be something of a snare! I'll see that I can dig up – all for the sake of the game, of course! Hohohohoho!

Section 1: Perks

Well, well! What have we here? You didn't think I wouldn't offer something to make your stay here worthwhile, did you? Just take a gander at some of these absolutely spiffy bonuses! Don't worry about being accused of foul play – if you buy these, it essentially means those other cads at the table are giving you a handicap!

Fashionable Restructuring [100 CP] – Ah, it appears that the board and pieces are now from your favorite variant edition of this game!

Fast Track [100 CP] – Ah, here we are! Once every five turns, you can simply hop over to the nearest Railroad, and you can buy it if nobody owns it yet! This will almost certainly make it easier to acquire transportation!

> **Riding The Gravy Train [900 CP, requires Fast Track]** – Not only can you now hop a Railroad once every two turns, but if it isn't yours, it becomes yours when you get there!

Go Already [200 CP] – You heard me! With this, you can return to Go and collect $200 whenever you roll double sixes on the dice! Isn't that simply grand? Lucky, aren't you?

> **Rolling In The Go [400 CP, requires Go Already]** – What's this, then? Now you can go to Go whenever you roll double sixes OR snake eyes? That's certainly convenient!

Cash Advance [300 CP] – Well, now! Those three extra $500 bills you're starting with seem useful!

> **Rainy Day Fund [600 CP, requires Cash Advance]** – Hohoho! I say, dear fellow, it seems you've started with double the money you normally would! Surely that will count for something! I dare say your economic ventures in the future will be twice as successful as well!

Get Out Of Jail Free [300 CP] – Ah, this one's always a wonder! You'll be starting this little game with one of these handy Get Out Of Jail Free cards! As you know, incarceration is a very real threat about these parts, and by gum, it's a nuisance!

> **Revolving Door Jail [500 CP, requires Get Out Of Jail Free]** – Ohohohoho! It seems you've got something of a safety net! You'll be getting one Get Out Of Jail Free card every five turns now! Be careful with them, though, you'll want to save them for the right moment!

Stacking The Deck [500 CP, requires Get Out Of Jail Free] – Ah, perhaps you'd rather leave it to luck instead? Instead of only one being in the Chance and Community Chest decks, there will be five in each, and you'll be twice as likely to draw them! Of course, if someone else draws one...

The Landlord's Game [400 CP] – Any other player will now sell you any property they have, regardless of strategy, provided you offer 1.5 times its value. Useful, isn't it? I dare say this would work wherever
you went...

Real Estate [400 CP] – It appears that any property you buy starts with one House on it! Isn't that wonderful? This will certainly make it easier to acquire property wherever you may be.

Mortgage Rates [600 CP, requires Real Estate] – Ah, here we are! Every time someone lands on
one of your properties, they will pay 5% more money to you the next time they land on it!

Home Field Advantage [500 CP] – My word, you've already got Park Place in your pocket? Who knows, perhaps you'll have a nice place to yourself wherever you go from here as well...

Savings and Loan [500 CP] – It seems the other players trust you enough to let you act as the Bank! This also means you'll be more trusted with money wherever you go – only gross misspending will break that sort of trust.

Trustbuilding [600 CP] – No one, it seems, is willing to come after you for purchasing a full set of properties or Railroads. I can't say why. Perhaps you could even get away with deals like that in the future...

Winning When You Lose [700 CP] – Well, now! It appears you can even collect revenue whilst incarcerated! This is a useful trick regardless of where you are!

Section 2: Drawbacks

Ah, unfortunately, this sort of thing comes at a price. I'm afraid if you want any bonuses, you'll need to make the game a bit harder. You can scale this difficulty as much as you want, but be warned...

Embarassment [+100 CP] – I understand that this is your least favorite piece you have to play as, but compared to everything else, this can't be that bad, can it?

Irritable [+100 CP] – It seems you simply don't suffer fools as well anymore, nor do you take well to waiting. Surely this won't drive you to forfeit... will it?

Annoyance [+100 CP] – Dear me, one of these players is quite irritating.

> **Ankle-Biter [+100 CP, requires Annoyance]** – Oh. That's why. Such a cacophonous youth, isn't he?
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> > **Just Make It Stop [+200 CP, requires Ankle-Biter]** – Aha! This game is fun for the whole family, inattentive older sibling, complaining younger sibling, and forgetful great-uncle alike! Oh. Oh, this isn't very fun for you at all, is it?
> >
> > > **Only The Dead Can Know Peace From This [+300 CP, requires Just Make It Stop]** – Oh. Oh my. That aunt of yours seems... overly enamored with the hound piece. That might explain the costume she's wearing... and was your older sibling always that rotund, wearing that unfashionable and ungentlemanly headgear, and covered in the debris of snack foods? This is... somewhat uncomfortable, isn't it?

Free Parking [+200 CP] – Oh, my! It seems that everyone can sneak a bit of change from that one parking space... except for you.

More Of Them [+200 CP] – It seems you have more company... two more players, in fact.

> **Too Many Cooks Spoil The Soup [+300 CP, requires More Of Them]** – Oh. Oh dear. Three more players, and they don't seem happy.

Cheaters [+200 CP] – Well, now. It looks like these ruffians are avoiding the rules on a regular basis – every five turns, in fact, one of them will do something illegal. Worse yet, I'm afraid those Parker chaps are turning a blind eye to it!

Unscrupulous Ruffians [+300 CP, requires Cheaters] – Oh, dear! They're brazen and merciless now! You'll have to deal with this tomfoolery every two turns from two of them!

Unsportsmanlike Cads [+200 CP, requires Unscrupulous Ruffians] – My word! They simply will not stop! Every one of them is breaking the rules every other turn now!

Bending The Houserules [+400 CP, requires Unsportsmanlike Cads] – Not only have those brutes broken all of the rules, but they've added new ones to benefit themselves – and they've not told you what those are!

Go Directly To Jail [+200 CP] – Oh, dear. The law has its sights on you! You're now twice as likely to land on Go To Jail or receive the Go To Jail card from the Chance pile!

Do Not Pass Go [+300 CP, requires Go Directly To Jail] – Well, now. It seems you end up in Jail after every five turns spent out of it due to one made-up charge or another! This is bothersome...

Do Not Collect $200 [+300 CP, requires Do Not Pass Go] – How have you gotten yourself stuck in Jail after every two turns that you spend out of it? This is madness, I say!

Stop Right There Criminal Scum [+400 CP, requires Do Not Collect $200] – Oh. Oh dear. It seems like Get Out of Jail Free cards don't work for you anymore! (Cannot be taken with Revolving Door Jail)

Eternal Pauper [+300 CP] – Oh dear! Somehow, they've barred you from collecting your $200 when you land on Go! (Cannot be taken with Go Already)

Drunkards and Draughts [+300 CP] – Why in the world did you think it was a good idea for everyone to play this game whilst inebriated? That was when I made some of my worst decisions!

Shrewd Fellows [+300 CP] – Ah, I do say, these opponents of yours seem to have some business savvy to them! You'll need to do a bit more if you want to win!

Strictly Business [+400 CP, requires Shrewd Fellows] – Oh, my! Playing against professional economists and trained financiers? Daring, aren't you? I like it!

Trust Buster [+800 CP, requires Strictly Business] – Ah, you've chosen quite the difficult climb to victory! Your three opponents shall be selected from the greatest tycoons in all of history! I hope you've prepared yourself well, because they'll certainly show no mercy! (By default, these are J.P. Morgan, John D. Rockefeller, and Andrew Carnegie. These can be switched out for others, or added to with the "More of Them" Drawback.)

Can't Get In Trouble [+400 CP] – You know that late-game strategy where you attempt to remain in Jail to avoid bankruptcy? Apparently, they won't let you into prison these days, not unless you don't want to go!

Can't Catch Them, Can You? [+200 CP, requires Can't Get In Trouble] – Oh, my! It seems the other players won't ever go to prison, either! Not even when you need them to...

If these prove to be a bit too much for you and you forfeit or meet defeat, worry not! You'll be able to keep moving on with those adventures of yours, and I'll always appreciate you stopping by to play, but there's a bit more in it for you if you win...

Section 3: Rewards For Victory

What's that? You didn't just think I'd send you on your way without some compensation for your trouble, did you? Oh, no, no, no, that would simply be rude of me! Since you've managed to win, I daresay it's about time I bestowed a few boons of my own upon you!

First off, you'll be receiving this absolutely splendid **stovepipe hat**! Such marvelous headgear as this provides an extra bit of class with any outfit more appropriate than sleepwear, and people will be far more likely to listen to what you have to say!

Next is this **pocket watch**! It will not only keep the right time for you at all times, but will also always be fashionable! Dignity is always in season, after all! The shine on it could make a good distraction, or perhaps a good point to focus on. If you've got another watch you'd rather have refitted for this, that works just as well!

There's also the matter of the pieces. You see, poor **Rover** here is getting a bit bored with his life here, so this little pewter pooch will be traveling with you! Make sure to keep him well-fed (he simply adores little bits of bacon, and you can actually feed him chocolate!), and try not to lose track of him! The little scamp gets restless sometimes.

What's more, you'll need a bit of investing savvy, and have I got something for you! If you need to make an investment of some resource or another, simply write my name down on something, and I'll **appear in spirit to assist**! You can count on my expertise to steer you right!

Is that not all? Of course not! Do you see this paper? How much **property** did you walk out of this game with, because everywhere you go, you'll find yourself holding the deed to land and buildings of equal value to what you've purchased here, as well as receiving a bit of income from them! Hotels don't just sit there and not turn profits, do they?

You've a vehicle or two to your name, haven't you? Well, don't worry about **paying to park** those anymore – in fact, I do think they'll even let it slide if you park somewhere you shouldn't!

Finally, I'll be doing a bit of **money-changing** for you from now on, free of charge! Expect any currency you acquire in one world to transition into another seamlessly! Indeed, do you see those bills you're holding? They're changing right now! You can always trust your Uncle Pennybags, you know!