

# Middotopoly: A Game of Jewish Values

A revised and shortened version of Monopoly with a Jewish twist!

## Setting up the Game:

- 1) Each player picks a colored playing piece.
- 2) Place Jewish Star and Torah Scroll cards on game board in two little stacks.
- 3) Set up the bank – one person should be in charge of this.
- 4) Give each player \$1500 from the bank, divided as follows: 2 \$500s, 2 \$100s, 2 \$50s, 6 \$20s, 5 \$10s, \$5s, and 5 \$1s.
- 5) Note that Judaica periods have a defined time limit. Five minutes before the period is over, the richest player “wins” (although when it comes to Jewish values, doesn’t everybody win?)
- 6) Shuffle the property or “value” cards. Distribute two cards to each player. Each player immediately pays the Bank the price of the values dealt to them. They then own these values at the start of the game.

## Playing the Game:

- 1) Have each person roll both dice. The person with the highest total starts. The game then rotates clockwise, ie: the person to the left goes next.
- 2) Players start on GO and move around the board clockwise, ie: to the left. Each player begins by rolling the dice. The player then moves that number of spaces around the board. If the player lands on a value, s/he may buy the value from the bank. If the player lands on a value owned by another player, s/he owes that player rent. The same is true for “Trip to Israel” and “Summer at Camp,” as well as all four holidays.

If a player lands on a Jewish Star or a Torah Scroll, pick a card from the pile and follow the directions on it. Any money paid goes in the middle of the board.

If a player lands on the Meditation Center, you are just “lending a helping hand.” The player is not stuck in the Meditation Center, or in traditional Monopoly, “jail.”

If a player lands on “Stop for a Nosh” the player takes any money in the middle of the board. If no money is in the middle, the player just hangs out.

If a player lands on “Go to Meditation Center,” the player goes to the Meditation Center. In order to get out of the Meditation Center the player must pay \$50, use a “get out of jail free card,” (yes, we realize that the cards need to be updated), or roll doubles. The player gets three turns (in normal rotation) to roll doubles. If doubles are rolled, the player is immediately freed and moves the number of spaces rolled. If doubles are not rolled after three turns, the player must pay \$50 to leave the Center.

If a player lands on JCC Membership, the \$75 goes in the middle of the board.

If a player lands on Synagogue Dues, the player pay %10 of their wealth – houses, hotels, cash, and property – or a flat \$200. This money goes to the bank.

Every time a player passes GO s/he collects \$200 from the bank, unless explicitly told not to.

- 3) Once a player owns all values of the same color that player may begin to purchase houses. The price per house varies by value. All info is on your “property” or value card. Players do not need to put a house on every value of the same color all at once. However, a player cannot put two houses on one value without there being at least one house on every other value of the same color. In other words, players must build evenly. In order to purchase a hotel a player must have purchased four houses.

\*\* As owning all values of one color is ideal, players may trade values at whatever price they deem fair.