

# CHARMopoly Rules

*A fast, fair-play version of Monopoly Speed for CHARM-EU-inspired play*

## Goal

**Become the most well-funded player or team** by seeding CHARM-EU locations, trading cleverly, and completing Community missions. The game lasts **4 fast rounds** and takes about **10-15 minutes**.

## Setup

- Play with 4 players or 4 teams.
- Give each player or team 5,000 CHARM-EU Funding (M), 1 pawn and 1 die.
- Give each player or team 3 Community cards. These are funding mission cards and can be traded, too.
- Give each player or team 4 CHARM cards face down. Reveal one CHARM card per player each round.
- Place the Property cards next to their matching spaces on the board.
- Start on the two Ruhr West GO spaces, divided evenly. Every time you pass HRW, collect 1,000 M.
- There is no EU Commissioner, but players manage their own money honestly. A game facilitator keeps time and can help with payments.

## Game Structure

**Everyone plays at the same time.** There are no turns. The game has 4 rounds, and each round has two phases:

1. Buy
2. Trade

## Round Timings

Rounds	Buy Phase	Uncover	Trade Phase
<b>Round 1</b>	1 minute	Reveal 1 CHARM card	15 seconds
<b>Round 2</b>	45 seconds	Reveal 1 CHARM card	30 seconds
<b>Round 3</b>	30 seconds	Reveal 1 CHARM card	45 seconds
<b>Round 4</b>	15 seconds	Reveal 1 CHARM card	1 minute

The **timing can be adapted** based on the pace of play.

## Buy Phase

- Everyone rolls and moves at the same time.
- Players may roll as many times as you they within the time limit.
- When you land on an unowned location, you may fund it immediately if you have enough money.
- Pay the price and take the matching Property card.
- When you land on a property owned by someone else, nothing happens: there is no rent in CHARMopoly, only joy.
- Every time you pass HRW, collect 1,000 M.

## Uncover

- After each Buy Phase, reveal one CHARM card per player.
- Follow the instruction on the card. Depending on the card, you may use it immediately, keep it for later, or use its effect during trading.

## Trade Phase

- Players may freely trade funding, properties, and Community cards.
- CHARM cards cannot be traded. One per player is revealed at the start of this phase.

## Special Spaces

### HRW

- Every time you pass **Ruhr West**, collect 1,000 M.

### Academic Probation

- If you land on Academic Probation, move immediately to get approval from the **Academic Council**. No funding is lost and you do not miss a turn.

## Community Cards

- Community cards are funding missions and endgame bonus cards and can be traded, too.
- Possible rewards may include bonus funding for owning certain locations, completing CHARM-EU-related missions, or collecting specific categories.

## CHARM Cards

- CHARM cards are face-down cards that advantage or disadvantage a player. They cannot be traded and are uncovered one at a time per player at the start of the Trade Phase.
- Depending on the card, you must use it immediately, keep it for later, or use its effect during trading.

## End of the Game

1. After the 4th Trade Phase, stop playing.
2. Check which Community missions were completed.
3. Add any Community and Property bonuses to your cashflow.
4. The player or team with the most funding wins.