

# MOSQOPOLY

circumvent local planning laws and lower the notoriously expensive NYC ground rent at the same time. Why? So that the entirety of downtown Manhattan can be turned into the world's biggest mosque - a project they refer to as The Giant Mosctapus. If we don't stop this Megamosque now, its tentacles will strangle the life out of this, the greatest city, in the greatest country on earth. Only you can stop Mosqopoly!

Many people thought that the attacks of 9/11 were about terror, but the truth is far more sinister. Yesterday, extreme Muslimists built a **Giant Mosque**, planted like a victory flag, at Ground Zero. That's right, the flattening of the World Trade Center nine years ago was part of a broader Islamofascist terror plot designed to

## RENT

\$	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250
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PRICE PER FLOOR

## TERRORIST ATTACK

**\$ RENT LOWERED ↓**

- 3 -100
- 2 -80
- 2 -50
- 1 -30
- 0 -20
- 0 -10

**SQUARES FLATTENED ↑**

**\$ RENT RAISED ↑**

- +100 *"Instead of a call to prayer, the mosque will sound the 'brown note' every hour on the hour"* **10**
- +80 *"The minarets will reflect moonlight, acting as runway lights for 'future 9/11s'"* **7**
- +50 *"Osama Bin Laden and that Iranian guy laid the foundation stone"* **4**
- +30 *"From the sky, the building is an upside-down crucifix"* **2**
- +20 *"The shadow cast will reach Central Park"* **1**
- +10 *"Only foreigners are allowed inside"* **0**

**PROTEST FLOORS UNDONE ↑**

**GENTRIFY**

**MOSQOPOLY**

**SACRED AREA**

**GROUND ZERO**

**BROAD STREET**

**WALL STREET**

**BARCLAY STREET**

**CHURCH STREET**

**PARK PLACE**

**BROADWAY**



# MOSQOPOLY

## Bits & Pieces For Cutting Out

In addition to these pieces below, you will need about 30 one penny / one cent coins to use as mosque floors. You may also need to print extra money.

**ANGRY RESEARCH**

The more facts you make dig up, the more people will listen. To the Internet!

**PUBLIC**

**PROTEST MOSQUE**

Dust off those poorly-written protest signs and hit the streets. It's time to put the 'mob' back into 'mobility'.

**PUBLIC**

**GENTRIFY AREA**

Get your rich Republican buddies to buy up real estate downtown. If you can't bully them out, price them out.

**PUBLIC**

**EVIL PLOTTING**

Bide your time and plan the next attack. What's the weapon of choice going to be? Hang glider? Blimp? A plague of Flying Squirrels?

**TERRORIST**

**BUILD MOSQUE**

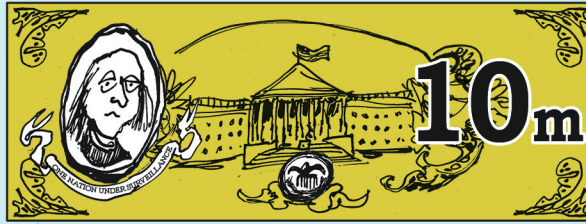
Taking over the world, one cultural centre at a time. "Improving inter-faith relationships". Yeh right, you devious bastard.

**TERRORIST**

**TERRORIST ATTACK**

It's getting so crowded downtown that a brother can't even build a megamosque. Time to call in an attack and clear the ground.

**TERRORIST**



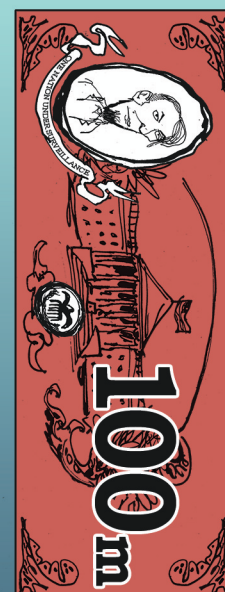
**GROUND RENT MARKER**



**TERRORIST ATTACK COUNTER**



**PUBLIC OUTRAGE COUNTER**



**SQUARE FLATTENED COUNTERS**



**TERRORBULL GAMES**  
www.terrorbullgames.co.uk





# Instructions

## INTRODUCTION:

**Mosqopoly** is a game for two players. One person takes on the role of the evil mosque-dwelling **Muslim Terrorists**, the other plays the **Outraged Public**. The **Terrorists** are using 9/11-style attacks to simultaneously level Manhattan and lower the rent so that more mosques can be built. The **Public**, meanwhile, combat this by alerting everyone else to the danger, protesting the mosque-building and calling upon their rich Republican buddies to move in and gentrify the area, thus raising the rent beyond the **Terrorists'** reach.

## GETTING STARTED:

Print off and cut out all the various cards, money and pieces from the "Bits & Pieces" sheet. You can glue the sheet onto some card before cutting it up to give your pieces added strength.

The Rent chart shows the price-per-floor for building. Place the Rent marker pointing at the \$150 square.

Place the Terrorist (T) counter on the lowest section of the Terrorist meter (left).

Place the Public (P) counter on the lowest section of the Public meter (right).

Decide who is who and give each player their corresponding 3 'action' cards.

At the start of the game, Ground Zero is the only place on the board that is available for building (the other squares need flattening first via Terrorist Attacks). Place a starting mosque of 5 floors here. Use pennies or cents piled up to represent mosque floors.

## GAMEPLAY:

Repeat the following steps until someone wins the game:

At the start of each round, the Terrorist player receives 100m (from the Evil Prince of Mecca).

From the 3 action cards, each player selects one to use as their strategy.

Both players then reveal their chosen strategy simultaneously and the outcome is marked on the board, as follows:

**Angry Research (Hold)** - Move the Public counter up one level on the Public meter (on the right hand side of the board)

**Gentrify** - Raise the rent by the amount indicated by the position of Public counter.

**Protest** - Remove a number of floors (as indicated by the position of the Public counter) from any mosque on the board.

**Evil Plotting (Hold)** - Move the Terrorist counter up one level on the Terrorist meter (on the left hand side of the board)

**Attack** - Lower the rent by the amount indicated by the position of the Terrorist counter **and** flatten the number of squares shown.

**Build** - Build as many floors as you have money for (at the current rent price) on any "flattened" board square.

Both players have open to them the possibility of "holding". This has the advantage of making a subsequent attack more powerful. The longer you hold, the greater the effect of your strategies. However, if one player plays a non-hold action while the other holds, the non-hold player gets a **bonus +1** added to their action. This means either raising or lowering the rent an extra square, or building or removing one extra floor. If 'Build' and 'Gentrify' are played together, the Terrorists get to build at the price prior to gentrification. Once a player plays any action other than hold, their meter gets reset. Move the respective counter to the bottom again.

## WINNING:

For the **Public** to win, they must get rid of all mosques and mosque floors on the board.

For the **Terrorist** to win, they must either build the "tallest mosque in the world" at Ground Zero (30 floors high) or they must build up every square on the board to capacity **and** have a presence of some kind at Ground Zero.

The numbers on the various board squares show the capacity number of floors for that square.

Terrorists may **only build on flattened squares**. At the start of the game, only Ground Zero is flattened and ready for building. As the game progresses, terrorist attacks will flatten new squares, allowing you to build there. Place "square flattened" counters on the board to keep track of flattened and non-flattened squares.

