



# 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.

