



OFFICIAL RULEBOOK

Euro-style resource management meets Monopoly

2-6

PLAYERS

60 min

MINUTES

10+

AGE

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Before You Begin

HOW TO PLAY IN 5 MINUTES

Econopoly transforms Monopoly into a euro-style game by introducing resource collection, victory point scoring, and unique objectives that change every session. No more player elimination marathons.

★ READ THIS FIRST – THE THREE CORE CHANGES

1. Choose your action. On your turn you may either **move**, **trade**, or **build** — not all three. Every turn is a meaningful decision.

2. Resources replace luck. Community Chest becomes a Resource Deck. Chance becomes an Event Deck. Collecting and combining resources is how you score victory points.

3. Victory points win. The game ends when a player goes bankrupt or a deck empties. Most VP wins — not most cash. Everyone stays in until the end.

WHY THIS EXISTS

There is no game known to humankind that has caused more violence than Monopoly. Rather than abandoning this classic in favour of modern family-friendly games, we asked: how can we transform Monopoly into a euro-game whilst also introducing more realistic market conditions to bring variety to every session?

Econopoly is the first official modification published by Moddable.Games.

The primary design objectives are:

- ♦ Introduce euro-style resource management and victory point scoring
 - ♦ Ensure that every game is different to the last by introducing unique objectives
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The Rules

RULE CHANGES

Regular Monopoly rules should be followed with the following exceptions:

- ♦ Replace Community Chest cards with the new **Resource Deck**
 - ♦ Replace Chance cards with the new **Event Deck**
 - ♦ On your turn you may **either** move, trade, or build
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MOVE

Movement is normal. However, auctions that occur should be conducted blind, with each player having a single bid and the highest bid winning. All bids are considered spent, and belong to the bank. Any ties are resolved as traditional auctions would.

TRADE

Trade allows players to trade properties, money, or resources with any players on the same side of the board as they are. They may only trade with one player, but may attempt to initiate trades with as many players as they are able.

BUILD

Build allows players to construct or remove houses and hotels as well as mortgage or repay mortgages, but only for properties within the side of the board they are at.

FREE PARKING

Free Parking and all other corner spaces are considered to be part of both sides cornered. However, players on Free Parking may trade with any player or build on any property, but if they do so, they must move on their next turn. Players may also select one resource if available.

TRAIN STATIONS

Train stations are quite different from the original, providing two new features when moving:

- ♦ **Pay to ride** — spend one resource card per station (maximum of three stations)
- ♦ **Pay for delivery** — exchange three linked resource cards for a victory point

In both cases, the owner of the station may take one of the resources spent.

EVENTS

At the start of the game, draw three events. These are the starting events. Whenever a player lands on a Community Chest or Utility, they replace one of the three events with a new one. If a "CRISIS" is drawn at the start, replace it and re-shuffle the deck before beginning active play.

RESOURCES

At the start of the game, each player draws three resources. Whenever a player lands on a Chance, they may draw two resources, keep one, and place the other face-up on Free Parking. If sent to jail, resources are returned and shuffled back into the resource deck. Linked resources are not only used for victory points, but can also help with other tasks. Spent resources are removed from the game, but remain visible.

COMPONENTS

The only major additions needed for Econopoly are two decks of (52) playing cards:

Event Deck — this is where victory point objectives and game-changing rules are defined

- ♦ Diamonds = Financial Events
 - ♦ Clubs = Transportation Events
 - ♦ Hearts = Residential Events
 - ♦ Spades = Construction Events
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Resource Deck — used for various things (do not necessarily need designs)

- ♦ Diamonds = Financial Resources
 - ♦ Clubs = Transportation Resources
 - ♦ Hearts = Residential Resources
 - ♦ Spades = Construction Resources
-

Other minor components that could help improve the new game flow include:

- ♦ Pen, paper, and an envelope for handling blind bids
 - ♦ Tokens and (or) point tracker for victory points
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LINKED RESOURCES

Linked Resources refer to specific sets of resources and can include:

- ♦ **Pairs** – Any two resource types of the same number
- ♦ **Triplets** – Any three resource types of the same number
- ♦ **Trailing Triplets** – Any three resources with three running numbers
- ♦ **Organized Triplets** – Three of the same resources type that are also running
- ♦ **Trailing Group** – Any five resource types with five running numbers
- ♦ **Matched Group** – A full house of resources
- ♦ **Organized Group** – Five of the same resource type that are also running

Linked resources can be exchanged at any train station, which in addition to the generic options to “pay to ride” or “deliver resources” can also be used in other ways:

- ♦ Pairs are worth up-to three when riding
- ♦ Trailing triplets are worth 2 VP when delivering
- ♦ Organized triplets are worth 2 VP and also avoid station owner payments
- ♦ Any group can be exchanged for 2 VPs
- ♦ Trailing groups can also be exchanged to allow immediate movement to any space
- ♦ Matched groups can be exchanged for houses on any space
- ♦ Organized groups can be exchanged for hotels on any space

In all cases, unless specified otherwise, the owner of a train station is able to select one of the resources that are exchanged as payment for using their station.

When spending groups on properties, the lowest number in the group is the total number of corresponding structures that can be exchanged and must be placed within the same area.

Endgame

WINNING CONDITIONS

When the game is in the final round, it ends when any player passes GO. The game enters its final round when any of the following events occur:

- Any player is bankrupt
- The event or resource deck is empty

At this end, the player with the most victory points (VP) wins. In a tie, the most cash wins.

The Event Deck

EVENT CARDS

54 cards total (standard deck + 2 jokers). Three events are active at any time. Events are replaced when a player lands on Community Chest or a Utility.

FINANCIAL EVENTS (DIAMONDS)

CARD	TYPE	EFFECT
2D	Contract	1 VP for every mortgaged property owned when passing GO
3D	Contract	1 VP for every largest denomination spent when passing GO
4D	Contract	3 VP for every event someone removes or replaces
5D	Contract	5 VP for going bankrupt
6D	Contract	5 VP for bankrupting someone
7D	Contract	Gain one resource when passing GO
8D	Contract	Gain one resource when other players pass GO
9D	Contract	Gain one resource after anyone builds a hotel
10D	CRISIS	All cash belonging to all players goes back to bank
JD	Stock Markets	Cannot use cash for construction unless markets permit
QD	Stock Markets	Houses are half price but hotels are double price
KD	Stock Markets	Hotels are half price but houses are double price
AD	Stock Markets	Everyone without hotels gets double for passing GO

TRANSPORTATION EVENTS (CLUBS)

CARD	TYPE	EFFECT
2C	Contract	1 VP for delivering two linked resources
3C	Contract	2 VP for delivering three linked resources
4C	Contract	3 VP for delivering five linked resources
5C	Contract	5 VP for delivering matched groups
6C	Contract	5 VP for delivering organized groups
7C	Contract	3 VP for delivering two sets of two linked resources
8C	Contract	5 VP for delivering three sets of two linked resources
9C	Contract	5 VP for delivering two sets of three linked resources
10C	CRISIS	Each station owner pays x10 passing GO or goes to Jail
JC	Transportation	Stations can only be used to ride if transportation permits
QC	Transportation	Stations cannot be used for deliveries
KC	Transportation	Free parking does not exist
AC	Transportation	Stations can be used freely to ride

RESIDENTIAL EVENTS (HEARTS)

CARD	TYPE	EFFECT
2H	Contract	1 VP for every other player's hotels when passing GO
3H	Contract	1 VP for every other player's mortgages when passing GO
4H	Contract	3 VP for landing on GO
5H	Contract	1 VP every time another player goes to jail
6H	Contract	1 VP for every area with one house when passing GO
7H	Contract	3 VP for every area with one house on each land when passing GO
8H	Contract	5 VP for a player with one hotel only when passing GO
9H	Contract	5 VP for a player with one house only when passing GO
10H	CRISIS	All hotels should be returned to the bank
JH	Town Hall	All train stations go back on the market / cannot be owned
QH	Town Hall	Jail costs x10 usual to escape
KH	Town Hall	Free parking costs 2x the price of passing GO to enter, or go to jail
AH	Town Hall	Passing GO costs the price of passing GO, or go to Jail

CONSTRUCTION EVENTS (SPADES)

CARD	TYPE	EFFECT
2S	Contract	1 VP for each house built
3S	Contract	1 VP for each hotel built
4S	Contract	3 VP for each hotel built
5S	Contract	5 VP for each hotel built in areas without houses
6S	Contract	1 VP for every house obtained without using cash
7S	Contract	3 VP for every hotel obtained without using cash
8S	Contract	1 VP for every utility owned when passing GO
9S	Contract	3 VP for owning both utilities when passing GO
10S	CRISIS	All houses should be returned to the bank
JS	Planning	Can build regardless of whether complete set or not
QS	Planning	Housing need not be even
KS	Planning	Can only build hotels if planning permission permits
AS	Planning	Build hotels without needing houses first

JOKERS

CARD	EFFECT
Joker 1	Utilities are worth 10x the usual price when landing on them
Joker 2	CRISIS — Return all utilities to the bank



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