

Monopoly

I played Monopoly for Nintendo Switch recently and wanted to write about mostly the board game and some about the digital version. Monopoly is a game where you buy property on the board and try to become the richest player in the game. The rules of the game are simple but constrict the player by choices they make. Most of the special tiles are forced on you to do like the "Go To Jail" space, but there are choices the player can make on how they get income from their properties and interactions with the other players. When you start, you roll the two dice that will tell you the number of spaces to move. You land on the space where the dice number took you to and if it is a property, you can buy it or auction it. Most players would buy the property as they have no reason to not to and you need properties to win the game. But you always get this option when you land on an unowned property unless you do not have enough money to buy, then you must auction it for other players to buy it. When I played against the AI opponents, some of them auction their properties instead of just buying them. I don't know if it is smart to do this as it is an AI, but if a player made that choice, what reason would they give. I can only think of being very strategic when you have the most money and all the other players' money are below the price of the property; you can buy it at a lower price.

Monopoly seems to me very luck based, where you must hope on stuff not happening to you and waiting for players to land on your properties to suck their money out of them till, they got bankrupt. Why is it like this? This game was designed back in 1935 and was to simulate the life of a rich property owner during the Great Depression. Did the designers think that rich people were lucky on getting their riches? Or do they think the luck adds more fun into the game as experienced players can lose if they get bad luck on the start. I felt this happen to me once on the Switch with my first game where I kept landing on my opponents' railroads as the other players were landing on unowned properties. There is strategy to this game, I believe, but to achieve it still requires luck. For example, I believe the Pink, Orange, and Red properties are the most landed space of the game. This is because they are placed after the Jail space where players will have to cross. Depending on number of players and who goes bankrupt, you can dominate the other players if you have these three as the players must hope they land on Free Parking.

The Switch version of Monopoly has the original game included with other features. I have not played all the different modes and some of them I seen seem to be new features to Monopoly. The two I played was House Rules mode and Speed mode. House rules allows you to play the game with the common house rules that became popular with players like if you land on Go, you get double the money for passing Go. I played the one where if you land on Free Parking, you get all the money that was given to the bank instead of other players like Income Tax. This mechanic allowed players who are not doing well get a leg up on the competition, allowing for the tables to be turned. Speed Mode allowed the game to be played faster by speeding up the process of landing on unowned properties and give players more choice of where they move. A special third dice is added to the game that has Mr. Monopoly and a Bus on it. Mr. Monopoly allowed to move to unowned properties around you while the Bus allowed you to move a combination of the dice or the one of the dices' number. This allowed the game to move quickly as players can buy properties faster and select to where they want to move to get monopolies faster. They added these modes to the Switch version to get more replayability out of the digital version of the game and have to openness like the physical board game.