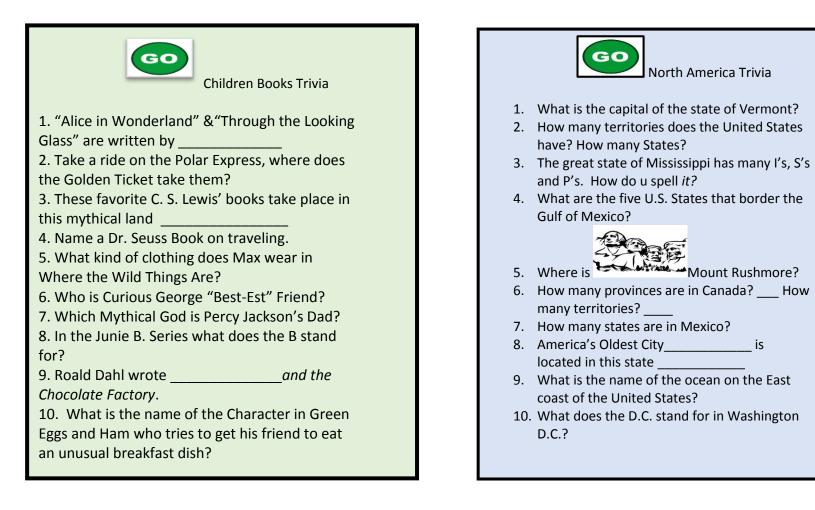




## **Rules of the Game**

- 1. Roll the die, move to position rolled, answer question correctly and you win that space card. Each space card has three cards. Collect three of same card or monopolize entire row or column by having all three sections. Cut out cards and markers and one person should be designated as the Librarian to ask questions, check out space cards and keeps track of time. If only two players or all want to play questions can be asked to each other. Players use marker pieces to keep track of their position on board. Turns are played clockwise with 20 seconds to respond.
- 2. You must go around board once to start game. If you roll doubles you also get to move again but a third double you will forfeit your turn. If you do not know the answer it's the next player's turn. While playing, if you land on the **Go space** you may go to the space of your choice and you will also gain a bonus question. However, if you land on the Checkout/Return space you can listen to the question and if you do not know the answer you can switch out the question (once) for a new question.
- 3. If someone owns all 3 cards for that space you do not get a chance to answer and have to wait your turn to roll again. However, if all cards are not owned you can block their monopoly by correctly answering the question and obtain that card.
- 4. Timed response (20 secs) including if allowed to use computer/phone to look up answer. You cannot verbally ask voice assistant (Google, Alexa, or Siri)!
- 5. The person with the most libraryopoly collections gets +5 points for each set plus adding all cards. Most points wins. Timed Games work best: set a designated time to end.
- 6. You can make up questions based on any subject from lessons on geography, history, art, sports, biology, math, or even spelling .... Questions difficulty level should be based on players.
- 7. You can also base game on genre of books read: non -fiction, manga, historical, graphic or after having storytime to test reading, listening and comprehension.
- 8. Highly, recommend reward or treat for winner and book marks awards for participation. Collect more than five (5) book mark participations may also be rewarded. Enjoy!





## **Sample Questions**

















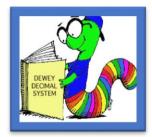


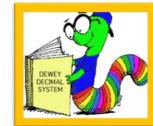


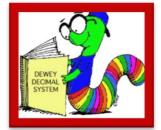
























































## **Markers for players**

