



FREE Game:

As all artworks are copywritten, begged, borrowed and stolen it is not possible to sell this game as it was compiled as 'Fan Art' only and given freely to anyone who wishes to print out their own copies. You will need to print out all the Chance and Community Chest cards front and back, get coloured paper and print out the dollar denominations (unless you are in America and like all your notes to be the same colour). You will also need to source your own Houses, Hotels and Playing Pieces - these can all be found for sale on the internet or at you local toy store.

Exclusive



Possession



The Multiverse

Hundreds of thousands of galaxies ever expanding quietly like the twinkling aftermath of some huge chrysanthemum-like firework whose boom has long since been lost in the echo of time.

In them millions upon millions of planets floating in the blackness of space waiting to be discovered, some idly and some swimming forth with personal determination.

It's easy to imagine that somehow, somewhere, everything is happening, not all at once... some things may have already happened, some things have yet to happen, but some things, like this game, are happening now.

There are visionaries out there. People who dream and create and dare to say out loud "What if...?" These same visionaries thought to take a moment and consider that others may also like to get lost in bold thoughts and ideas and share in curious concepts, daring dreams and plausible possibilities.

Terry Pratchett was such a man, just a man, who had a bold imagination, but also a man who was willing to share. And share he did.

It's been said that Sir Terry Pratchett hated the game Monopoly and that he would never play it nor allow his Discworld to be turned into a Monopoly game. But somewhere in the multiverse, some time, somehow, someone was going to take just a little piece of the Discworld and turn it into a game. What do you think the chances are of that ever happening on our little roundworld... a million to one perhaps?

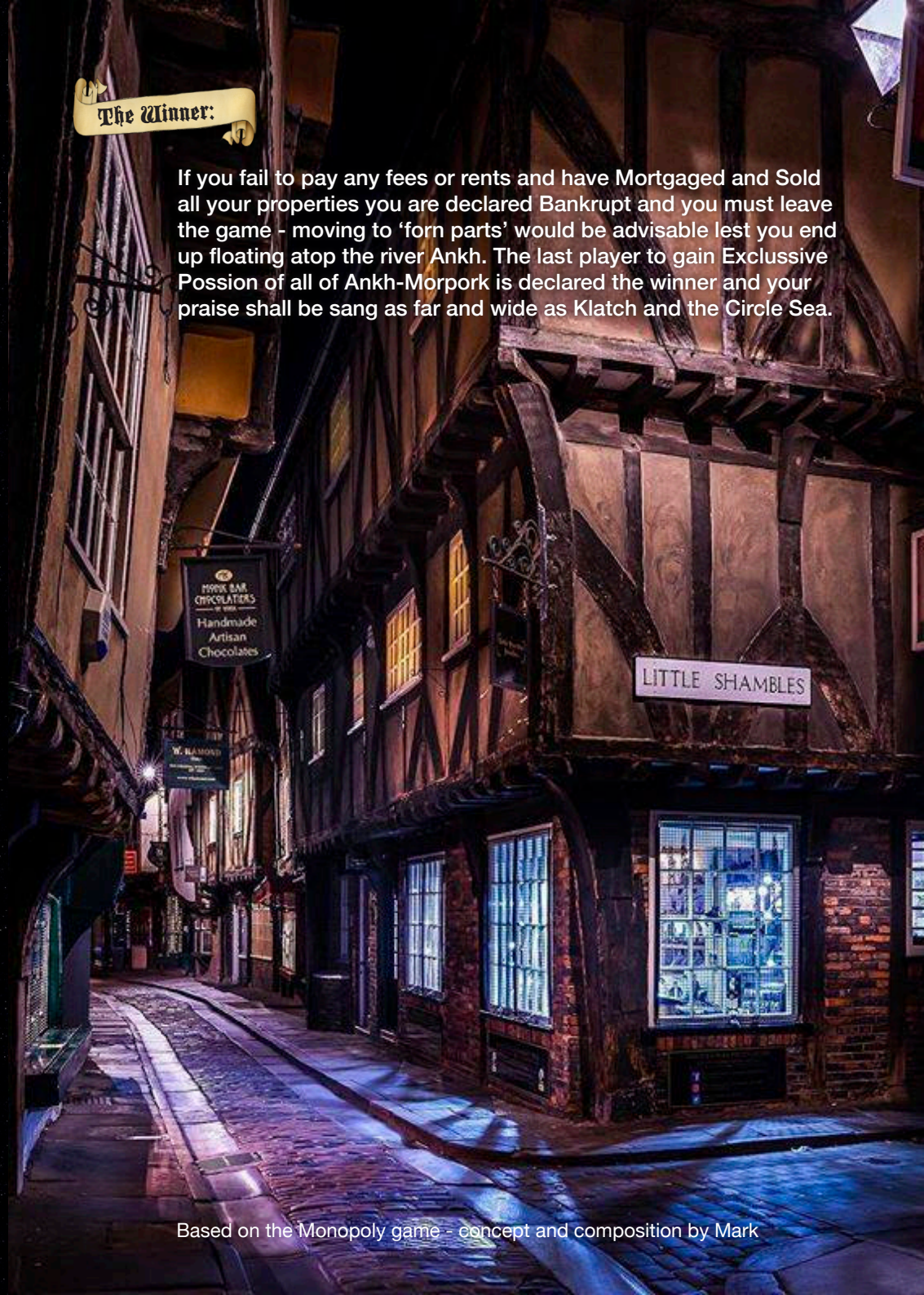
So here I sit hoping that his spirit isn't now scowling down at me as I write this wee tribute to a great man, a great thinker. Enough can never be said about the works he left behind to be shared by us and so in kind I have shared Exclusive Possession with you.

Exclusive Possession was a fan based project collated from fan art from respective artists by Terry Pratchett fans, not for profit, not for gain but just to share in something that otherwise would not be.

All artworks remain respectfully the property of the artists and should not be taken out of context - as a whole Exclusive Possession was coined by STP himself and all characters are from his imaginarium, so as a whole this game is not to be reproduced for sale but to be shared and enjoyed by any and all Pratchett, Kirby, Kidby and Discworld fans.

The Winner:

If you fail to pay any fees or rents and have Mortgaged and Sold all your properties you are declared Bankrupt and you must leave the game - moving to 'forn parts' would be advisable lest you end up floating atop the river Ankh. The last player to gain Exclusive Possession of all of Ankh-Morpork is declared the winner and your praise shall be sang as far and wide as Klatch and the Circle Sea.





If you own 2 **Coach Stops** the Rent is doubled. If you own 3 or All stops the Rent on any one is Tripled or Quadrupled!
See Title Deed for Rent costs.



Rent is NOT chargeable on Mortgaged properties but CAN be charged if you are in Prison. If you own any complete set of properties the Rent is doubled.

Each player is responsible to **Claim Rent** on their properties BEFORE the next player has thrown the dice - if Rent is called for, the game must be halted while transactions are carried out to give players time to carry out their business.



If you get sent to **Jail** you may use one of your Escape Cards on your Next move if you wish, or you can try your luck to escape by rolling a Double on your next 3 turns. If you fail on your 3rd attempt you must pay a \$50 fine then move the number rolled on the dice.

You can also opt to buy an Escape from Jail card from another player for an agreed trade or use the Free Flying card.

While you are in prison you may still charge rent from other players.



Commander Vimes of the City Watch: Use this playing piece (download playing pieces .pdf) as an extra player (each person can take turns throwing for Commander Vimes). Once each player has moved someone throws ONE dice for Commander Vimes who follows you around the board keeping order. If he lands on a square occupied by a player he immediately arrest you and takes you to Jail - you may immediately pay a Fine and move on your next throw or try to throw a double on any of your next 3 throws.

You may hold an **Evade City Watch** card which you may play and be left unmolested - return card to pile once used.



I assume you don't expect to come wandering into Ankh-Morpork without paying due dilligence to the laws, so I will make this quick and simple, yes?

Rule number one - I make the rules. Rule number two - No Cheating.

Besides that we encourage industry wherever and however you may choose to persue it. You will however need to work within the constructs of the Guild network.

*Failure to do so may see you conducting business more closely with the Assassins Guild than you had hoped for. Do I make myself clear?
Excellent.*

Let's begin. Firstly to start any business in Ankh-Morpork you will need funds, I am willing to invest in you the following:

- 5 x One Dollar notes
- 5 x Five Dollar notes
- 5 x Ten Dollar notes
- 6 x Twenty Dollar notes
- 2 x Fifty Dollar notes
- 7 x One Hundred Dollar notes
- 1 x Five Hundred Dollar note

Place your game piece on GO. Each player must then roll the dice and the highest roller starts first following in a clockwise progression. On the 1st circuit of Ankh-Morpork nobody may buy property or draw cards, nor do they need to pay penalties. Once you Pass Go and collect \$200 the normal game rules are enforced.

For a fast game: When a player lands on a property they may buy it or immediately put it up for auction for ALL players to bid on - the original player may also bid and possibly win the property for a lesser price.

For a faster game: Shuffle all the property cards and each player is given 2 random properties that they must buy... the game then continues as above.

Options for playing:

All players must agree on which rules you would like to enforce:-

Options for playing:

- If you **roll a double** you may roll again.
- **Rolling 3 doubles in a row** sends you directly to Jail.
- Use the **Free Flying** square as a free parking spot only...
- ...or Landing on the Free Flying square allows you to take all the Penalty money from the centre of the board.



- Collect Free Flying card and use to escape any penalty square you land on. Return to centre once used.
- Free Flying card may be used to **Get Out of Jail**.
- If another player lands on Free Flying square they may seize the card from another player holding the card.
- Paid penalties like taxes are either paid directly to the bank - or optionally placed in the centre of the board for a lucky Free Flying visitor to win.



Each time you **Pass GO** Collect \$200 from the bank. If you are sent around the board as directed with a special card you may still **PASS GO** and collect. You may NOT collect if you are sent **DIRECTLY** to any other square, e.g. Go Directly to Jail.

- If you choose to play the Free Flying option you must pay any rewards from the centre of the board first, not stipulated to be awarded from the Bank. e.g. win a sausage eating contest. If

centre funds are unavailable the balance must be paid from the Bank.

It's a good idea to hire a **Banker** to handle all the money transactions and a second player to organise all the Title Deeds to Sell & Mortgage properties... who wants the job? (preferably someone other than a Troll who can count past 5).

Houses & Hotels:

Houses: Once you own all Sites of a colour-group, you can buy Houses on any of those spaces. This increases the rent you may charge to tenants.

The price of a House is shown on the relevant Title Deed. You can buy on your turn or in between other players' turns but you must buy evenly: you cannot buy a second House on any one Site of a colour-group until you have purchased one House for every Site of that colour group, and so on up to a maximum of four Houses per Site. You must have 4 Houses on EACH property before any 4 Houses can be traded for a Hotel PLUS the price of a Hotel. Selling Houses must be done evenly, too. You may buy or sell at any time, and as many Houses as your judgment and financial standing will allow.

Houses may not be bought if any Site of the same colour-group is mortgaged. If you own all Sites of a colour-group and only one or two of them have Houses, you can still collect double rent from another player who lands on one of your unimproved Sites in that colour-group.

Houses are resold back to the bank at 1/2 price unless you are upgrading to Hotels.

Hotels: You must have four Houses on each Site of a complete colour-group before you can buy a Hotel. Hotels are bought in the same way as Houses and cost four Houses, which are returned to the Bank, plus the price as shown on the Title Deed. Only one Hotel may occupy one Site.

Hotels are resold back to the bank at 1/2 price.

Unmortgaged Property can be sold between players at any price - but if a player wishes to Mortgage or Sell a property to gain cash they must first sell off any Houses or Hotels back to the bank at **Half Price**, once the Property is empty it may be Mortgaged to the bank or sold to another player.

If a player wishes to **buy a mortgaged property from the bank** they must pay the mortgaged price plus 10% fee if they land on the vacant square.

The Twist:

You will notice that each street has a building on it, either a pub, guild, shop, etc. As an added dimension whatever buildings you own may also have an affect on game play depending on the Chance and Community cards. For example you may be charged with paying tax on each pub you own, or you may need to pay fees on any guilds you own.