**VITAMONOPOLY**

**GAME INSTRUCTIONS**

1. Students shall be divided into groups of 4-6 in each.
2. Each group will be allotted a facilitator who shall even be the banker for the game and shall monitor the game throughout.
3. Each group will be given a game board, 10 coins for each player with different colors for each, chance cards, cure cards and V-cash.
4. Printed V-Cash will be provided to each group for a total value of amount 15000.
5. V-Cash will be given to each player worth the amount 915 (min 4 players, max 6 players). It will be given as 5-100 notes, 5-50 notes, 5-20 notes, 5-10 notes, 5-2 notes and 5- 1 notes.
6. Rest of the V-cash will be with the banker.
7. Players use dice to move on the game board.
8. Each player shall start the game begins when he/she/they throw a “one”.
9. The board has vitamin sources, deficiency manifestations, chance cards and cure cards.
10. When players land on boxes that has vitamin sources, he/she/they will have to identify which vitamin is rich in this and shall buy that source as their property by giving twice the RDA value from their V-cash. (V-cash can be used to denote, g, mg, and IU as well). They only have once chance to rightly give the amount twice as the RDA. If they mention the wrong number, they shall lose their next turn.
11. Once they buy the vitamin source property, they can place they “coin” on the box to denote that they have bought the property.
12. Next time, another player lands on the box owned by some other player, they shall play the RDA value as rent. If they do not have V-cash, they can borrow from other players or the bank.
13. Whenever players borrow money from the bank or other players, when they come to “start” each time, they will have to pay an interest amount of 10 using the V-cash.
14. Next, when players land on “deficiency manifestations”, they will have to rightly identify which vitamin deficiency it is and pay the “therapeutic dose” with the V-cash that they have or shall borrow.
15. If players choose not to use the V-cash, they may exchange it with any “vitamin source” property that they own (if any). However, that vitamin source should be the same as the vitamin causing the deficiency.
16. When players land on “chance cards” denoted by the “question mark” symbol, he/she/they shall draw a card from the “chance card” deck and complete the task given.
17. After the player completes the task, the card is again added back to the bottom of the deck. Next time when another player or same player gets the same chance card that was already completed, the answer that they give now should not be the same as the one provided earlier. (Note: all tasks are fun and not about one standard answer, therefore repetition not allowed)
18. When players land on “cure cards”, which are denoted by a doctor symbol on the board, he/she/they shall draw a cure card from the deck and provide the answer to the clinical case.
19. After the player answers the question, the card is again added back to the bottom of the deck. For this type of card, however even if another player or same player gets the same card in future rounds, they can provide the answer to it again as it will serve as a reinforcement for all students again.
20. When players land on “low battery”, they have to give up their turn twice.
21. When players land on “nutrition hub” , they can collect amount 100 as reward from the bank
22. When players land on “donate blood”, it signifies that players will donate the nutrition in their blood and they can donate amount 50 for free to any one player.
23. The maximum amount that players can have debt for is 1500. When this limit exceeds, the player will be bankrupted.
24. The game continues until all players are bankrupted and one player remains who will be declared the winner.