

## *Accounting Monopoly*

### **Instructions**

To play Accounting Monopoly, you will need the following:

- A Monopoly Game with enough pieces for all players. I would recommend having teams no larger than 4 players per game board.
- One envelope for each student playing. Each player will store his/her money and Monopoly cards in this envelope and leave it in the room each day.
- One folder for each student playing. In this folder, each student will need scrap paper for jotting down transactions, journal pages, forms for proving cash, general ledger pages, income statement form, post closing trial balance form, and balance sheet forms. Additionally, students should keep their instructions and chart of accounts in the folder for easy retrieval.

### **How to Play:**

- On the first day of play, students will need to distribute cash and record this on their transaction sheet. Students must make one full spin around the board before they may purchase property. Any time money changes hand, students must record the transaction from both ends on their sheet.
- Allow time each day at the beginning or end of class for students to make journal entries and prove cash. This should be done EVERY day.
- If students are over or short on cash each day, they must record this in their transaction log.
- Be sure to give students class time to journalize and post entries. This can be time consuming if you wait until the very end.

## ACCOUNTING MONOPOLY

### Student Instructions

#### Chart of Accounts

<i>Assets</i>	Acct #	<i>Revenue</i>	Acct #
Cash	110	Rent Income	410
Supplies	120	Go Income	420
Prepaid Insurance	130	Other Income	430
Property	140	<i>Expenses</i>	
Houses	150	Insurance Expense	510
Hotels	160	Misc. Expense	520
<i>Liabilities</i>		Rent Expense	530
Monopoly Bank and Realty	210	Supplies Expense	540
<i>Owner's Equity</i>		Tax Expense	550
_____, Capital	310	Utility Expense	560
Income Summary	320	Cash Short and Over	570

- Open accounts in the general ledger for the accounts listed in the above chart of accounts.
- Each group should appoint a banker.
  - The banker issues \$1500 in cash to each player. Each player should count his/her money to make sure the correct amount is received.
  - Use today's date and record the opening entry in your journal. This entry should be the same as an investment by the owner.
- Before beginning to play, each player must draw to determine the amount of supplies to purchase. Players must pay this amount to the banker and record the amount in the journal as a Cash purchase of Supplies. All players must purchase and record a \$50.00 Cash purchase of Insurance.
- You are now ready to start the game. Be sure to follow the rules of the game. Each roll of the dice may result in either no journal entry, one player making an entry, or in two players making an entry. Be careful not to play too fast as there are usually business transactions to record after each throw of the dice.
- SUGGESTION: When journalizing--It may be wise to make a notation about the entry under the Source Document column (Doc. No.). Example: When using Property Debit and Cash Credit--you may want to record the name of the property

you purchased. When you pay taxes, you may want to tell what kind of taxes you are paying, etc. Give details about any journal entry that you feel will benefit you later when preparing financial statements.

- At the end of each day:
  - prove cash to see if the books coincide with the actual cash count. If it does not, make an entry in the journal through the cash short and over account. Depending on how it is used, either this account will be considered as a Revenue or an Expense account. Either way, if cash short and over is used, this account must be closed out into Income Summary at the end of the fiscal period.
  - each student should record on his/her own summary sheet where they were on the board, cash on hand, the number of houses or hotels owned on each piece of property, list of property owned, and any other necessary information. Each player should have another player check the information and initial the sheet for that day.
  - place the papers used in your envelope and folder. Return the game pieces to the box.
- On the last day, you will close your books to see how well you have done (profit or loss). You need to:
  - Total and rule the journal
  - Prove cash
  - Prove the equality of debits and credits
  - Post general columns of the journal
  - Post totals of special columns
  - Prepare a worksheet
  - Prepare an income statement
  - Prepare a balance sheet
  - Record adjusting & closing entries
    - Adjustment information:

Supplies on Hand	\$25.00
Balance of Prepaid Insurance	\$35.00
  - Post adjusting & closing entries
  - Prepare a post-closing trial balance