RESIDENT EVIL

the buying, the selling, the evil.

The story of Monopoly: Resident Evil Edition.

2005 – 2009

By Nicholas "Neptune" Endean

INTRODUCTION

This is the story of how an idea developed into a full flown project, for that project to come to an abrupt end, and then for it to be re-ignited.

This is an editorial of the process that I went through, and the many design stages that eventually came down to the final board that now sits proudly in my home.

DARK BEGINNINGS

Unsurprisingly the idea that perhaps I should create a Resident Evil themed monopoly board came to me whilst playing the game back in 2005. A glancing thought, nothing really materialized until a trip to America that year. A look round Toys R Us in Times Square, NY reveals the extent of the Monopoly franchise.

In Britain we had seen our fair share of 'Poly spin offs. Each major city received the board game treatment as well some of our famous universities and football teams. A few of the imported editions also made their way to our shores including various Star Wars, Lord of the Rings and Hard Rock Café editions. This however was a tiny comparison of what Monopoly had become in America. Under the oddly named USAopoly franchise, licences were brought and sold so that any name became new board designs.

A look into the appropriate section at Toys R Us revealed the true extent of this mass marketing. The usual suspects littered the Monopoly brand; Spider-man, Batman, New York Yankees, but most intriguing was the "US Army edition" and the "surfing" edition. Such random themes that seemingly did not work. This was epitomised in later years by the Nintendo edition. Quite how you can place houses and hotels on Waluigi is beyond me.

Nintendo Monopoly

Nonetheless, it suddenly dawned on me that my favourite franchise in computer games which boasts numerous locations that would actually merit placing properties on them.

One night of excited thinking about what locations

could be used, and the realisation that whilst this could be possible, huge obstacles were inevitably in my way.

EARLY THOUGHTS AND DECISIONS

Me being me, my first decision was that I was going to include all the games thus far in the series. I felt that whilst the main games would receive most coverage, games like Survivor, Dead Aim, Outbreak and Gaiden would be present.

My second decision was that the "chance" and "community chest" cards would be themed as well. At this stage I owned the Hard Rock Café edition of Monopoly, and a lot of the structure of the design and board were based on this version of the game. Therefore it was important that the game-cards were appropriately themed as well. A quick delve into the history of Resident Evil and I came to the conclusion that there ought to be an Umbrella BOW development card of some kind and secondly an RPD File card too. This seemed the most logical and I was settled on this.

UK edition of Monopoly

My next big call was on the actual game spaces. Now judging on the HRC edition and the other spin off's, the "Go", Jail, Free Parking & Go to jail" spaces all remain the same. They are not themed in the slightest. Now, as I intended this board to be as professional as possible, it was best to leave this un-themed on the Resident Evil board to.

Next, are the two amenities in the game, the electric company and water-works. These worked rather well within the RE-universe. In fact in deciding the water-works there were two choices, either the Water Treatment plant from Resident Evil Zero, or the one seen in Outbreak File #2. Seeing as players spend a decent amount of time in the water facility in Zero, I settled on that.
The electric company was less obvious, but Jill's fleeting visit to the Power Station in Resident Evil 3 was the most similar.

In terms of the railways stations, I came to the conclusion that Umbrella Virus's were the best choice. So I had the first "station" as Progenitor Virus, then T-Virus, then G-Virus, then T-Veronica finishing it off.

As any Monopoly player will know there are two tax spaces were players are forced to pay £200 or £100. These in the limited edition versions have also be themed, so I needed my own take on this. Corporation Tax, (a UK tax on companies charged annually) instantly came to me, and seeing as Umbrella is a major corporation this would work well. The lesser tax was a lot harder to think of, but eventually a tax on Umbrella's research and development was the best I could formulate.

I then set about deciding upon the coloured spaces, which has been both exciting and frustrating. My original mantra that every game receives coverage remains true to this day, but it soon became apparent that this is easier for some games than others.

I decided instead of working around in order from the budget locations to the expensive ones, but use a pincer type movement, so simultaneously decide on the cheap and expensive.
Therefore I needed to decide on the Old Kent Road and Mayfair. (Apologies Americans, I am using the English board aka London edition)

The Mayfair, the jewel in the crown simply had to be the Spencer Mansion / Arklay Research Facility. It's where it all began (really) and represents the perfect secret location.

At the other end of the scale, I wanted a location within Raccoon City, a recognisable setting that all fans will relate to. J's Bar from Outbreak screamed at me, and with that as did Kendo Gun Shop for Whitechapel
The Park Lane (£350) location required more thought. Initially I decided upon the Paris Facility, but as I wanted the Arklay Research space to be called "Spencer Mansion" it made more sense that Park Lane was also Spencer something. The Spencer Rain from Dead Aim became this space. It meant that the two most expensive spaces were iconic and represented two locations in Spencer's World that were important. His house and boat.

There have been three major islands in Resident Evil, Sheena, Rockfort and the Dead Aim island, unofficially named Benthic Island. In real estate terms, owning an island would be a commendable feat, therefore, these three were obvious replacements for the expensive "green" spaces. The other spaces from "light blue" to "yellow" were selected, and I basically went on size of location, time spent in each during a game, and the overall structure or lack of in determining its position on the board.

For example, Leon spends a large part of Resident Evil 4 in the pueblo, however due to the shoddy wooden infrastructure of the place it would

not be ranked higher than the Dead Factory even though you spend a relatively small period of time in Resident Evil 3 there.

Similarly even though players spend all there time on the SS Starlight in Gaiden, as this Game Boy Color game is a minor entry into the series, it did not gain any higher than the lowest value pink square.

Below is a complete list of the spaces decided upon in the first draft/thought process.

- **Brown:** J's Bar; Kendo Gun Shop
- **Light Blue**: Guardhouse; Village; Raccoon Park
- **Pink**: SS Starlight; Raccoon Zoo; Dead Factory
- **Orange**: Tyrant Factory; Ecliptic Express; The Hive (Raccoon Hospital)
- **Red:** Birkin's Lab; Antarctica Terminal; Training Facility
- **Yellow**: Private Residence; Salazar's Castle, RPD
- **Green**: Benthic Island; Sheena Island; Rockfort Island
- **Blue**: Spencer Rain; Spencer Mansion

With the list settled it was now a case of bringing these ideas together and constructing a first draft board in order to gain some view of what this board could look like.

FIRST DESIGN (2006)

The Board

Not a complete version by any stretch my first task was to find a full size board online, so I could amend it accordingly. Not many were suitable either by size or complete fandom, but eventually stumbled across a fan made Neo-Conservative one that could be altered with relative ease. A full size prototype would be extremely beneficial as something to go by, a guide if you will.

I was not concerned with fonts or complete accuracy, but something that resembled what I hoped would be the final board. The first task once the board was clear was to find pictures of the spaces. In most cases this was not a problem with artwork or easy-to-find pictures leading the way. Spaces that did provide a problem were both Benthic and Sheena Island. Eventually Sheena was satisfied with a screen-grab from the ending

sequence of the island on fire, and Benthic was (at this stage) an amalgamation of pictures were you fight Tyrant T-092 second form. Not suitable really but at this stage it was fine.

The use of the G-Virus picture from Wesker's Report II provided the base for the other virus spaces, a quick Photoshop colour alternation and Progenitor, T and T-Veronica were sorted. Corporation Tax was merely an umbrella logo, and R& D tax a biohazard symbol.

Anyway, below is the completed first draft board, which although substantially different from the final board it helped tremendously and enabled me to move on with the design for both the board and cards.

The first completed design gave a basic look of how the board may end up.

The Title Deeds

Following this, I began to theorize and come up with how the cards could be made, and what design to follow. Again I used the my Hard Rock Café edition as a guide not because it was just the only themed Monopoly I owned but also because it was the most up to date version I had too.

I constructed the template fairly easily using my version of Photoshop however although I was adamant that this edition will look as professional as possible I decided that my edition will have something different about it. The coloured rectangle that the location's name will be in is normally just that, a rectangle. But this is Resident Evil edition! It needs some extra element. A basic use of the smudge tool to merge the black border with the coloured rectangle and the white background produced the result I settled on. For me it makes the card look a bit special, and something different whilst still retaining the Monopoly element. This I believe was complemented with the use of the "biohazard" font and the shadow tool.

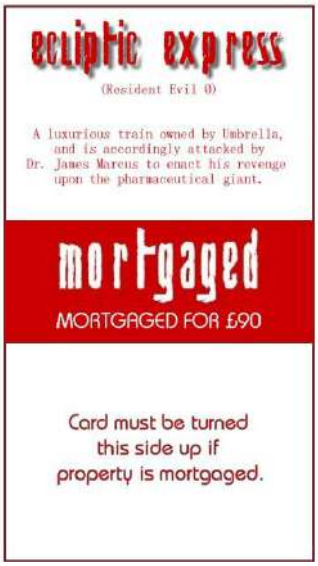
A search of the world wide web and I located the nearest I could find to being the Monopoly font, and the stage was set for the cards to be compiled.

A few months later the title deeds first design were complete and looking pretty good. However as any player will know sometimes a property has to be mortgaged. I other words the back of the title deeds also needed to be completed.

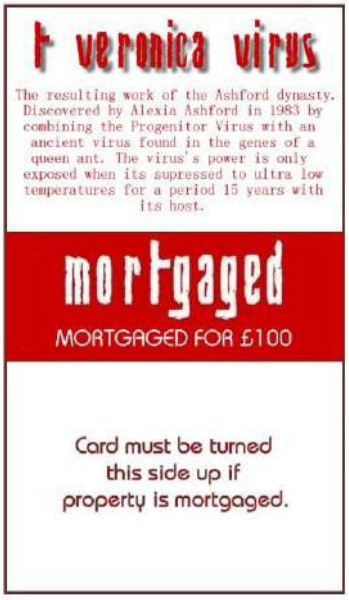
As I intended to print these off on my own computer, I needed to save ink/money. All back designs of the title deeds are inherently red with white text. Well this would cost too much to print therefore I simply inverted the idea. White back, red coloured text.

Another look at my official versions, and again I felt the need to tweak it. The use of the biohazard font, both to state the location and the word "mortgaged" made sense with the rest being the normal monopoly font. However I found that there was a large part of the card that normally would have been red therefore not an obvious problem. On my version there was a huge white un-used block which looked unprofessional. The solution? And something unique to this Monopoly was to have a small snippet of information about that site. Something that both new players and fans and veterans of Resident Evil would get a kick out of. This was done in another font entirely and I believe really complements the card.

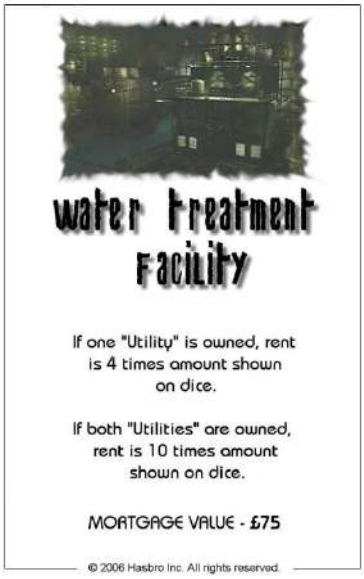
Below is a sample of the first draft cards.

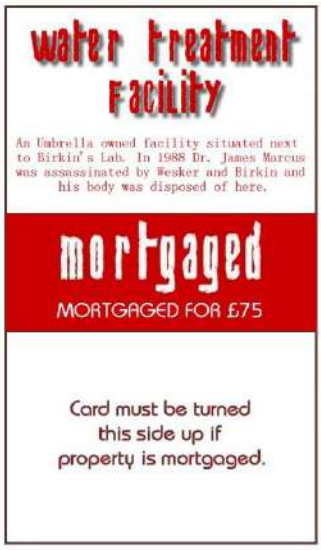


Main Title Deeds (Ecliptic Express)



T-Veronica Virus (Station)





Water Treatment facility (utility)

The Chance & Community Chest Cards (RPD File; B.O.W File)

The final piece in the jigsaw was to design the specialist game cards that players receive when landing on the chance/community chest spaces. This was relatively easy in actually coming up with the contents of the cards.

Like the board before it I wanted to incorporate every game thus far in the series but I also had to bear in mind that a lot of the cards in the normal version were "advance to etc. etc."

Therefore I needed an advance to: SS Starlight, T-Virus, Training Facility, Spencer Mansion, and a back to J's Bar. Which of course in England represent, Pall Mall (first pink) Marlebone Station, Trafalgar Square (third red), Mayfair, (second blue/purple), Old Kent Road (first brown)

With them settled it was now just a case of writing out unique twists on the famous, "it is your birthday collect £10 from each player".

RPD Files: (Chance)

#Make general repairs to all of your buildings. For each house pay £25. For each hotel pay £100
#Receive £100 in bribes from Umbrella
#You are asked to investigate grizzly murders in the Arklay Mountains, advance to The Spencer Mansion
#The STARS investigation of William Birkin and the G-Virus causes you to be reprimanded by Chief Irons. Pay £15
#You win a trip on the S.S Starlight, if you pass go collect £200
#You are assessed for your locations. Pay £40 per house, Pay £115 per hotel
#You are invited to manage the Training Facility in the Arklay Mountains. If you pass go collect £200
#You are caught spying on the Umbrella facility in Raccoon City and sent to Rockfort Island. Go to jail move directly to jail, do not pass go, do not collect £200
#A rival pharmaceutical firm pays you £150 to investigate Umbrella
#Advance to Go
#You are caught moving the red diamond statues in the RPD. Go Back 3 spaces
#Pay ex-umbrella informant £150 for tip-off information
#As a STARS member you are granted immunity from jail. Get Out of jail free card.
#You are fined £20 for disobeying police orders
#Umbrella pays you £50 for testing Safsprin
#Tax refund due to safe disposal of biohazardous material collect £20

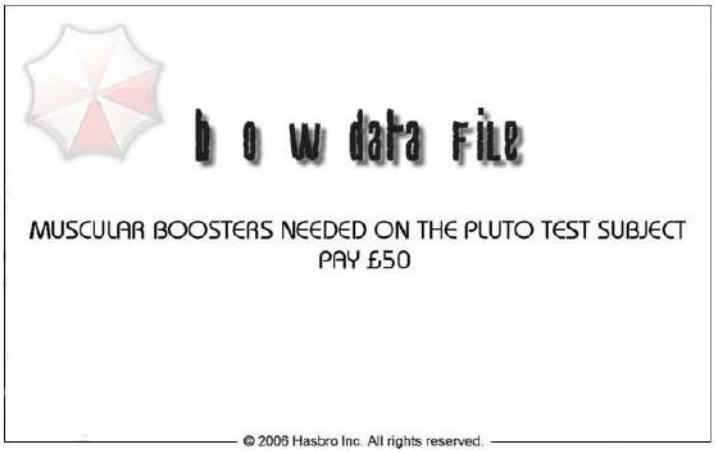
BOW Data: (Community Chest)

#From sale of combat data of the Hunter alpha, you get £50
#Success! By combining the Progenitor Virus with Leech DNA you create the T-Virus! Go to T-Virus, if you pass go collect £200
#The Thantos Tyrant is deemed to unstable, pay £30 for transport costs to Benthic Island
#The T-Virus leak in Raccoon City Incident causes a perfect test phase for all BOW's. Receive $200
#Muscular boosters needed on Pluto test subject, pay £50
#Umbrella shares sore, collect £100
#The UCBS require firearms, go back to Kendo Gun Shop
#Pay employees of the Dead Factory to transport "goods" from the mansion £50
#Get Out of Jail free card after successfully keeping Chief Irons quiet
#Extra funds needed on the Hypnos Tyrant model on Sheena Island, collect £10 from each player
#The VACT process is a big success collect £25
#You are caught selling umbrella information to The Organisation, and sent to Rockfort Island. Go to jail, move directly to jail, do not pass go, do not collect £200
#The Hunter 121 beta is approved over the Hunter 124 gamma for mass production. Collect £10
#Receive £100 for successful implantation of the Ne-Alpha into a Tyrant 103
#Pay The Hive £100 for storage costs of the T-Virus
#Advance to Go

It was at this point that the first amendment came to my design. Not a big one, but instead of the RPD File, I opted to go for a STARS File card. This I think made more sense and has more to do with the first Resident Evil game, which as you can see is criminally under-represented on the game board due to the lack of locations. RE1 of course only takes place in one location after all.

These were my initial ideas and below are a few samples of how these were incorporated into the actual card design:

As with the majority of the cards, colour came at a premium, so a lot of white was used.



The Big Middle Board Square

The last thing I needed to have a completed computer version was for the large middle square, where players pick up the game cards to be designed. As one can see from the designs above, my Photoshop skills are minimal. I had to outsource this particular task. My cousin was particularly well versed with the intricacies of the programme, so I provided him with a bucketful of pictures and a basic idea and let him get on with it.

A few weeks later he sent me a sort of finished square that I could work with, and I began to work on the second draft of the board.

SECOND DESIGN (2007)

Fast forward to Spring 2007, following the completion of my undergraduate studies I found I had some time to finalise a complete board before I started my postgraduate degree. I even visited a local print shop and enquired into the possibility of a board being printed. Using the lie that I was doing an art project I was told that it could be possible and that it could be printed on foam board.

Bye-bye Starlight

SS Starlight was scrapped, after debates on its canonicity. I did not want non-canon locations filling up my spaces. The Chemical Plant from Umbrella Chronicles was eventually brought in as its replacement.

My postgraduate studies were intense for 12 months and as such the project took a backseat. ***And that really was it folks.***

The board idea was therefore still just that an idea. Something that was sitting on my computer, not really doing anything. Potentially something that could work, but needed considerable work in order to be good enough to actually make.

REBIRTH (2009)

2 years later…

With the final year exams passed postgraduate exams over, and the commencement of an actual job it suddenly meant that evenings and weekends were now free to concentrate on aspects other than revision and lesson preparation.

During this time I had worked on my first in-depth editorial focusing on *Resident Evil: Confidential Report* in 2008. Once finished in or around August 2009 I decided to actually finish Monopoly: Resident Evil Edition.

This was down to two main reasons:

1) I still had faith in the project, and upon reflection on my progress I was closer to finishing than I had anticipated;
2) Since 2003 I had been saving the 1 and 2ps (1 cent 2 cents) in a large **5 litre** piggy bank. It had taken six years but 5 litres was finally full and I needed to spend the money on something. Yes, I could have changed it up, got the money, had a good night out, buy some food, but what was the point? Six years of saving and I wanted something to show for it. Something that I wouldn't ordinarily purchase. Resident Evil Monopoly was just perfect.

6 Years worth of money!

With a new goal, and now money to actually fund (or at least partially) the project (£49 in total from the 5 litre copper jar) I set a new agenda and the target of actually getting this into a full scale prototype that I could hold.

First housekeeping and a complete update of the board. Since I last looked at my design, Resident Evil 5 had been released, and that needed to be included. Such a major release it would be criminal to exclude it.

- **In came Kijuju in place of Raccoon Park – This worked rather well as it fitted in with the Resident Evil 4 Village. This incidentally was renamed Pueblo.**

- **The Hive was not only re-named Raccoon Hospital but it was moved from the third orange space to the first pink space.**

- **Raccoon Zoo was changed to the Dead Factory and the Chemical Plant was put at the third pink space.**

- **The Tyrant Factory was scrapped entirely and replaced with Harvardville Airport from Degeneration representing a cheeky reference to the CGI film.**

- **Resident Evil Zero was seriously over-represented with the Ecliptic Express, Training Facility, Water Treatment Plant and to an extent Birkin's Lab. The Ecliptic Express went in replacement for the Commercial Headquarters of Umbrella, from Outbreak File 2.**

- **The Paris Facility makes a return as well as the top earning orange square. With that arrival Code: Veronica was also over-represented so Private Residence was ousted in favour of the Uroboros Research Facility as seen in Resident Evil 5.**

- **Las Plagas replaced T-Veronica Virus, therefore covering Resident 4 & 5 in one hit.**

These were all relatively minor additions, whereas my next one was fairly substantial. I felt that having the currency of this edition in **pounds** was not accurate. All themed monopoly boards are always **dollars** or some random universe currency. This would I thought be a fairly straightforward task of simply amending my currently saved title deeds to state dollars not pounds.

I did not count on my computer being annoying.

Despite no changes to my computer for three plus years, for some, as of yet unexplained reason the fonts that I had used, biohazard aside had vanished. Importantly this meant the monopoly style font that I had used throughout the cards had gone. I searched the internet in vein for the font that I had used previously. It is in the Kabel family, but I had no luck, the closest I could find is Kabel Mt Bd which I settled on.

This meant that all the cards had to be re-done to update the currency and new additions to the board.

The Board

First task however was to finalise the board and actually get it printed!

Amending the old board, I updated each space one at a time. I used the old big middle square to complete a prototype look which oddly faded over time. Quite how this is possible on a computer program seems strange to me, but hey!

A few weeks work and the delivery of the final big middle square from the cousin, and the board was ready for printing.

A few tweaks here and there, and I had finished what I believed to be pretty good. Have a look for yourself on the next page!

This version was the one that was sent to the printers!

As you can see I have used the biohazard font for the spaces as well complete with a shadow. I think it gives a different view of the board whilst maintaining a professional look.

The middle square works well with the B.O.W.'s at the bottom some of the main characters on top of the monopoly logo. Raccoon Map and the mansion complete the look.

THE FINAL COUNTDOWN

The next phase was to simply put the completed board on a USB Stick and take it back to the print shop two years after initially enquiring.

One week later…

As excited as I was picking up the board, nothing could prepare me for what I was going to actually receive at the shop. I walk in; the guy says it was done and points at this monstrosity leaning against a printer.

I suddenly endure a flashback of the guy the previous week asking me if the size was correct. In my excitement I ignored his confirmation warning, and indeed the board was printed off at a whopping **1 metre by 1 metre!**

I was completely gob smacked; I mean what am earth was I going to do with an oversized novelty game board? I was taken aback by everything, and swiftly ordered another copy at the correct size!

"Oops!"

PRESENTATION

It was time for external opinions. The entire project was nearing the time in which a game could be feasibly be played. However whilst I was a fan of the work, the more opinions the better, so I sought them out from the staff at the *Resident Evil Podcast* as well as lay Resident Evil fans from my family.

Consensus:

- Mainly positive, family members amazed that I could do something like this.
- Shock at the 1 metre squared board as well!
- Most people I showed believed that the Biohazard font simply did not work on the board. This in respect of the shadow tool used on the font, and the fact that the use of the font made it blurry.
- This was a common complaint from the lay persons and the staff. The answer was to use the normal monopoly font as per all the themed Monopoly font.
- Lose the shadow on the cards as well.

This left me with effectively more work to do meaning a final re-draft of the Monopoly board, and minor alterations to the playing cards.

And I believe that they were right, after amending a few squares it became clear that the use of the biohazard font affected the professionalism of the board. Using the normal font had a drastic effect on the overall look although it did create a problem.

If I wanted to use the same size font as before, which was a good size, some of the location names could not fit on the square even on two lines. As such **Uroboros Research Facility** had to be changed to **Uroboros Facility.**

It's now November 2009, and the newest entry into the saga is nearing release. **Resident Evil: The Darkside Chronicles** is out at the end of the month, and whilst I am fully aware no matter when this is completed it will be out of date relatively soon. However it's nice to be up to date as possible.

Consequently **Amparo** was inserted in place of the **Guardhouse.**

With the board in place the focus then switched back to the cards to accommodate the new changes. With the new Kabel font downloaded I set about **altering all the cards with the new locations**. Generally the change was minimal and few weeks later they were finished producing remakes of the title deeds and game cards.

At this stage I was in a fairly happy stage with the project, and I was preparing to get the cards printed. At this point I happened to do a check of the board and to my horror found it was littered with errors:

- There was a white box surrounding the $400 price on the Spencer Mansion where I had neglected to use the fill tool;
- Uroboros Research Facility was spelt wrong;
- It also had a £ symbol, not $
- Paris Facility and Harvardville Airport was not central.

All these things really irked me about the board, so I decided that a new one would eventually had to be printed. But not yet.

At the last minute, and with the release of Darkside Chronicles, it was found that Amparo was the general region as opposed to the village which I wanted, so **Mixcoatl** was inserted instead of Amparo.

My final irk came in the form of the back of the STARS and Umbrella file. As you can see from my first design, it was fairly lacking, so I outsourced this particular task to my Photo Shopped cousin, James!

With this done, the cards were ready for printing along with the FINAL BOARD…

And so it came to pass

January 2010, and the final board, and a complete set of cards are done for public presentation.

Check out selection of the photographs to have a better look at

MONOPOLY: RESIDENT EVIL EDITION

MONOPOLY
Resident Evil
R.P.D.
S.T.A.R.S.
RACCOON CITY
GO
COLLECT $200 SALARY AS YOU PASS
KENDO GUN SHOP
B.O.W. DATA
J'S BAR
SPENCER MANSION
$400
R & D TAX
PAY $100
SPENCER RAIN
$350
$60
$60

DEAD FACTORY
RACCOON POWER STATION
RACCOON HOSPITAL
$150
$140
IN
JAIL
JUST
VISITING
KUJUJU
PUEBLO
$190
$100
STARS FILE

MONOPOLY
GO TO
JAIL
R.P.D.
WATER TREATMENT PLANT
SALAZAR'S CASTLE
UROBOROS FACILITY
G - VIRUS
TRAINING FACILITY
$260
$200
$240

TITLE DEED
RENT - SITE ONLY
RENT WITH MANSION
If a player owns all the sites of any color group, the rent is doubled on unimproved sites in that group.
Cost of Laboratories
Cost of Mansions
Mortgage value of this site
$50
$100
$600
$1400
$1700
$2000

raccoon
power station
If one "Utility" is owned, rent is 4 times amount shown on dice.
If both "Utilities" are owned, rent is 10 times amount shown on dice.
MORTGAGE VALUE - $75
water treatment
facility
If one "Utility" is owned, rent is 4 times amount shown on dice.
If both "Utilities" are owned, rent is 10 times amount shown on dice.
MORTGAGE VALUE - $75

progenitor virus
t-virus

b.o.w data file
THE U.B.C.S ARE REQUIRED TO MONITOR LICKER B.O.W.S IN THE DOWNTOWN AREA.
GO BACK TO J'S BAR
s.t.a.r.s file
YOU ARE CAUGHT MOVING THE RED DIAMOND STATUES IN THE RPD.
GO BACK THREE SPACES
b.o.w data file
THE UNITED STATES GOVERNMENT ACQUIRES UMBRELLA PRODUCTS.
ADVANCE TO GO
s.t.a.r.s file
YOU ARE ASKED TO INVESTIGATE THE GRIZZLY MURDERS IN THE ARKLAY MOUNTAINS.
ADVANCE TO THE SPENCER MANSION

resident evil
MONOPOLY
resident evil
MONOPOLY
STARS FILE
HERCULE
PROGENITOR VIRUS
CORPORATION TAX
KENDO GUN SHOP
B.O.W. DATA
J'S BAR
COLLECT $200 SALARY
STARS FILE
SPENCER MANSION
R.P.D. TAX