



THE PROPERTY TRADING BOARD GAME RULES

THE GAME IN BRIEF

MONOPOLY is the game of buying, renting or selling Properties so profitably that players increase their wealth – the wealthiest becoming the eventual winner.

Starting from the "GO" space, move your token around the board according to your roll of the dice. When you land on a Property that is not already owned by anyone else, you may buy it from the Bank. If you do not choose to buy it, it is auctioned off to the highest bidder. Players who own Properties collect rents from opponents stopping there. The construction of Houses and Hotels greatly increases the rent you can collect, so it is wise to build on as many Sites as possible. If you need to raise more money, the Bank can give mortgages on Properties. You must always obey the instructions given on Community Chest and Chance cards. Sometimes you will be sent to Jail.

OBJECT

To be the only player left in the game who is not bankrupt.

EQUIPMENT

- 1 gameboard
- 10 playing tokens (including 2 spares)
- 28 Title Deed cards
- 16 Chance cards
- 16 Community Chest cards
- 1 pack of MONOPOLY money
- 32 Houses
- 12 Hotels
- 2 dice

SET UP

1. Arrange the Houses, Hotels, Title Deeds and money (in value order) in the separate sections of the game tray.
2. Separate the Chance and Community Chest cards, shuffle them and put them face down in the relevant spaces on the gameboard.
3. Each player selects a playing token and places it on "GO".

4. The Banker and the Bank

One player is elected Banker. If there are more than five players, the Banker may choose to take on this role only.

The Banker gives each player £1,500 divided as follows:

Two x £500	Two x £10
Four x £100	One x £5
One x £50	Five x £1
One x £20	









In addition to holding the money, the Banker also keeps the Title Deed cards, Houses and Hotels until they are bought by the players. The Banker also pays salaries and bonuses, lends money when required on mortgages and collects all taxes, fines, loans and interest. In the event of auctions, the Banker acts as auctioneer.

The Bank never "goes bankrupt" but can issue as much money as is necessary in the form of IOUs written on ordinary paper.

5. Players roll both dice. The player with the highest score goes first and play passes to the left.

PLAYING THE GAME

On your turn, roll both dice and move clockwise around the board in the direction of the arrow. The space you land on will determine what you have to do. Two or more tokens may rest on the same space at the same time. You may do one of the following according to the space you land on:

-  buy Building Sites or other Properties
-  pay rent by landing on an owned Property
-  pay taxes
-  draw a Chance or Community Chest card
-  go to Jail
-  rest on the Free Parking space
-  collect £200 salary
-  be "Just Visiting" Jail

Doubles

If you roll a double, move your token and act on the space you have landed on as usual. Roll the dice again and have another turn. If you roll a double for a third time in succession, you must immediately go straight to Jail.

Passing "GO"

Every time you either land on or pass "GO" while moving in the direction of the arrow, you are paid £200 by the Bank. It is possible to collect £200 twice within one turn if, for example, you land on the Chance or Community Chest space immediately after "GO" and pick the card that tells you to "Advance to GO".

Buying Property

If you land on an unowned Property (that is, on a Property for which no other player holds the Title Deed), you have the first choice to buy it. There are three types of Property - Sites, Utilities and Stations. If you decide to buy, pay the Bank the price in money stated on that space. You will receive in exchange, as proof of ownership, that Property's Title Deed, which you must keep face up in front of you. If you decide not to buy, the Banker must immediately auction the Property for sale to the highest bidder, starting at any price that another player is willing to pay. Even though you declined the option of buying at the original price, you may join in the bidding, too.

Owning Property

Owning Property entitles you to collect rent from any "tenants" who land on that space. It is an advantage to own all the Sites within a colour-group — in other words to own a monopoly. You can build on any Site for which you own the complete colour-group.

Landing on Sites

If you land on a Site that has previously been bought by another player, you may be required to pay rent for stopping there. The player who owns this Site must ask you for rent before the player following you rolls the dice. The amount payable is shown on the Title Deed for that Site and will vary according to the number of buildings on it. If all Sites within a colour-group are owned by a player, the rent payable is doubled on any Site of that group not yet built on. However, an owner who owns a whole colour-group may not collect double rent if any one Site there is mortgaged. Where Houses or Hotels have been built on a Site, the rent will increase and will be shown on that Site's Title Deed. Rent is not payable on mortgaged Properties.

Landing on Utilities

Landing on one of these allows you to buy the Utility if it is not already owned. As with the other Property spaces, pay the Bank the price stated on that space. If the Utility is already owned, you may be asked to pay rent to the owner according to the dice you rolled to get there. If the owner has only one of the Utilities, the rent will be four times your dice roll. If, however, both Utilities are owned by the same player, you must pay ten times the amount of your dice roll.

If you decide not to buy, the Banker auctions the Utility for sale to the highest bidder. You may join in the bidding, too.

Landing on Stations

If you are the first to land here, you have the opportunity to buy the Station. Otherwise it is auctioned by the Bank; even though you declined to buy at the original price, you may join the bidding, too. If the Station is already owned when you arrive, you must pay the

amount stated on the Title Deed. The amount payable will vary according to the number of other Stations owned by that player.

Landing on "Chance" and "Community Chest"

Landing on one of these spaces means you must take the relevant card from the top of the deck. These cards may ask you to:

- move your token
- pay money – for example, in taxes
- receive money
- go to Jail
- get out of Jail free.

You must follow the instructions on the card and act immediately before returning the card to the bottom of the deck. If you pick a "Get Out of Jail Free" card, you may keep it until you wish to use it or sell it at a mutually agreed price.

Note: a card may instruct you to move your token to another space. If you pass "GO" on the way, collect £200. You do not pass "GO" when you are sent to Jail, or if you are sent back (for example, to Old Kent Road).

Landing on Tax spaces

When you land on these, simply pay the relevant amount to the Bank.

Free parking

If you land on this space, you simply rest here until your next turn. There is no penalty for landing here: you may still undertake transactions as usual (for example, collect rent, build on Sites you own, etc.).

Jail

You will be sent to Jail if:

- you land on the "GO TO JAIL" space, or
- you pick a Chance or Community Chest card which tells you to "GO DIRECTLY TO JAIL", or
- you roll a double three times in succession on your turn.

Your turn ends when you are sent to Jail. If you are sent there, you may not collect a £200 salary, regardless of where you are on the board.

To get out of Jail you may:

- pay a fine of £50 and continue on your next turn, or
- purchase a "Get Out Of Jail Free" card from another player at a mutually agreed price and use this to get out, or
- use a "Get Out Of Jail Free" card if you have one, or
- wait there for three turns, rolling the dice on each turn to try to roll a double. If you roll a double on any turn, move out of Jail using this dice roll.

After you have waited three turns, you must move out of Jail and pay £50 before moving your token according to your dice roll.

While in Jail you can collect rent on Properties provided they are not mortgaged.

If you are not "sent to Jail" but, during the course of play, land on the Jail space, you are "Just Visiting" and incur no penalty. On your next turn, you move ahead as usual.

Houses

Once you own all Sites of a colour-group, you can buy Houses to put 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 build evenly: you cannot build a second House on any one Site of a colour-group until you have built one House on **every** Site of that group, and so on up to a maximum of four Houses per Site. Selling Houses must be done evenly, too. You may buy or sell at any time, and as many buildings as your judgement and financial standing will allow. Houses may not be built 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 been built on, you can still collect double rent from another player who lands on one of your unimproved Sites in that colour-group.

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 be erected on any one Site.

Building shortages

If there are no Houses left in the Bank, you must wait for other players to return theirs before you can buy any. Similarly, when selling Hotels you cannot replace them with Houses if there are none left.

If a limited number of Houses or Hotels is left and two or more players wish to buy more than the Bank has, the Banker auctions them off to the highest bidder, starting at the lowest price shown on the relevant Title Deed(s).

Selling Property

You may sell undeveloped Sites, Railway Stations and Utilities to any other player as a private transaction for a sum agreeable to both of you. No Site, however, may be sold to another player if any buildings stand on any of the Sites of that colour-group. Should you wish to sell a Site from a colour-group, you must first sell all buildings on those Sites to the Bank.

Houses must be sold evenly, in the same way as they were bought (**see "Houses" above**). Houses and Hotels cannot be sold to other players. They must be sold to the Bank **at half the value** stated on the relevant Title Deed. They may be sold at any time.

For Hotels, the Bank will pay half the cash price of the Hotel plus half the price of the four Houses which were given to the Bank for the purchase of the Hotel. All Hotels on one colour-group may be sold at once. If necessary, Hotels can be broken back down into Houses to raise money. To do this, you can sell a Hotel to the Bank and receive in exchange four Houses as well as money for the Hotel (i.e. half its cost). Mortgaged Property cannot be sold to the Bank, but to other players only.

Mortgages

If you have no money left and are required to pay a debt, you can raise money by mortgaging a Property. If mortgaging a Site, first sell any buildings to the Bank. To mortgage a Property, turn its Title Deed face down and collect from the Bank your mortgage to the value of the amount shown on the back of the card. When you wish to repay your mortgage you must pay this amount plus 10% interest.

If you mortgage a Property, you retain possession of it. No other player can secure it by paying off the mortgage to the Bank.

Rent cannot be collected on a mortgaged Property although it can still be collected for other Properties of that colour-group.

You **can** sell mortgaged Property to other players at any agreed price. The buyer can then decide to remove the mortgage immediately by paying off the mortgage plus the 10% interest. Alternatively, he can pay the 10% but retain the Property with a mortgage. In this case, when the mortgage is finally removed an additional 10% is payable. When all Sites of a colour-group are no longer mortgaged, the owner may begin to buy back Houses at full price.

Bankruptcy

If you owe the Bank or another player more money than you can raise from your assets, you are declared bankrupt and are out of the game. If your debt is to the Bank, the Bank gains all your cash and Title Deeds. The Banker then auctions off each Property to the highest bidder. You must return "Get Out Of Jail Free" cards to the bottom of the relevant pile.

If you are made bankrupt by another player, your Houses and Hotels are sold to the Bank at half their original cost and that player receives any cash, Title Deeds and "Get Out Of Jail Free" cards you own. If you own any mortgaged Property, you must also turn this over to that player; he must immediately pay 10% and then choose whether to retain the mortgage or pay it off in full now.

Notes on play

If you owe more rent than you can pay in cash, you may pay your creditor part in cash and part in Property (Building Sites must be

empty). In this case, the creditor may choose to accept certain Property (even if it is mortgaged) at a value far in excess of the printed one in order to obtain additional Properties or to block another player from obtaining control of that Property.

If you own Property, it is up to you to watch out for rents to be collected.

Money can only be loaned to a player by the Bank and then only by mortgaging property.

No player may borrow money from or lend money to another player.

Winning

The last player left in the game is the winner.

RULES FOR A SHORT GAME

There are three differences in rules for this "Short Game."

1. During **PREPARATION** for play the Banker shuffles the deck of Title Deed cards. The player to the left of the Banker then cuts the deck and the Banker deals, one at a time, two Title Deeds to each player (including himself if he both plays and acts as Banker). Players receiving Title Deeds must immediately pay the Bank the printed price of each of the two properties thus acquired. Play then starts as in the standard game.

2. In this short game you need build only three Houses (instead of four) on each Site of a complete colour-group before buying a Hotel.

Rent received for a Hotel remains the same as in the standard game. When selling Hotels, the value is still one-half the purchase price, which in this game is one House less than in the regular game.

3. **END OF GAME.** The first player to go bankrupt retires from the game as in the standard game. However, as soon as a second player goes bankrupt, the game ends. The bankrupt player turns over to his creditor (either the Bank or another player) all that he has of value, including buildings and any properties.

Each remaining player then adds together:

- 1 cash in hand;
- 2 Sites, Utilities and Stations owned by him at the price printed on the board;
- 3 any mortgaged property owned by him at one-half of the price printed on the board;
- 4 Houses, valued at purchase price;

- 5 Hotels, valued at the purchase price including the value of the three Houses exchanged.

The richest player wins!

TIME LIMIT GAME

Here's another short game you can try. Before starting, agree upon a definite time to finish the game, with the richest player at this time winning. Before starting the game, Title Deed cards are shuffled and cut, and the Banker deals two to each player. Players immediately pay the Bank the price of Property dealt to them and play continues as with the standard game.

Dear Customer,

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Please make sure that this game is stored out of the reach of inquisitive fingers and that children below the age of five years are not allowed to play unsupervised.

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Happy games playing!

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