

MONOPOLY

Property Trading Game from MCC Designs

Contents: Gameboard, 2 dice, 32 houses, 12 hotels, Lost & Found cards, Colonial Curious cards, Title Deed cards and play money.

OBJECT: The object of the game is to become the wealthiest player through buying, renting and selling property.

PREPARATION: Place the board on a table and put the Chance and Community Chest cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given \$1,500 divided as follows: 2 each of \$500s, \$100, and \$50; 6 \$40~; 5 each of \$10, \$5 and \$1s.

All remaining money and other equipment go to the Bank.

THE BANK: Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out the~r proper Title Deed cards; it sells houses and hotels to the players and loans money when required on mortgages.

THE PLAY: Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play: Place your token on the corner marked "GO," throw the dice and move your token in the direction of the arrow the number of spaces indicated by the dice.

After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space your token reaches, you may be entitled to buy real estate or other properties - or obliged to pay rent,

pay taxes, draw a Lost & Found or Colonial Curious card, "Go to Jail," etc.

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the space marked "In Jail".

"GO": Each time a player's token lands on or passes over GO, whether by throwing the dice or drawing a card, the Banker pays him/her a \$200 salary. The \$200 is paid only once each time round the board.

BUYING PROPERTY: Whenever you land on an unowned property you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership; place it face up in front of you. If you do not wish to buy the property, the Banker sells it at auction to the highest bidder. The buyer pays the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option to buy it at the printed price, may bid. Bidding may start at any price.

PAYING RENT: When you land on property owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed face down in front of the owner.

It is an advantage to hold all the Title Deed cards in a colorgroup (e.g., Boardwalk and Park Place; or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties.

"LOST & FOUND" AND "COLONIAL CURIOUS": When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card face down to the bottom of the deck. The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, he/she may sell it, at any time, to another player at a price agreeable to both.

"JAIL": You land in Jail when. . . **(1)** your token lands on the space marked "Go to Jail"; or **(2)** you draw a card marked "Go to Jail".

When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail. If you are not "sent" to Jail but in the ordinary course of play land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn. You get out of Jail by.. . **(1)** throwing doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw; even though you had thrown doubles, you do not take another turn; **(2)** using the "Get Out of Jail Free" card if you have it; **(3)** purchasing the "Get Out of Jail Free" card from another player and playing it.

If you do not throw doubles by your third turn, you must pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.