

QUICK GUIDE: MONOPOLY

Needed: Monopoly board game, 2-8 players

Setup: Select a token, place it on Go

Stack Chance & Community Chest cards

\$1,500 to each player

(2) 500s, 100s, 50s; (6) 20s; (5) 10s, 5s, 1s

Basics: Each turn roll 2 dice and move equal spaces

Spaces: Property (unowned) - Option to purchase for price on space

Property (owned) - Pay owner rent

Chance - Draw Chance card and complete action

Community Chest - Draw CC card and complete action

Tax - Pay required tax to bank

Free Parking - No action

Jail (visiting) - No action

Go To Jail - Go to jail without collecting \$200

Go - Collect \$200 from bank if landed on or passed

Rules: Auction - If unowned property is not purchased, all players bid on it.

Highest bidder gets property for amount bid.

Rolling Doubles - Both dice have same number, get another turn.

(3) doubles in a row = go to jail

Jail - Get out by rolling doubles, use a Get Out of Jail free card,
or pay \$50 to banker

Houses - Purchased from bank for amount on property card.

(must own all properties of color)

Can be sold back to bank for half price paid.

Hotel - Purchased from bank for amount on property card.

(must have 4 houses on every property of color)

Houses/Hotel - Can be built at any time.

Selling - Properties with no houses/hotel can be sold to any player
for agreed upon amount.

Mortgaged - Properties can be mortgaged to bank for amount on
back of property card. Mortgage lifted by paying back
bank, plus 10%.

Bankrupt - When player owes more money than can be paid.

Player is out of game.

Winner: Last player remaining in game.