

# MONOPOLY

The game of MONOPOLY can be played by any number of players, preferably four to nine.

Either a player or a nonplayer may act as the BANKER, auction real estate, collect penalties, pay bonuses, etc.

Each PLAYER starts with \$1,500.00 in scrip. The game is ended when one player owns nearly all of the property and the scrip, other than that scrip in the bank.

Each player is represented on the board by any available token (key, coin, etc.), which is moved as the dice indicate, clockwise around the board.

As any TOKEN reaches unowned property, the BANK offers this property for sale at PUBLIC AUCTION to the HIGHEST BIDDER. The player whose TOKEN opened the property for sale has no preference in the bidding, nor is he prevented from bidding. The successful bidder upon payment to the BANK of the amount of his bid, receives a TITLE CARD as a receipt. Any players who subsequently land upon owned property must pay rent to the owner in the amounts indicated on the TITLE CARD. The player whose TOKEN opened the property for sale, is not liable for rent at this time.

REAL ESTATE is grouped in a series of eight color schemes. Any player owning a complete property group of one color collects double rent on unimproved property. Ownership of any complete color group permits the owner to build upon properties in that group. HOUSES AND HOTELS are bought from the BANK at any time. Buildings may be bought from or sold to the BANK only, and at the prices stipulated on the TITLE CARDS. Building in any color group must be evenly distributed—one house may be built at a time, but it is necessary that each property in the group have a house before the second is erected on any property and so on until there are four houses on each property, when the player may purchase HOTELS, at the price of a fifth house. The rents go up as the properties are improved.

Players throwing “doubles” retain the dice and throw again. Three consecutive “doubles” send the Player to JAIL and he forfeits the dice. A player also lands in JAIL under penalty if he stops on “GO TO JAIL” or receives a “GO TO JAIL” card from CHANCE or COMMUNITY CHEST. A Player can get out of JAIL free, if he throws “doubles,” in which case he *must* come out, or if he has received a card from CHANCE or COMMUNITY CHEST marked “COME OUT OF JAIL FREE” or if he purchases such a card from another player. A player can pay a fine of \$50.00 and come out of JAIL whenever he has the dice. With his third throw of the dice he **MUST** come out of JAIL, paying a fine if he cannot throw “doubles.” Merely landing on JAIL carries no penalty and token must be moved on subsequent throw of dice.

A player landing on COMMUNITY CHEST or CHANCE draws a card from the pack indicated, obeys instructions and returns the card to the bottom of the pack. “GET OUT OF JAIL FREE” cards may be retained for future use or sold and returned to the pack after they are used. Unless otherwise indicated all payments are made by or to the BANK.

INCOME TAX—Pay 10 per cent of all cash on hand, of all MORTGAGE VALUES of properties owned, mortgaged or not, as well as on COST PRICE of HOUSES and HOTELS erected on your properties.

As each player’s token passes “GO” the BANK pays him \$200.00 salary.

In financial difficulties a player must sell all buildings on any color group before mortgaging any property in that group. The BANK will pay one-half the purchase price for houses or hotels. The BANK alone may buy or sell buildings. The Bank will lend players the MORTGAGE VALUE of any property, interest at 10 per cent payable when MORTGAGE is lifted. TITLE CARDS of Mortgaged properties must be kept “face down” and no rents may be collected. Property can only be transferred FREE of mortgage, but property can be remortgaged immediately by new owner if desired. No one but the BANK can lend money.

Players can buy from and sell to each other properties without houses or hotels.

Property owners must watch out for rentals due. **DO NOT HELP OTHER PLAYERS WATCH THEIR PROPERTIES.**

## DIVISION OF MONEY TO EACH PLAYER

1—500	5— 20’s
5—100’s	10—10’s
5— 50’s	8— 5’s
10—1’s	

There is sufficient money for six players

Manufactured by  
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