

# Ultimate MONOPOLY



## The Ultimate Property Trading Game!

### **INTRODUCTION & DISCLAIMER**

ULTIMATE MONOPOLY is designed for players who are highly familiar with, and fans of, MONOPOLY. It is a game about buying, selling, improving, and trading property. The goal is to be the last player standing, with all others bankrupt. It can be played with as few as 2 players, but 4 or more is recommended, as many as 12 could play, if you have enough tokens, but more than 8 might get confusing. As with the source materials, ages 8 and up is suggested. It will take over an hour to play, more than likely a few hours. For short version rules – play MONOPOLY. ☺

ULTIMATE MONOPOLY (UM) is, first and foremost, a work of fan art. I do not wish, nor intend to ever profit from it. Secondly, UM is a synthesis of four existing MONOPOLY and MONOPOLY-related games, Classic MONOPOLY (MON), MONOPOLY: THE MEGA EDITION (MME), SUPER ADD-ONS MONOPOLY (SAO) and MONOPOLY STOCK EXCHANGE (MSE). As these are all made by different companies, it is highly unlikely that this game would ever see the light of day in official form.

This version of MONOPOLY was initially inspired by the idea of creating a version of SAO in the style of classic MONOPOLY. I then read a post on the [boardgamegeeks.com](http://boardgamegeeks.com) forum about rules for using SAO with MME and another post about playing MME with another edition of MON and SAO all nested in the middle.

I encourage everyone to purchase MON, MME and SAO. MSE is, unfortunately currently out of print, but there are downloadable cards available for it. In fact, in order to play the game properly, pieces from all three games are needed and are explained in the EQUIPMENT section. So, as I encouraged before, please go out and buy all three games. They are all available on Amazon.com.

These rules were also a synthesis of the rules found in MME and SAO along with some of the text from the [boardgamegeeks.com](http://boardgamegeeks.com) forum post. I do not claim any original authorship of any of the text and am in great debt to the original authors. Links to all three will be included in the reference section at the end. Also, please note that these rules are assuming that the player has a working knowledge of the rules of classic MON.

I hope this game brings as much joy to you as it did to me in creating it. If you have any questions or suggestions, feel free to leave a comment at [jonizaak.deviantart.com](http://jonizaak.deviantart.com).

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# ULTIMATE MONOPOLY SPECIFIC RULES

## EQUIPMENT

Below is a list of equipment needed to properly play ULTIMATE MONOPOLY. After each item, in parentheses is which edition of MONOPOLY the item may be found.

- Game Board<sup>1</sup>
- Tokens (Any edition)
- 2 Packs of Monopoly Money (Any edition, but preferably MME as it has \$1000 notes)
- 3 Regular Dice (Any edition)
- 1 Speed Die (MME, newer editions of MON)
- 64 Property Title Deed Cards (22 MON, 30 MME, 12 SAO)<sup>2</sup>
- 8 Utility Deed Cards (2 MON, 1 MME, 2 SAO, 3 Original)
- 4 Railroad Deed Cards (MON, MME)
- 4 Cab Company Deed Cards (Original)
- 30 STOCK CERTIFICATES (5 Shares each of 6 Companies, MSE)<sup>3</sup>
- 36 TRAVEL VOUCHERS (16 Bus Tickets MME, 20 Travel Cards SAO)<sup>4</sup>
- 20 ROLL THREE CARDS (SAO)<sup>4</sup>
- 38 CHANCE Cards (16 MON, MME 10 Orange Action Cards SAO, 12 MSE)<sup>4</sup>
- 38 COMMUNITY CHEST Cards (16 MME 10 Yellow Action Cards SAO, 12 MSE)<sup>4</sup>
- 81 Houses (32 MON, 32 MME, 17 SAO)
- 31 Hotels (12 MON, 12 MME, 7 SAO)
- 16 Skyscrapers (8 MME, doubled)<sup>5</sup>
- 4 Train Depots (MME)
- 4 Cab Stands (Original)<sup>6</sup>

## PREPARATION

Each player begins with \$3200, ~~dispersed as follows:~~

- ~~Five each of \$1s, \$5, and \$10s~~
- ~~Six \$20s~~
- ~~Four \$50s~~
- ~~Three each of \$100s and \$500s~~
- ~~One \$1000 (or two more \$500s if using a set that does not have \$1000s)~~

~~If not using the ULTIMATE MONOPOLY Action Card Set, Shuffle together as follows:~~

- ~~The Orange Action Cards from SAO and CHANCE Cards from MON and MSE~~
- ~~The Yellow Action Cards from SAO and COMMUNITY CHEST Cards from MON and MSE~~

<sup>1</sup> By me, available [here](#).

<sup>2</sup> I have included cards for all properties in the inner and outer tracks. Cards for the standard MON properties (middle track) should be gleaned from a copy of MME as they have skyscraper values calculated.

<sup>3</sup> A set of Stock Certificates by DeviantArt user [nir75003](#) is available [here](#).

<sup>4</sup> Alternately, a very nice set of ULTIMATE MONOPOLY Action Cards, including TRAVEL VOUCHERS, ROLL THREE, CHANCE, and COMMUNITY CHEST, designed specifically for this game, including references to the unique new spaces, were made by DeviantArt user [chadws](#) and are available [here](#).

<sup>5</sup> Additional Skyscrapers may be purchased from Winning Moves [here](#).

<sup>6</sup> I recommend using additional Train Depots for Cab Stands. They may be purchased from Winning Moves [here](#).

- ~~• Bus Tickets from MME and Travel Cards from SAO (Referred to collectively as "TRAVEL VOUCHERS")~~

Each player also begins with one TRAVEL VOUCHER (face up) ~~and one ROLL THREE CARD (face up).~~  
No one begins with any CHANCE Cards nor COMMUNITY CHEST Cards.

### THE DICE

On their turn, a player rolls 2 regular dice<sup>7</sup> and plus the Speed Die.

- If pips appear on all three dice, simply move the total of all three.
- If you roll a MR. MONOPOLY, you get a bonus move. First, move according to the regular dice, do what you would normally do on that space; then move again to the next unowned property, which you may now **buy, or it will be put up for Auction.**
- If you roll a MR. MONOPOLY after all of the properties are owned, make a normal move according to the regular dice, then move ahead to the first property on which you need to pay rent. If all other players properties are mortgaged, stay where you are.
- Note: An opponent can't build or trade until your MR. MONOPOLY move is completed.
- If you roll the BUS ICON, first make a normal move according to the regular dice, then decide to either take a TRAVEL VOUCHER for later use (usually a good idea if any tickets are left in the deck) or move again to the nearest CHANCE or COMMUNITY CHEST space in front of your token.

### Doubles & Triples

Refer only to the regular dice when determining DOUBLES. While in JAIL, roll only the two regular dice (if you pay beforehand to get out, roll all three dice).

~~If you roll TRIPLE 1's, 2's, or 3's, move ahead to any space on the board. Do not roll again. You do not go to Jail if you've rolled DOUBLES twice before rolling TRIPLES.~~

### Mr. Monopoly Bonus Move

Because of the layout of the board, even if you roll a MR. MONOPOLY, it's impossible to go past all of the properties on all three tracks on one such bonus move.

When rolling dice, if you roll a MR. MONOPOLY (a.k.a. Rich Uncle Pennybags), first move according to the two regular dice doing what you would normally do on that space, then (if not in jail after the two regular dice), move (advance) ahead as follows:

To the next unowned property with even number rolled on the two regular dice: you must use any TRANSIT STATION along the way to the next unowned property, if possible. If unowned property with odd number rolled on regular dice, then you must stay on the same track from which you begin a MR. MONOPOLY bonus move to the next unowned property, if possible.

Even if there are any unowned properties left, if you can't reach one before making it back to the space from which you began a MR. MONOPOLY bonus move, then stay where you are.

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<sup>7</sup> The third die mentioned in the Equipment section is only used during ROLL THREE.

Likewise, if there's no unowned properties left, you must use any TRANSIT STATION if even number on regular dice, or you must stay on same board if odd number on the regular dice, on your way to the next property on which you need to pay rent, if possible.

Even if there are properties which you would need to pay rent, if you can't reach such a space before making it back to the space from which you began a MR. MONOPOLY bonus move, then stay where you are.

If MR. MONOPOLY causes you to move past a PAY CORNER, collect the highest amount of salary available from that space, regardless of what you rolled.

Additionally, if you landed on REVERSE DIRECTION the previous turn, and roll a MR. MONOPOLY in determining by the roll how many spaces you move backwards, then first move backwards according to the two regular dice doing what you would normally do on that space, then (if not in jail after the two regular dice), per MR. MONOPOLY rules, move backwards to the previous unowned property or backwards to the previous property on which you need to pay rent in this case, if applicable.

Also, if, after rolling two numbers and a MR. MONOPOLY, and land on REVERSE DIRECTION from the two numbers, then the MR. MONOPOLY part of the dice roll applies this way: Reverse direction and move backwards to the first previous unowned property, or if no unowned properties left, move backwards to the first previous property which you would need to pay rent. If in MR. MONOPOLY movement, you would make it back to the REVERSE DIRECTION without encountering unsold property nor a property which you would need to pay rent, then stay where you are and move backwards on your next turn per REVERSE DIRECTION space.

## **MOVEMENT ORDER**

ULTIMATE MONOPOLY has a number of ways to move you around the board—far beyond just the number of spaces on the dice. So to clarify, here is the order in which movement should be taken during a given turn.

TRAVEL VOUCHERS can be used at any time during the movement portion of your turn.

Any time you are made to GO TO JAIL, (by landing on the space, getting a card, or rolling DOUBLES 3 times) your turn is IMMEDIATELY over, no more moves may be taken.

Any movement based on the space landed upon is taken immediately (SUBWAY, HOLLAND TUNNEL, CAB COMPANY, Taxi Rides, etc.)

~~TRIPLES are taken immediately, and this ends the movement part of your turn. No TRAVEL VOUCHERS can be used after rolling TRIPLES.~~

Other than that the order is as follows.

1. Number of pips on the dice
2. Obey the landed on space
3. MR. MONOPOLY or BUS ICON Bonus Move (if any)
4. Obey the landed on space
5. DOUBLES (if any)
6. Repeat until no DOUBLES, or until you are stopped by TRIPLES, being sent to Jail, or rolled DOUBLES 3 times (which also sends you to Jail)

## MAJORITY OWNERSHIPS, MONOPOLIES, & SKYSCRAPERS

If a color group has more than two properties, you may build houses and hotels once you own all but one property in that color group. That is called a "MAJORITY OWNERSHIP". If you own all of the properties of a color group, (a "MONOPOLY"), and have built hotels on each, you may then build Skyscrapers. Refer to the property's Title Deed for the cost of a Skyscraper as well as the amount of rent you can collect from having one here.

When you have a "Majority Ownership" you are entitled to collect Double Rent on any unimproved property in that color group. When you have a "Monopoly" you are entitled to Triple Rent on any unimproved property in that color group.

### Improving & Mortgaging Properties

You can sell any building back to the bank at any time on your turn. The Bank will pay you half of the value of that building. However, just as buying buildings, you must always sell back buildings evenly across a given color group. (See below if you have improved properties on a "Majority Ownership" and then acquire the final property in that color group to have a "Monopoly".)

When selling back a larger building (Skyscraper or Hotel), your lower level buildings return. For example, if you sell back a Skyscraper for which you paid \$100, you get \$50 dollars from the Bank, and your property now has a Hotel. If you sell back that Hotel, you get \$50 from the Bank, and your property now has 4 Houses.

If there are not enough Buildings left in the Bank to replace the lower level buildings, then you have to either not sell back anything, or sell back everything until the Bank is able to supply you with enough buildings to evenly replace what you had before.

If you have improved properties on a "Majority Ownership" and then acquire the final property in that color group to have a "Monopoly", then you cannot improve any other properties in that color group until the new property is improved to the same level as the other properties.

## RAILROADS/TRANSIT STATIONS

You may improve your Railroads by building a Train Depot on it (cost: \$100). A Train Depot *doubles* the rent due for the Railroad. You don't need to own multiple Railroads before building a Train Depot on one. Train Depots may be sold back to the bank for \$50 each.

TRANSIT STATIONS and RAILROAD spaces are considered one space. The TRANSIT STATION spaces contain horizontal and vertical arrows labeled ODD and EVEN to indicate which direction to move when passing them. If a player rolls an EVEN number that moves their piece past any TRANSIT STATION space, the player's piece shall ride the TRANSIT STATION onto the opposite track, and continue to move in a clockwise direction. If a player rolls an ODD number, they shall continue on their current board track.

For example: if a player starts their turn on States Avenue and rolls a four, the move would take the player's piece over: (1) VIRGINIA AVENUE, (2) PENNSYLVANIA RAILROAD/TRANSIT STATION, (3) FIFTH AVENUE and finally landing on (4) MADISON AVENUE.

If a player rolls an odd number that takes their piece past any TRANSIT STATION space, the player's piece shall continue its move forward on the same track it is currently on. If a player lands directly on the TRANSIT STATION space, they should draw a TRAVEL VOUCHER for future use. On their next turn, an even roll means they travel via the TRANSIT STATION to the outer of the two tracks the TRANSIT STATION leads to; an odd roll means they travel via the TRANSIT STATION to the outer of the two tracks the TRANSIT STATION leads to.

## CAB COMPANIES

CAB COMPANIES are original to ULTIMATE MONOPOLY. Their rents are shown on their Title Deeds. Like Railroads, they may be improved by adding Cab Stands (Cost: \$150). Use Train Depots from a second set of MME or some other tokens for Cab Stands. Cab Stands double the rent owed. You don't need to own multiple CAB COMPANIES before building a Cab Stand on one. Cab Stands may be sold back to the bank for \$75 each.

### Taking a Taxi Ride

When landing on an owned CAB COMPANY, a player has the option to, in addition to normal rent, pay \$50 to the owner (or \$20 to the Pool if the player owns the CAB COMPANY) for transportation to FREE PARKING, any other CAB COMPANY, or any TRANSIT STATION (staying on the top (innermost) level of the TRANSIT STATION). Moving to another CAB COMPANY or TRANSIT STATION does NOT incur rent paid to the owner of the space moved to, nor does it allow for the player to pay for a second Taxi Ride. If the property moved to is unowned, it may be bought or it will be put up for auction.

If a player has additional moves (DOUBLES, MR. MONOPOLY, BUS ICON, TRAVEL VOUCHER) when originally landing on the CAB COMPANY, the player should continue their turn from their destination.

## BUS TICKETS/TRAVEL CARDS (AKA TRAVEL VOUCHERS)

### Getting Travel Vouchers

Players are given one TRAVEL VOUCHER at the beginning of the game. Additional TRAVEL VOUCHERS are drawn when landing on the BUS TICKET space **and** by landing *directly* on a RAILROAD/TRANSIT STATION and, at the player's choice, when landing on the BIRTHDAY space. Some CHANCE and COMMUNITY CHEST cards may also have the player drawing TRAVEL VOUCHERS.

If you roll the BUS ICON on a movement roll, you have the option to either take one TRAVEL VOUCHER or move ahead to the nearest space of CHANCE or COMMUNITY CHEST space, moving according to TRANSIT STATION rules (**even**, take TRANSIT STATION to other board; **odd**, stay on same board and don't take TRANSIT STATION).

### Using TRAVEL VOUCHERS

TRAVEL VOUCHERS can be used at any time during a player's turn, that is, before or after a dice roll, in between a dice roll move and a MR. MONOPOLY Bonus Move, or a BUS ICON Bonus Move, or before or after a DOUBLES roll. (With the exception of after landing on REVERSE DIRECTION, see below.)

Only one TRAVEL VOUCHER may be played per turn. All TRAVEL VOUCHER movement is considered to be normal movement, not "direct" movement. If you pass a PAY CORNER, then you collect your

salary as normal. If you come to a TRANSIT STATION, you have the option to change to the linked track or remain on your current track.

~~Some TRAVEL VOUCHERS "Expire" all other owned TRAVEL VOUCHERS when played. This applies to the TRAVEL VOUCHERS owned by everyone, including the person playing the card. This does not apply to unowned TRAVEL VOUCHERS.~~

~~All used or expired TRAVEL VOUCHERS are "out of play" ("out of the game") for the rest of the game and are forfeited to the Banker. All owned TRAVEL VOUCHERS will remain face up so all players can see them.<sup>8</sup>~~

### **TRAVEL VOUCHERS and Special Spaces**

- ~~• If you use a TRAVEL VOUCHER to pass or advance to a PAY CORNER (GO, BONUS, or PAY DAY), collect the highest amount offered by that space, regardless of what you rolled.~~
- ~~• TRAVEL VOUCHERS can be used to move to "GO TO JAIL" (thus putting a player in jail).~~
- ~~• TRAVEL VOUCHERS can be used to move to "SUBWAY" (thus allowing a player to move directly to any space on next turn). Movement *from* SUBWAY is considered "Direct" movement, and does not entitle you to salary collected for passing any PAY CORNER.~~

~~If you land on REVERSE DIRECTION, then you may not use a TRAVEL VOUCHER on your next move, you must roll dice and move backwards that move, as well as more backwards again if you also roll a MR. MONOPOLY in this case.~~

~~Additionally, if you landed on REVERSE DIRECTION the previous turn, and roll a BUS ICON in determining by the roll how many spaces you move backwards, then you don't draw a TRAVEL VOUCHER, instead, "you missed the bus" & one TRAVEL VOUCHER of yours *expires* and is lost to the Bank! (In this case, only *one* TRAVEL VOUCHER of yours expires, no matter how many you happen to have at the time). You also move backwards on the other two regular dice.~~

## **COMMUNITY CHEST & CHANCE ACTION CARDS**

If you're on the one track and the card directs you to a property on another track, then you must also take the next closest TRANSIT STATION while advancing on your way to the property to which the card directs you. (Exception: Cards that specify that the travel is "*direct*" such as "Go DIRECTLY to Jail".) If that causes you to pass PAY DAY, GO or BONUS, then collect your salary as indicated on those spaces.

### **Hurricane & Tornado Cards**

Each of these cards requires you to remove one house from each property in a property group, *if* you own any (or if any other player owns any). For example, if you draw the Hurricane Card, you can remove one house from each property in any other player's property grouping. If the player owns hotels, replace them with four houses per property. ~~If you draw the Tornado Card, you must do the same to one of your own property groups.~~ These cards must be used immediately, and cannot be saved or traded.

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<sup>8</sup> MME and SAO have different rules for the use of Bus Tickets and Travel Cards respectively. In UM, I have followed the MME rules.



On an affected color group, one house is removed from each property of that property group. Hotels are replaced by four Houses each. Skyscrapers are replaced by one Hotel each. If you select Railroads or Cab Companies, then even if multiple players own Railroad(s) with Depot(s) or Cab Company(ies) with Cab Stand(s) on them, then only one RAILROAD/CAB COMPANY space that has a Depot/Cab Stand has that Depot/Cab Stand removed (after all, railroad stations are not all clustered in real life). Only a property group that has any buildings on it at all (be it Depot, Cab Stand, House(s), Hotel(s), and/or Skyscraper(s)).

## ROLL THREE

When a player lands on the ROLL THREE SPACE, they first pick up a ROLL THREE CARD from the center pile. They then roll three REGULAR dice (the SPEED DIE is not used in ROLL THREE) to see if their or another player's Roll Three numbers match the dice rolled. The three dice are read in order from lowest to highest number. If any one die matches any die on a player's ROLL THREE CARD, that player wins \$50 from the bank. If two of the dice match a player's Roll Three numbers, that player wins \$200 from the bank. If all three dice rolled match a player's Roll Three numbers, that player wins \$1,000 from the bank. If the player who rolled the dice rolled their own Roll Three number, they win \$1,500 from the bank. For example, if the Roll Three dice rolled were 1-3-6 and the players had the following Roll Three numbers, the winnings would be as follows:

Player 1	4- 4- 5	No Numbers Match	\$0.
Player 2	2- 4- 6	One Number Matches	\$50.
Player 3	1- 3- 3	Two Numbers Match	\$200.
Player 4	1- 3- 6	Three Numbers Match	\$1,000.

If the player who landed on the ROLL THREE SPACE had the 1-3-6 Roll Three number they would win \$1,500 from the bank. Roll Three cards may be bought, sold, or traded among players.

## SQUEEZE PLAY

When you land on SQUEEZE PLAY, you roll two regular dice to determine how much money you will collect from the other players.

- Roll 5, 6, 7, 8, or 9; collect \$50 from each of the other players
- Roll 3, 4, 10, or 11; collect \$100 from each of the other players
- Roll 2 or 12; collect \$200 from each of the other players

### ~~Alternative SQUEEZE PLAY Rules~~

~~When you land on SQUEEZE PLAY, you roll two regular dice and the SPEED DIE to determine how much money you will collect from the other players.~~

- ~~• Roll 6, 7, 8, 9, 10, or 11; collect \$50 from each of the other players~~
- ~~• Roll 3, 4, 5, 12, 13, or 14; collect \$100 from each of the other players~~
- ~~• Roll 2 or 15; collect \$200 from each of the other players~~
- ~~• Roll a MR. MONOPOLY or BUS ICON; in addition to the money, you collect 1 TRAVEL VOUCHER from each of the other players. (If any player does not have any TRAVEL VOUCHERS, you collect nothing extra from that player.)~~



## TAX REFUND AND THE “POOL”

All money from COMMUNITY CHEST Cards, CHANCE Cards, LUXURY TAX, INCOME TAX, and Get Out of Jail Bail charges that need to be paid to the bank are placed onto the “Pool” in the middle of the board. A player who lands on the TAX REFUND space collects 50% from the current amount of money in the “Pool” (rounded up if odd). Several CHANCE and COMMUNITY CHEST cards also reference the “Pool” and are referring to this money.

## SUBWAY

When you *land* on (not pass over) the SUBWAY space you may travel to any space on any board on your next turn. If the property is unowned, you may purchase it from the bank. Since traveling via Subway is a *direct* route, you do not collect any salary for passing a PAY CORNER (if you choose to move directly to a PAY CORNER from the SUBWAY, you collect the largest amount of salary from that space, regardless of what you rolled previously.) If you have additional moves (MR. MONOPOLY or BUS ICON bonus moves, DOUBLES, or TRAVEL VOUCHERS), you may move immediately to any space on the board follow the directions for that space, and continue your turn from there, going clockwise (no matter what direction you were going previously).

## GO, BONUS, & PAY DAY (PAY CORNERS)

In addition to GO, there are two other corner squares where you collect a salary:

- BONUS on the inner track and PAY DAY on the outer track. All three are collectively referred to as PAY CORNERS.
- When a player passes BONUS they collect \$250. When a player lands on BONUS they collect \$300.
- When a player passes or lands on PAY DAY they collect \$300 if they rolled an odd number or \$400 if they rolled an even number. If you move *directly* to PAY DAY, (via an ACTION CARD or TRAVEL SPACE) you collect \$400, regardless of what you rolled previously.

## HOLLAND TUNNEL

HOLLAND TUNNEL spaces are original to ULTIMATE MONOPOLY. When you land on either of the HOLLAND TUNNEL spaces, you must *immediately and directly* move to the other HOLLAND TUNNEL space. The space is *only* in play if a player lands on it. Do *not* use the tunnel if just passing over it. Since this is a direct route between tracks, no PAY CORNERS are passed and no salaries collected.

## AUCTION

If you land here, pick an unowned property for the Banker to auction off. If you land here and there are no unowned properties left, you must move ahead to the highest-rent property that you can reach and must pay rent within the TRANSIT STATION rules, ignoring any higher-rent properties that can't be reached because of the TRANSIT STATION rules (you must take TRANSIT STATION if rolled even number and landed on Auction; you must stay on current board if rolled odd number and landed on AUCTION).

## GIFT FROM OTHERS (BIRTHDAY GIFT)

Either collect \$100, or take a TRAVEL VOUCHER. It is the recipient's choice. If the other player does not have a TRAVEL VOUCHER, then you must take \$100.

## UTILITY RENT

- If one utility is owned, rent is 4x amount shown on dice.
- If two utilities are owned, rent is 10x amount shown on dice.
- If three utilities are owned, rent is 20x amount shown on dice.
- If four utilities are owned, rent is 40x amount shown on dice.
- If five utilities are owned, rent is 80x amount shown on dice.
- If six utilities are owned, rent is 100x amount shown on dice.
- If seven utilities are owned, rent is 120x amount shown on dice.
- If all eight utilities are owned, rent is 150x amount shown on dice.

You use all 3 dice that led you to land on a utility in determining amount shown on dice, counting MR. MONOPOLY and the BUS ICON as 0 (no extra charge) in determining amount shown on all 3 dice. If CHANCE Card or the like takes a player to nearest utility, you roll only 2 regular dice and pay only 10x amount shown on the dice if the card says so.

## ~~STOCK EXCHANGE~~

~~The STOCK EXCHANGE allows you to purchase stocks when landing on the STOCK EXCHANGE space and get paid dividends when anyone lands on it. Stocks are available for the following companies:~~

- ~~General Radio~~
- ~~United Railways~~
- ~~National Utilities~~
- ~~Acme Motors (Or "American Motors" in some versions of STOCK EXCHANGE)~~
- ~~Allied Steamships~~
- ~~Motion Pictures~~

## ~~Landing On Stock Exchange~~

~~When you land on the STOCK EXCHANGE, you have the option of buying from the Bank one Share of Stock in any Company you choose, paying the Par Value Price printed on the STOCK CERTIFICATES. If you wish to buy, you pay the bank for the Stock and receive a STOCK CERTIFICATE in the company you selects. If you decline this option, the Banker immediately offers this stock option for sale at Auction and sells it to the highest bidder.~~

## ~~Buying Stock~~

~~Original purchases of Stock can only be bought from the Bank, one share at a time, when a player lands on the STOCK EXCHANGE. Stock can be mortgaged at one half the Par Value price, or can be sold to any player as a private transaction for any amount that the owner can get.~~

## ~~Dividends~~

~~Dividends are payable by the Bank to all shareholders upon any token landing upon the STOCK EXCHANGE, in accordance with the list printed on the Certificates held by the owner.~~

~~It is an advantage to own the entire block of Stock of a Company, as the Dividends increase considerably with the amount owned in any one Company.~~

## CHANGES TO THE BOARD

As stated before, UM is a synthesis of MON, MME, SAO and MSE. What was gleaned from SAO is referred to as the inner track, classic MON is the middle track and MME is the outer track. Still, in order to make the synthesis work and so everything could fit properly, some artistic liberties were taken and it differs in several key ways:

- In order for the outer track to fit without increasing the size of spaces, one space was added to each side on the outer track, so it has 13 spaces per side. I also removed the content of any space that duplicated content from Classic MON: INCOME and LUXURY TAX, the 4 Corner Squares, and two of the Railroads were removed as they serve as TRANSIT STATIONS between the inner and middle tracks. I ended up with a total of eight extra spaces needing to be filled. I also moved things around so there not be duplicate spaces directly next to the same spaces between the outer and middle tracks (For example, two CHANCE spaces).
- The railroads now serve as TRANSIT STATIONS (based on the ELEVATOR idea from SAO) allowing you to move between boards.
- On the outer track, to fill extra spaces I added an extra BUS TICKET space, and an extra CHANCE and COMMUNITY CHEST space.
- In order to not duplicate utilities from the middle track, I changed the outer track utilities to CABLE COMPANY, TRASH COLLECTOR and INTERNET SERVICE PROVIDER and added an extra, SEWAGE SYSTEM to fill a blank spot.
- To fill four of the blank spaces I added 4 "Cab Companies" which work similar to Railroads.
- For the corner spaces, of the outer board, I added 2 HOLLAND TUNNEL spaces which allow you move between corners of the outer and inner track. I moved the the inner track SUBWAY space to the outer track to accommodate the tunnel between tracks.
- To one of the outer track corners I added a STOCK EXCHANGE space.
- And finally, I recolored the property groups on the outer track and gave them street names of (in counterclockwise order starting with the Light Pink properties): Minneapolis (Light Pink), New Orleans (Light Green), Houston (Cream), Atlanta (Teal), Chicago (Wine), Salt Lake City (Gold), Philadelphia (Peach) and Los Angeles (Maroon). The prices were revised to start at \$30 each and go up every 2 properties by \$30 (except in the groups that have only 3 properties).
- The middle track is essentially Classic MON.
- The inner track is SAO revised in the classic MON style. The only changes are the ELEVATORS are now called TRANSIT STATIONS and the SUBWAY space was swapped to the outer track and replaced with a HOLLAND TUNNEL space.
- Travel Cards should be shuffled in with the Bus Tickets from MME (because they do something similar).
- I changed San Francisco's MARKET STREET to THE EMBARCADERO since the outer track has a Market Street in the Philadelphia properties and I feel Market Street is a more important street in Philadelphia than San Francisco.
- I also revised the colors to not overlap any others, so we have, starting in the upper right hand corner, Miami (Brown), San Francisco (White), Boston (Black), New York City (Grey).

## ACKNOWLEDGEMENTS

As noted previously, the rules for Ultimate Monopoly were compiled from several sources (noted in the References section). I would also like to give a special thanks to [Chad W. Smith](#) for his editing and commentary on these rules as well and [Nicholas Roche](#) for figuring the costs of each property.

## REFERENCES

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(includes rules for standard MONOPOLY)
- Rules Clarifications from Mega Monopoly  
[http://boardgamegeek.com/wiki/page/Monopoly\\_Mega\\_rules\\_clarifications](http://boardgamegeek.com/wiki/page/Monopoly_Mega_rules_clarifications)
- "Super Add-On Expansion for Monopoly -with- Monopoly Mega Edition" by user Orwin  
<http://www.boardgamegeek.com/thread/317571/super-add-on-expansion-for-monopoly-with-monop>
- Rules for MONOPOLY STOCK EXCHANGE and links to printable cards  
[http://en.wikibooks.org/wiki/Monopoly/Stock\\_Exchange](http://en.wikibooks.org/wiki/Monopoly/Stock_Exchange)
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<http://fav.me/d71c2py>