# Developoly Game Rules

Developoly (develop-oly) is a game similar to Monopoly. Key elements of game play are described below.   
  
**THE BOARD**   
The board consists of 39 positions. Each position is designated as a real estate, chance, community chest, or feature.   
  
**BANKER**   
Select as Banker a player who will also make a good Auctioneer.   
  
The Banker must keep their personal funds separate from those of the Bank.   
  
**THE BANK**   
Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels. The Bank pays salaries and bonuses. It sells and auctions properties and hands out Title Deed cards; it sells houses and hotels to players and loans money for mortgages.   
  
The Bank collects all taxes, fines, loans and interest, and the price of all properties which it sells and auctions.   
  
The Bank never "goes broke”   
  
**THE PLAY**   
Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. They place their token on "GO", throw the 2 dice and moves the token the number of places indicated by the dice. Two or more tokens may rest on the same place at the same time.   
  
According to the place the token reaches, a player may be entitled to buy real estate or other properties, or to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail", etc.   
  
If a player throws doubles they move the sum of the two dice. Retaining the dice, they throw again and move as before. If a player throws doubles three times in succession, they move the token immediately to the place marked "In Jail" (see JAIL).  
  
**"GO"**   
Each time a player's token lands on or passes over "GO", whether by throw of the dice or by drawing a card, the Banker pays them 200 as salary.   
  
**BUYING PROPERTY**   
Whenever a player lands on an unowned property they may buy that property from the Bank at its printed price. The player receives the Title Deed card showing ownership. If they don’t wish to buy the property it is sold at auction by the Banker to the highest bidder. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.   
  
**PAYING RENT**   
When a player lands on property owned by another player the owner collects rent from them in accordance with the list printed on the Title Deed card applying to it.  
  
If the property is mortgaged, no rent can be collected.   
  
If the player holds all the Title Deeds in a color-group they may 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.  
  
The owner may not collect rent if they fail to ask for it before the second player following throws the dice.   
  
**"CHANCE" and "COMMUNITY CHEST"**   
When a player lands on either of these places they take a card from the top of the pack and follow the instructions. The card is then returned to the bottom of the pack.   
  
The "Get out of Jail Free" card is held until used and then returned to the bottom of the pack. If the player who draws it does not wish to use it they may sell it, at any time, to another player at a price agreeable to both.   
  
**"INCOME TAX"**  
When a player lands on "Income Tax" they must pay 200 to the Bank   
  
**JAIL**

* the token lands on the place marked "Go to Jail"
* draws a card marked "Go to Jail"
* throws doubles three times in succession.

When a player is sent to Jail they cannot collect 200 as salary, they must move directly into Jail. A player's turn ends when sent to Jail.   
  
If a player is not "sent to Jail" but lands on that place, the player is “Just Visiting" and incurs no penalty.   
  
A player gets out of Jail by throwing doubles on any of the next three turns. If they succeed in doing this they immediately move forward the number of spaces shown by their doubles throw. Even though doubles have been thrown the player does not take another turn

* using the "Get Out of Jail Free" card if they have it
* purchase the "Get Out of Jail Free" card from another player and playing it
* paying a fine of 50 before rolling the dice on either of their next two turns

If the player does not throw doubles by their third turn they must pay the 50 fine. They then get out of Jail and immediately move forward the number of spaces shown by the third throw.   
  
Even though a player maybe in Jail, they may still buy/sell property, buy/sell houses, hotels and collect rents.   
  
**FREE PARKING**A player landing on this place does not receive any money, property or reward of any kind. This is just a "free" resting place.   
  
**HOUSES**   
When a player owns all the properties in a color group they may buy houses from the Bank and erect them on those properties.   
  
The price they must pay the Bank for each house is shown on the Title Deed card for the property.   
  
If they buy one house, the player may put it on any one of those properties. The next house they buy must be erected on one of the unimproved properties of this or any other complete color-group that they own.   
  
The owner can still collect double rent from an opponent who lands on the unimproved properties of their complete color-group.   
  
Following the above rules, a player may buy and erect at any time as many houses as their financial standing will allow. But they must build evenly (i.e.: they cannot erect more than one house on any one property of any color-group until they have built one house on every property of that group. They may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, they cannot build three houses on one property if they have only one house on another property of that group)   
  
As a player builds evenly, they must also break down evenly if they sell houses back to the Bank (SEE SELLING PROPERTY).   
  
**HOTELS**   
When a player has four houses on each property of a complete color-group, they may buy a hotel from the Bank and erect it on any property of that color-group. They return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card.   
  
Only one hotel may be erected on any one property.   
  
**BUILDING SHORTAGE**   
When the Bank has no houses to sell, players wishing to build must wait for some player to turn back or to sell his houses to the Bank before building   
  
**SELLING PROPERTY**   
Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount that the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group.   
  
Houses and hotels may be sold back to the Bank at any time for one-half the price paid for them.   
  
All houses on one color-group must be sold one by one.   
  
All hotels on one color-group may be sold at once.   
  
**MORTGAGES**   
Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged all the buildings on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.   
  
No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group.   
  
In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color-group are no longer mortgaged the owner may begin to buy back houses at full price.   
  
The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank.   
  
**BANKRUPTCY**   
A player is bankrupt when he owes more than he can pay either to another player or to the Bank.   
  
Should a player owe the Bank, instead of another player, more than he can pay (because of taxes or penalties) even by selling his buildings and mortgaging property, he must turn over all assets to the Bank.   
  
The Bank immediately sells by auction all property taken, except buildings.   
  
A bankrupt player must immediately retire from the game. The last player left in the game wins.   
  
**MISCELLANEOUS**   
Money can only be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.   
  
**RAILWAYS**   
If one railway is owned rent is 25. If two railways are owned rent 50. Three rent 75 and four rent 100. Mortgage value 100   
  
**UTILITIES**   
If one "Utility" (Electric Company, Water Works) is owned then rent is 4 times amount shown on dice. If both "Utilities" are owned rent is 10 times amount shown on dice. Mortgage Value 75