游戏开始

每位玩家有1500元作为资产

或根据游戏难度设定起始资金。

或玩家自定义

Start up

Every enterpriser will $1500 as initial cash, or the initial cash is determined by the difficulty of the game, or player can set custom configuration.

地图

地图总共为40格，包括起始点，监狱，入狱，停车场，3个机会，3个公共福利，个人所得税，巨额税金，22个地产分为8个色块（其中两个色块只有两个地产，剩下的六个色块有3个地产），4个车站，2个公共事业。

每五轮游戏改变22个地产，4个车站，2个公共事业的相对顺序。含有两个地产的色块50%的概率改变位置，剩下六个色块随机分配位置。4个车站随机分配位置，2个公共事业随机分配位置。

Map

Map consists of 40 spots, including start point, jail, in jail/just visiting, free parking, three chance spots, three society chests, income tax, luxury tax, twenty-two real-estates grouped by eight blocks, four stations, two public utilities.

For every 5 turns of game, the system will autonomy change the relative position of the real-estates, stations, public utilities.

经济因子 X

每五轮游戏（所有玩家进行一遍操作算一轮）系统随机生成经济影响因子。周期可以由玩家或者游戏难易程度决定。

经济影响因子大小由游戏难度决定（简单 ±5%，普通 ±10% 困难 ±15%）

经济影响因子将对影响所有游戏具体金额，具体计算方法参考各个部分规则。

Economic factor(EF)

For every 5 turns, the system will generate EF randomly.

The range of EF depends on the difficult of the game. For easy model, the EF will change between -5% and 5%. For the normal one, it will change between -10% and 10%. For the hard model, EF will fluctuate between -15% and 15%.

联盟与国家

亚洲：中国，日本，印度，俄罗斯

美欧：美国，加拿大，英国，德国

每个玩家初始随机分配一个国家以及对应联盟，每个联盟成员数量相差应小于1. 新加入玩家须归进成员最少的联盟。

联盟之间租金享受10%的优惠，若成员数量不相等，数量多的联盟享受8%的优惠。

机会应增加对于联盟的奖励以及惩罚。

每个国家对应的税收以及社会福利应不同，具体标准详见相关部分。

Alliance and Country

There are two alliances, Asia, America & Europe. They have four countries respective.

Asia: China, Japan, India, Russia

America & Europe: United States, Canada, United Kingdom, German.

If an enterprise enters a spot which own by his/her alliance, the owner should charge 90% of original value. If the number of countries of two alliances is different, the larger alliance owner should charge 92% of original value.

玩家

最多玩家人数为6人，若当前游戏人数小于6人时，可以在符合规定，并且所有已开始玩家同意的情况下加入游戏。

当无人不动产比例小于50%时，禁止加入新的玩家。

新加入玩家出事资金为初始资金加上目前所有玩家从“经过起点”得到的最高总奖金。例如初始资金为1500，目前所有玩家中从“经过起点”得到的最高总奖金为600，则新加入玩家的初始资金为2100。

Enterprisers

The number of enterprisers are 2 to 6. When the enterprisers are less than 6, new enterprisers can enter the game if all the enterprisers agree.

When the number of real-estate is less than 50%, new entrance policy is abandon.

The new enterprisers’ initial cash depends on original initial cash and the largest amount of toal money enterprisers get from “Start Spot” so far. For example, the initial cash is $1500, the largest amount of total money got from “Start Spot” is $600, so the enterpriser will get $2100.

游戏难度

简单

初始资金为2000元，经济因子变化范围小于5%，经过起点得到资金250元。房子以及旅店数量不计。

普通

初始资金为1500元，经济因子变化范围小于10%，经过起点得到资金200元。房子以及旅店数量有限（32栋房子，12间旅馆）。

困难

初始资金为1000元，经济因子变化范围小于15%，经过起点得到资金150元。房子以及旅店数量有限（26栋房子，8间旅馆）。

游戏难度随着游戏的进行而增加。每一个玩家破产，经济因子变化幅度增加2%。

Difficulty

Easy

Initial cash is $2000, the fluctuation of EF less than 5%. The original bonus when passing by “Start Spot” is $250. The number of house and hotel are no limited.

Normal

Initial cash is $1500, the fluctuation of EF less than 10%. The original bonus when passing by “Start Spot” is $200. The number of house and hotel are 32 and 12 respective.

Hard

Initial cash is $1000, the fluctuation of EF less than 15%. The original bonus when passing by “Start Spot” is $150. The number of house and hotel are 26 and 8 respective.

机会以及社会福利

机会以及社会福利的奖励以及惩罚金额与基础金额V以及经济因子X有关。具体计算规则为 V \* (1 + X%)。

Chance $ Society Chest

The bonus and punishment of chance and society chest based on its original value and economic factor EF. New Value = Value \* (1 + EF%).

掷骰

每次掷出2颗骰子，连续三次点数相同直接入狱。

掷骰点数因符合概率分布

每次到达或经过Go可以取基本金额200元。到手金额为 200 \* （1 + X%）。

到达有人拥有的地皮，地主可依规定收租，但不可事后追讨。

Roll a dice

Every time roll two dices, when they come same for three time, he/she will directly go into prison.

不动产

玩家到达无人拥有的地皮，玩家可选择要不要购买。

若不购买将对地皮进行无底价拍卖

银行的钱是无限，但建筑物有限（32间房子及12间旅馆）。

玩家之间可以进行金钱、物业和保释卡之间的交易。参见交易条目。

八个色块地产价值计算方法

地产价值取决于上一轮价值 V已经本轮的经济影响因子 X。

将八个色块地产随机排列，第一个色块的涨幅为 X + 4%， 第二个为 X + 3%，以此类推，最后一位为 X – 3%。比如，若经济影响因子为10，则第一个色块的涨幅为14%。租金涨幅与房产价值涨幅相同。

四个车站以及两个公共事业价值的计算方法

与地产z计算方法相同，六个财产随机排列，第一个色块涨幅为 X + 3%，第二个为X + 2%，以此类推，最后一个为X – 2%。经过财产的惩罚金额涨幅与财产涨幅相同。

Real-estate

When enterpriser step foot in unmanned real-estate spot, the enterpriser can chose do not buy it. And the spot will get into auction process.

The cash in bank is unlimited, but the number of house and hotel is limited. (32 house and 12 hotel)

The calculation for the value of eight color blocks:

The value depends on the value of last turn and the current EF. Randomly sort the eight color blocks, for the first one, it will raise EF + 4%, for the second one, it will increase EF + 3%. As this process calculate all the real-estate value.

The value of stations and utilities is same as real-estate.

房子与旅馆

如拥有全部同色未抵押地皮，则可以在任何玩家掷骰前与掷骰后选择盖房子。

房子必须盖在同组中目前房子最少的地上，也就是说房子得平均地盖。

不可以盖在已抵押的地皮上。

当全部的地都盖满了4间房子，玩家可以选择盖旅馆。旅馆建成后4间房子要缴回银行。

一块地最多只能盖一幢旅馆。

可一次盖多间房子，甚至直升旅馆，但仍满足平均原则（旅馆视做5间房子）。

当有多位玩家同时想盖房子，银行却没有足够的房子时，银行需逐一拍卖房子，价高者得。

建设房子和旅馆的费用与上一轮费用 V 以及经济影响因子 X有关，具体费用为 V \* （1 + X%）

租金计算

租金的基础金额按照不动产价格浮动。每个玩家所付租金与其为此不动产缴纳租金次数有关，易主后重新计算次数。具体计算方法为，租金基础金额 V，缴纳租金次数 N，所付租金为 V \* （1 – （10 \* N）%）。即每次缴纳减少10%。

套取现金

玩家可以按房子价值的50%卖给银行，卖的时候依然得保持同色地房子数量的平均，也就是说得卖房子最多的地。房子的价值为当前房子的建设费用。

一幢旅馆的价值等同5间房子，并可分开来卖。

玩家可抵押地皮给银行以换取当前价值50%的现金，用来抵押的地皮上不能有建筑物。抵押后的地皮不能收租，但玩家仍拥有地契。

玩家可在任何玩家掷骰前赎回地皮，因掷出相同点数而得额外的回合除外。赎地时要加付抵押手续费价格为：抵押价 \* 10%，遇小数四舍五入。

交易

交易时需缴纳交易物品/卡片/金钱 10% 的交易税。

在任何时间，玩家可与对手交易没有建筑物的地皮，先商谈的交易先处理。

玩家间不得借贷。

在交易已抵押地皮后，新拥有者可选择马上赎回地皮，或不马上赎回只付交易税给银行。如不马上赎回，日后赎回时还是要加付抵押手续费。

保释卡可作交易。保释卡价值为当前保释金金额。

入狱

入狱时仍可以收租、盖房子或是交易，只是不能移动。

入狱时，玩家可在掷骰前选择用监狱通行证或是保释金以马上出狱。

在入狱时，唯有掷出相同的点数才能移动（出狱），此时并不会有额外的回合。

在牢中的待到第三回合仍未掷出相同点数时，玩家则需付保释金即时出狱，并照刚掷出的点数移动。

保释金的计算

保释金的金额随着入狱次数而增加。基本保释金为50元。每次入狱保释金增加50%。遇小数四舍五入。

税收

税收主要由个人所得税以及巨额税收组成。

个人所得税

个人所得税按照玩家现金分为不同等级，每个等级缴纳比例不同。并且税收比例P与经济因子X相关。最终比例为 P(cur) = P(last) + (X/2)

巨额税收

巨额税收与玩家的总资产有关，按玩家总资产分为不同等级。并且税收比例每五轮上涨2%。

所有税收债主为银行。

每个国家税收标准不同。

破产

如在卖出或抵押所有资产后仍无足够的现金以支付债务，则玩家宣告破产。所有资产直接转让给债主，其已抵押地皮转让给债主时，债主要马上付抵押值10%的交易税。

若债主是银行，银行马上无底价拍卖所有地皮。

若债主是多位玩家（如得一次付50元给其他玩家），由银行偿还债务并马上无底价拍卖所有地皮。

胜利条件

最后一位没有破产的玩家得胜。

限时结束时，总资产最高者得胜。

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House and hotel:

If a player has all the same color houses and which are not mortgaged, she/he can build houses and hotels before or after dicing.

The house must be build on the land in the same group where there are less houses, that is to say, the houses should be built homogeneously.

Do not build houses on the mortgaged land.

When each the land belongs to the player has be build four houses, the player can choose to build a hotel.

The player can build a hotel on the same land at the most.

The player can build more than one houses in the same time, until can build a hotel, but also has to obey the homogeneous rule( One hotel regards as 5 houses).

When there are multiple players who want to build a house at the same time, and the bank does not have enough houses, the bank will have to sell the house one by one and the player who charges the highest price will the house.

The cost of building the house and the hotel is related to the cost of the previous round cost V and the economic impact factor X, the specific cost is V \* (1 + X %).

Rent calculation:

The base amount of rent will fluctuate according to the real estate price. The rent per player is related to the number of rentals paid for the real estate, and it will be recomputed after change hands. The specific calculation method is that the rent base amount is V, the rent amount is N, and the rent is V \* (1 - (10 \* N) %). That's 10% less per pay.

Take cash:

The player can sell to the bank at 50% of the value of the house, and still keep the same number of houses on average, which is to say, the land that sells the most houses. The value of the house is the construction cost of the current house.

A hotel is worth about five houses and can be sold separately.

Players can mortgage lands to the bank in exchange for 50 percent of their current value, and the land to be mortgaged has no construction. The mortgaged ground cannot be rented, but the player still has the land title.

The player can redeem the land before any player rolls the dice, except for the extra round when she/he throws the same number. The redemption price is 10% of the mortgage price, round off the decimal place.

Transaction:

Transactions are subject to a 10% transaction tax on items/cards/money.

At any time, the player can trade lands with his opponent where there is no construction, first deal will be accepted first.

No lending between players.

After the land has been mortgaged, the new owner can choose to redeem the land immediately, or not redeem immediately and just pays the transaction tax to the bank. If you do not redeem it immediately, you will have to pay the extra mortgage charge.

Bail cards can be traded. The bail card value is the current bail amount.

Jail:

You can still rent, build a house or trade in prison, but you can't move.

In prison, a player can choose to get out of jail by using a prison pass or bail before he rolls.

When in prison, the player can be thrown (out of jail) when she/he rolls the same number dices, and there will be no extra rounds.

When the same points are not thrown in the third round, the player will be released on bail and will be moved as he threw before.

The calculation of bail:

The amount of bail is increased with the number of times in prison. The basic bail is 50 yuan. The bail is increased by 50% each time, round off the decimal place.

Tax revenue:

Taxes are mainly made up of individual income tax and huge sum tax revenues.

 Individual income tax:

Individual income tax is divided into different grades according to the player's cash, and the proportion of each grade is different. And the tax ratio P is related to economic factor X. The final proportion is P(cur) = P(last) + (X/ 2).

Huge sum tax:

The huge sum tax is related to the total assets of the players, according to the total assets of the players. And the tax rate is up 2% every five rounds.

All tax creditors are banks.

Tax standards vary from country to country.

Bankruptcy:

Players declare bankruptcy if they do not have enough cash to pay their debts after selling or mortgaging their assets. When all the assets are transferred directly to the creditor, when the mortgaged land is transferred to the creditor, the principal hast to pays the transaction tax of 10% of the value immediately.

If the creditor is a bank, the bank will auction off all the land at once with no reserve price.

If you have multiple creditors(if you have to pay $50 to another player), the bank repays the debt and immediately auctions off all the land.

Victory conditions:

The last player who does not go bankrupt.

At the end of the time limit, the player who has the highest of the total assets is victorious.