

Monopoly

Players: 2–8

Objective: Become the wealthiest player through property trading and development.

Setup:

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Each player selects a token and receives \$1,500 in Monopoly money.

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Place all tokens on the "GO" square.

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Shuffle Chance and Community Chest cards and place them on the board.

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Gameplay:

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Players take turns rolling two dice and moving their token accordingly.

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Landing on unowned properties allows the player to purchase them; if declined, the property is auctioned.

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Landing on owned properties requires paying rent to the owner.

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Players can build houses and hotels on monopolized color sets to increase rent.

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Special squares include "Chance," "Community Chest," "Income Tax," "Luxury Tax," "Go to Jail," and "Free Parking."

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Winning: The game continues until all but one player have gone bankrupt; the remaining player wins.