To start the game, each player chooses a token and the bank will distributes each player $1500.

The highest roll of the dice will go first. Start in the GO and move clockwise around the board according to the number on the dice. If you land on an available property, you can buy it by paying the banker the price listed on the title. The advantage of owning property is that other players have to pay you rent when they land on your square. If you buy all of the properties in the same color group, then you have a monopoly, allowing you to charge double the listed rent. Once you have a monopoly, you can start to build houses and eventually a hotel, raising the rent further. Of course, when you land on an opponent’s property, you have to pay the rent either.

If you land on an available property, but decline to buy it, then the banker will open an auction to buy that property, with the highest bidder. The bank starts the bidding at any price and all players can participate in, including the player who originally declined the property.

You can be sent to the JAIL in three ways, by landing on the square marked GO TO JAIL, by picking a “Go to jail” card (from CHANCE or COMMUNITY CHEST) or by throwing three doubles in a row. You can also get out of jail in three ways: using the “Get out of Jail Free” card, rolling doubles on one of three consecutive turns. If you don’t roll doubles after three turns, you have to pay $500 to get out of jail. While in jail, you can still buy or sell properties, and collect rent. Once you pick the card “ Go to jail “, you won’t be collect $500 salary as you pass to the GO until the next time you pass the GO square.

You can mortgage your own properties to the bank to make debts and take it out with the price of the property plus its 10%.

A player goes bankrupt when he or she doesn’t have enough cash or assets to pay the bank. Players can sell houses and hotels back to the bank for half of their original value- but if that doesn’t provide enough cash, the bankrupt player forfeits all properties to the bank or an opponent and is out of the game.

**END OF GAME:** the first player go to bankrupt retires from the game as in standard game. However, as soon as a second player goes bankrupt, the game ends.

Each remaining player then adds together:

* Cash in hand;
* Site, Utilities and Stations owned by him or her at the price printed on the board;
* Any mortgaged property owned by him at one-half of the price printed on the board;
* Houses, valued at purchase price;
* Hotels, valued at the purchase price including the value of the three Houses exchanged;

**The richest player will win.**