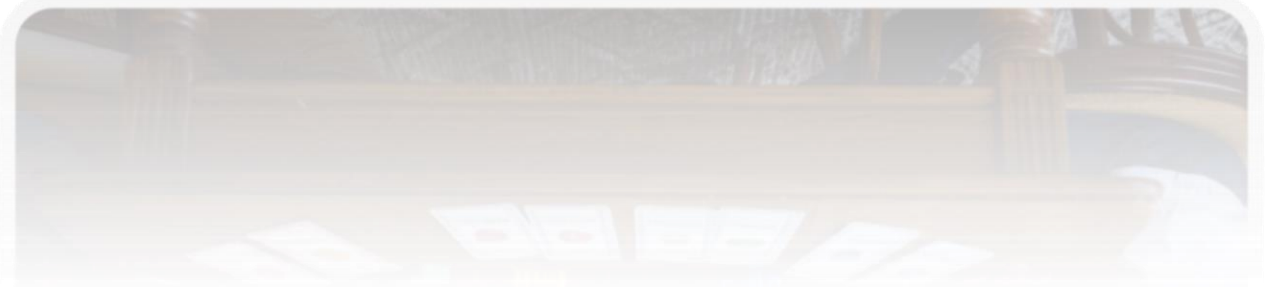


MONOPOLY GAME



1. What is Monopoly?

Monopoly is a **classic board game** focused on real estate trading. The goal is to dominate the board by **buying, renting, and selling properties** to make money and bankrupt your opponents. The game has been around since **1935** and is one of the most popular family board games worldwide.

2. Objective of the Game

The main objective of **Monopoly** is to **be the last player remaining** who has not gone bankrupt. This is achieved by **buying properties**, collecting rent, and bankrupting your opponents by forcing them to pay rent or fines that they cannot afford.

3. Monopoly Board Layout

The **Monopoly board** is a square grid with 40 spaces divided into 4 color-coded property groups, as well as various other spaces that provide opportunities for action. The spaces on the board include:

3.1 Property Spaces

- There are **28 properties**, which include:
 - **22 colored spaces** (representing different properties or groups of properties)
 - **4 Railroads**
 - **2 Utilities** (Electric Company and Water Works)

3.2 Special Spaces

- **Go**: The starting space. Players receive \$200 when they pass or land on "Go."
- **Chance**: Players draw a **Chance card** when they land here. The cards provide instructions that can either benefit or harm the player (e.g., paying fines, advancing to certain spaces, etc.).
- **Community Chest**: Players draw a **Community Chest card** when they land here. These cards can provide rewards or penalties (e.g., paying taxes, receiving money, etc.).
- **Income Tax**: Players must pay a fee of either **\$200** or **10% of their total assets**.
- **Luxury Tax**: A fee of **\$75**.

- **Jail:** A space that can either send a player to Jail directly or place them there when they roll a double three times in a row. Players are also sent to jail when they draw a "Go to Jail" card.
- **Free Parking:** A neutral space where nothing happens.
- **Go to Jail:** Players who land on this space must go to Jail, where they remain until they roll doubles or pay a fee.

3.3 The Center of the Board

- The center of the board is where the **Jail** is located, and it serves as a **neutral zone**.

4. Monopoly Pieces

Each player in Monopoly uses a **token** to move around the board. Players can choose from a variety of tokens, which may include items like:

- A car
- A hat
- A dog
- A ship
- A thimble
- A boot

The tokens are moved based on dice rolls, and each token represents a player during the game.

5. Gameplay

5.1 Starting the Game

- Each player starts with a set amount of money (typically **\$1500**), broken down into smaller denominations (such as \$500, \$100, \$50, \$20, \$10, \$5, and \$1).
- The game begins with all players rolling the dice, and the player with the highest roll goes first. The game proceeds in a clockwise direction.

5.2 Rolling the Dice

- On a player's turn, they roll two six-sided dice and move their token to the number of spaces indicated by the dice.
- Players can either land on properties, pay taxes, pick up cards, or land on special spaces (like **Go to Jail**).
- If a player rolls **doubles** (both dice show the same number), they get another turn. However, if they roll **doubles three times in a row**, they go directly to Jail.

5.3 Buying Properties

- When a player lands on an unowned property, they have the option to **buy** it for the price shown on the space. If they don't want to buy it, the banker will **auction** it to the other players, and they can bid on the property.
- Players can buy **houses** and **hotels** on their properties later in the game, which increases the rent that opponents must pay when they land on those properties.

5.4 Renting and Building

- When a player owns a property, they can **collect rent** from other players who land on that property. The rent is determined by the type of property:
 - **Single property:** Basic rent
 - **Color group:** Rent increases if the player owns all the properties in that color group.
 - **Houses:** Rent increases when a player builds houses or hotels on the property.
- **Building Houses and Hotels:**
 - Players can **build houses** and **hotels** on their properties once they own **all the properties in a color group**. Houses and hotels increase the rent other players must pay when landing on the property.
 - To build houses, players must build them **evenly** across their properties (you cannot build a second house on one property until all properties in the color group have one house).
 - Once a player has four houses, they can **upgrade to a hotel**, which increases rent even further.

5.5 Paying Rent

- Players must pay rent if they land on a property owned by another player. The rent amount is listed on the property deed card and depends on whether the property has houses or hotels built on it.

6. Jail Rules

- **Going to Jail:** Players can be sent to Jail for several reasons:
 - Landing on **the "Go to Jail"** space.
 - Rolling **doubles three times** in a row.
 - Drawing a **"Go to Jail"** card from the Chance or Community Chest deck.
- **Getting Out of Jail:** A player can get out of Jail by:
 - Rolling **doubles** on their next turn (moving out and continuing their turn).
 - Paying a **\$50 fine** to get out.
 - Use a **Get Out of Jail Free** card if they have one.
 - Staying in Jail for up to three turns, after which they must pay the \$50 fine to leave and move their piece according to their final roll.

7. Bankruptcy

- **Bankruptcy occurs** when a player owes more money than they can pay. This can happen when:
 - A player lands on another player's property with hotels or houses and cannot afford the rent.
 - A player cannot pay off loans, taxes, or fines.
- If a player goes bankrupt to another player, they must **give up all their properties** and any money they owe, and they are **eliminated from the game**.
- Players who go bankrupt to the bank (such as from debt on a mortgage or taxes) must give up their properties but can continue to play.

8. Monopoly Strategy Tips

While much of Monopoly is based on luck (due to dice rolls), there are several strategies to improve your chances of winning:

8.1 Buy Properties Wisely

- Don't focus too much on buying properties in the first few rounds unless they give you a significant advantage (e.g., **railroads** or **color sets**).
- Prioritize **monopoly sets** (owning all the properties of a color group), as this allows you to build houses and hotels, which significantly increase your income.

8.2 Develop Properties

- Once you have a full-color set, **build houses** quickly to increase rent. A house on each property in a set gives you a better chance of bankrupting opponents.
- **Hotels** provide the highest rent income, so try to upgrade your properties to hotels as soon as possible.

8.3 Trading and Negotiation

- Make deals with other players to acquire the properties you need for a color set or give them what they need in exchange for cash, properties, or favors.
- **Strategic trading** can be the key to victory, so always keep your options open.

8.4 Manage Your Cash Flow

- Make sure you have enough **cash** to pay rent and taxes without going bankrupt.
- Keep enough cash to **cover emergency expenses** or to stay out of Jail for a few turns.

9. Monopoly Variants and Editions

Monopoly has seen countless editions and variations, including:

- **Monopoly Junior**: A simpler version for younger players.
- **Monopoly Deal**: A fast-paced card game based on Monopoly.
- **Monopoly: Electronic Banking**: Uses electronic cards and digital transactions.
- **Monopoly Star Wars, Monopoly Harry Potter, Monopoly Marvel**: Special themed versions of the classic game based on popular franchises.

10. Monopoly in Popular Culture

Monopoly has been referenced in films, TV shows, and books, becoming one of the most iconic board games of all time. It has sparked global competitions, video games, and online platforms where players can compete virtually.