***Monopoly Rules***

Starting the game

Players take turns in (anti-)clockwise order. First player is determined by highest roll of dice.

Game turn

Player rolls the dice and advances their piece clockwise around the board the corresponding number of squares. If a player rolls doubles, they roll again after completing their turn. If a player rolls three consecutive sets of doubles on one turn, the player goes to jail immediately, which ends the players turn.

Go

A player who lands on or passes the Go space collects 200£ from the bank. If a player goes to jail, he does not collect this money.

Tax

Players who land on either Income or Luxury Tax pay the indicated amount to the bank.

Free Parking

No reward or penalty is given for landing on Free Parking.

Chance / Community Chest Cards

If a player lands on a Chance and Community Chest space, they draw the top card from the respective deck and follow ist instructions. This may include collecting or paying money to the bank or another player, or moving to a different space on the board. Two types of cards that involve jail, „Go to Jail“ and „Get Out of Jail Free“, are explained below.

Jail

A player is sent to jail for doing any of the following:

- Landing directly on „Go to Jail“  
- Throwing three doubles in one round  
- Drawing the „Go to Jail“ card from either the Community Chest or Chance deck

If a player lands on the jail space by advancing with a normal throw of the dice doesn’t put him into jail, but puts him in the „Just Visiting“ space outside the Jail property.

When a player is sent to jail, they move directly to the jail space and their turn ends. If a player is „Just Visiting“, they can move ahead on their next turn without incurring any penalty.

If a player is in jail, they do not take a normal turn and must either pay a fine of 50£ to be released, use a Chance or Community Chest „Get Out of Jail Free“ card, or attempt to roll doubles on the dice. If a player fails to roll doubles, they lose their turn. Failing to roll doubles three times requires the player to either pay the 50£ fine or use a „Get Out of Jail Free“ card, after which they move ahead according to the total rolled. Players in jail may not buy properties directly from the bank, due to being unable to move, but can engage all other transactions, such as mortgaging properties, selling / trading properties to other players, buying / selling houses and hotels, collecting rent, and bidding on property auctions. A player who rolls doubles to leave jail does not roll again; however, if the player pays the fine or uses a card to get out and then rolls doubles, they do take another turn.

Properties

If the player lands on an unowned property, whether street, station or utility, they can buy the property for its listed purchase price. If they decline this purchase, the property is auctioned off by the bank to the highest bidder, including the player who declined to buy. If the property landed on is already owned and unmortgaged, they must pay the owner a given rent, the price dependent on whether the property is part of a set or ist level of development.

When a player owns all of the properties in a color group and none of them are mortgaged, they may develop them during their turn or in between other player's turns. Development involves buying miniature houses or hotels from the bank and placing them on the property spaces, and must be done uniformly across the group. That is, a second house cannot be built on any property within a group until all of them have one house. Once the player owns an entire group, they can collect double rent for any undeveloped properties within it. Although houses and hotels cannot be built on railroads or utilities, the given rent also increases if a player owns more than one of either type. If there is more demand for houses to be built than what remains in the bank, then a housing auction is conducted to determine who will get to purchase each house.

Mortgaging

Properties can also be mortgaged, although all developments on a monopoly must be sold before any property of that color can be mortgaged or traded. The player receives money from the bank for each mortgaged property (half of the purchase price), which must be repaid with 10% interest to unmortgage. Houses and hotels can be sold back to the bank for half their purchase price. Players cannot collect rent on mortgaged properties and may not give improved property away to others; however, trading mortgaged properties is allowed. The player receiving the mortgaged property must immediately unmortgage it for the mortgage price plus 10%, or pay the bank just the 10% amount and keep the property mortgaged; if the player chooses the latter, they must still pay the 10% again if the property is later unmortgaged.

Bankruptcy

A player who cannot pay what they owe is bankrupt and eliminated from the game. If the bankrupt player owes the bank, they must turn all of their assets over to the bank, who then auctions off their properties (if they have any), except buildings. If the debt is instead to another player, all the assets are instead given to that opponent, but the new owner must still pay the bank to un-mortgage any such properties received. The winner is the remaining player left after all the others have gone bankrupt.

If a player runs out of money but still has assets that can be converted to cash, they can do so by selling buildings, mortgaging properties, or trading with other players. To avoid bankruptcy the player must be able to raise enough cash in order to pay the full amount owed.

House rules

Many house rules have emerged for the game since its creation. A popular one is the "Free Parking jackpot rule", where money paid in fines and taxes is stockpiled on the Free Parking space instead of being returned to the bank. When a player lands on that square, they may take the money. Another rule is that if a player lands directly on Go, they collect double the amount, or $400, instead of $200.