

Monopoly Game Manual

1. Objective

Become the wealthiest player through buying, renting, and selling properties.

The game ends when all other players are bankrupt.

2. Setup

Players: 2 to 8

Starting Money: Each player begins with \$1500.

Game Components:

- Game board

- 2 six-sided dice

- 32 houses and 12 hotels

- Chance and Community Chest cards

- Property cards

3. Game Play

3.1 Turn Structure

Roll Dice: Players take turns rolling two dice.

Move Token: Move clockwise around the board according to the total rolled.

Action Based on Landing:

- Unowned Property: Can buy or auction it.

- Owned Property: Pay rent to the owner.

- Special Spaces: Follow instructions.

3.2 Special Spaces

Chance and Community Chest:

- Draw a card and follow its instructions.

Income Tax: Pay \$200 to the bank.

Luxury Tax: Pay \$75 to the bank.

Jail:

Go to Jail if you land on "Go to Jail," draw a card that sends you there, or roll doubles three times.

Get out of Jail by rolling doubles, using a "Get Out of Jail Free" card, or paying \$50.

4. Property Management

4.1 Buying Properties

Purchase properties when landing on them if they are unowned.

If declined, properties go to auction.

4.2 Building Houses and Hotels

Own all properties in a color group to build houses.

Houses can be built evenly across properties in a group.

Upgrade to hotels after four houses on each property in the group.

4.3 Mortgaging

Mortgage properties for half their value to raise cash.

Rent cannot be collected on mortgaged properties.

5. Bankruptcy

If a player cannot pay debts, they must sell assets to cover their obligations.

If still unable to pay, the player declares bankruptcy and is out of the game.

6. Winning the Game

The game concludes when all but one player are bankrupt.
The last remaining player is declared the winner.