

From the office of Quentin Raffles at Watson Games

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Some further specification updates for you:

**Q)** How can the player can be anonymous when bidding, as everyone is using the same machine (we assume that we are not doing multiplayer on multiple machine). So other human players could just look at the screen and know how much the other players bid. Can you give us a bit more guidance about how is it supposed to work?

**A)** It's up to you how best to achieve this. The point is that each player makes their own bid. There is no requirement for multi machines or anything like that. Just don't have all the data on the screen at once.

**Q)** Recently you clarified that if a player decides to not purchase a property, that that same person cannot be a part of the auction. If there are only two players are auctions to be not included as part of the game? Essentially making auction only possible if there are 3 or more players.

**A)** Correct. An auction only makes sense where there are 3 or more players.

**Q)** In regard to passing go, does 2 or more people have to have passed go to trigger an auction or all players to have passed go.

**A)** To take part in an auction, a player must have passed go. So to have a valid auction, 3 players would have need to have passed go.

**Q)** How many trade offers can be made per turn? If more than one trade offer can be made, is this limited to one trade offer per other player, or can multiple trade offers be made a turn per player?

**A)** We have no view on this. Proceed as you see appropriate.

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