1. The game has a minimum or 2 players and a maximum of 6 players.
2. The game has 6 unique characters which are a:
   1. Boot
   2. Smartphone
   3. Goblet
   4. Hatstand
   5. Cat
   6. Spoon
3. All players start with £1,500.
4. One player is assigned to be the banker and is responsible for cash distribution.
5. The bank has a total of £50,00 (but can generate more if needed).
6. Players cannot borrow money from the bank.
7. Players can trade game items with the bank (basically mortgaging their properties for cash).
8. All players start on ‘GO’.
9. Each player takes a turn to roll two dice. The number they have rolled represents the number of spaces they move across the board.
10. The player must move around the board clockwise unless told otherwise by the game.
11. The two packs of cards labelled ‘Pot Luck’ and ‘Opportunity Knocks’ must be shuffled and placed in their respective position on the board before the game starts.
12. If a player lands on a ‘Pot Luck’ or ‘Opportunity Knocks’ space, they must take a card for the top of the corresponding pile and carry out the task on the card within their turn. When the task is complete, the card must be placed at the bottom of the corresponding pile.
13. If a player rolls a double (where the number on both dies are the same) then they can take another turn to roll the dice again. \*\*can players buy if they roll a double\*\*
14. If a player rolls a double three times in a row, they go directly to jail without passing ‘GO’’.
15. The spaces on the board consist of:
    1. GO
    2. Properties
    3. Pot Luck
    4. Opportunity Knocks
    5. Free Parking
    6. The Jail/Just visiting
    7. An instruction that must be carried out by the player (pay fine/tax or go to jail)
16. When a player passes ‘GO’, they receive £200 from the bank.
17. Players can make purchases on properties **only** when they have completed one circuit of the board.
18. All properties are initially property of the bank.
19. Properties can be bought by players if they land on the property space.
20. Properties are bought in exchange for money.
21. Properties are valued at the price shown on the board.
22. If a player decides not to buy the property that they land on, then the property is auctioned by the bank. The property is sold to the highest bidder. If there are no bidders, then the property is unsold. All bidders must have completed one circuit of the board.
23. If a player lands on a property that is already owned by another player, they must pay the owner of the property the amount of rent shown on the card.
24. If a player owns all properties of a specific colour and is not developed on (i.e. has houses or hotels), then the rent due is doubled for whom lands on the property.
25. If a property has development (houses or hotels), then the rent due is respective to what is shown on the card.
26. All rent must be paid for in cash. If a player is unable to pay the rent, they must sell game assets to the bank to be able to make the rent.
27. Players may not lend money to other players and players cannot borrow money from the bank.
28. If a player is unable to pay rent after selling all their game assets, then they must declare bankruptcy and leave the game.
29. A bankrupt players token is removed from the game.
30. Players can **only** develop their properties after they have finished moving their tokens and finished any property purchase activity. They have the option to build houses or hotels.
31. Development of properties can only be made when a player owns all properties of the same colour.
32. The cost of houses and hotels are indicated on the property card.
33. Owned properties can be sold back to the bank for the original purchase price if the property hasn’t been developed on.
34. Players can also sell houses and hotels back to the bank for the original purchase price.
35. A coloured set of properties owned by a player, may never have a difference of one house between the properties. A hotel is equivalent to 4 houses.
36. The maximum development on one property is one hotel.
37. A player can mortgage a property to the bank if they need to raise some money. This will be equivalent to half the value of the property shown on the property card.
38. Rent cannot be collected on a mortgaged property.
39. If a mortgaged property is sold back to the bank, it is sold for half the original property price.
40. When a player pays a fine, the money is placed in the free parking spot in the middle of the board.
41. When a player lands on the ‘Free Parking’ space on the board (different to the middle part), they collect all the accumulated money that is on the Free Parking spot in the middle.
42. If a player is in jail, they have the choice of paying a £50 fine to get out (money is placed in the middle) and be placed in just visiting. They continue playing as normal.
43. If the player chooses not to pay the fine, they stay in jail for the following two rounds. A player cannot collect rent whilst in jail. After the two rounds, they are moved to just visiting and then they continue to play on as normal.
44. If a player has a ‘Get Out of Jail Free Card’ which is retrievable from the ‘Pot Luck’ pile or ‘Opportunity Knocks’ piles, they can use this to get out of jail. Once the card is used, it is then placed at the bottom of its respective pile. They continue to play on as normal after.