Rules

* **Players:** Maximum 4, minimum 2. Each player chooses a token and the bank will distribute each player $1500. Choosing randomly a player to go first; all players will start at the GO, rolling dices and moving clockwise. Once a player passes the GO will receive $200.
* **Object:** There are two dices (1-6), 22 properties and 8 different color property groups (red – yellow – orange – pink –blue - light blue -brown - green), 4 bus stations, 2 utilities (water works and electric company), chance and community chest, one free parking (nothing happen), two taxes (10% or $100 or $200), jail on the game board.
* **Win condition:** the last player or the player who buy all the properties that have the same color will win the game.
* **Lose condition:** Player who loses all the assets and the money will be eliminated from the game.
* **Properties:** A property has: price to buy, mortgage value, rent value. If a player declined to buy a property, that property would belong to the player who has the highest bidder. Non-owner has to pay rent value. When the owner mortgage a property, that property is disabled and the price when un-mortgage the property will be plus 10%.
* A player who owns a property (not a bus station or a utility) able to build houses and hotel (maximum 4 houses or 1 hotel). A property must have 4 houses before build a hotel (4 houses = 1 hotel).
* **Jail:** rolling the doubles three times in a row or picking the card “Go to jail” card (from the CHANCE and COMMUNITY CHEST) will make the player go to the JAIL. JAIL consists of 3 turns of dice, if the player rolls the doubles at least one or pays $500 after 3 turns or use “FREEDOM” card (from the CHANCE and COMMUNITY CHEST) will go out the jail.
* **4 Bus stations**: rent-$25, owning 1 – $25, 2- $50, 3-$100, 4-$200.
* **2 utilities (water works and electric company):** owning 1 – pay the money 4 times amount shown on dice, owning 2 – pay the money 10 times amount shown on dice.