

# Monopoly Game Rules

The Tietgen Drinking edition

## Components

- Game board
- Two dice
- Tokens for each player
- Drinking glasses for each player
- Deciliter measure cup
- 32 houses (beer crates) and 12 Hotels (beer fridges) (beer capsules and pull tabs can be used)
- 28 Title Deed cards for each property
- Mails from admin cards
- Beer
- Pen and paper for each player

## Setup

1. Place the board on a table.
2. Each player chooses one token to represent them while traveling around the board.
3. Each player writes 75 cl on their personal paper

## Bank

In the Tietgen version a bank is not needed

## Property manager

A player is chosen as realtor. The realtor keeps track of the properties.

## Object of the game

Become the wealthiest player (this means owning most beer in centilitres) and possible the most drunkest player, while forcing the other players into being *tørlagte*.

## Game Play

Starting with the most sober each player throws the dice. The player with the highest total starts the play.

Then each player places his token on the corner marked "GO", and throw the dice and move his the number of spaces indicated by the dice.

The tokens remain on the spaces occupied and proceed from that point on the player's next turn.

Two or more tokens may rest on the same space at the same time.

If one or both dice roll off the board, or land on or lean against a card deck, the roll is invalid. Roll them again.

Depending on the space the token reaches, you may buy the property, or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, Go To Jail, or etc...

If you throw doubles, you move your token and are subject to any privileges or penalties pertaining to the space on which you land. Then you can throw again and move your token as before.

But watch out, if you ever throw doubles three times in succession, you have to go immediately to administration for a reprimand.

## Go

Each time a player's token lands on or passes over GO, whether by throw of the dice or by drawing a card, they get to collect 10 cl worth of beer coupons.

# Buying Property

When you land on an unowned property you can buy that property by drinking the amount that is stated in the board. E.g. you land on kitchen 12.1. If you wish to buy it, you first check if you have that you have saved up enough beer. If that is the case and you want to buy the property, you drink 5 cl and subtract the same amount from your total stock of beer.

You receive the Title Deed card showing ownership.

If you do not wish to buy the property, the property is sold thru an auction to the highest bidder. The buyer pays drinks the amount they have bid, and subtracts this from their beer stock.

Any player, including the one who declined the option to buy it at the printed price, may bid and bidding may start at any price.

# Paying Rent

When you land on a property that is owned by another player, the owner collects beer from you in accordance with the list printed on its Title Deed card.

If the property is mortgaged, its Title Deed card is placed face down in front of the owner and he cannot collect a centilitre.

It is an advantage to hold all the Title Deed cards in a color-group because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged.

It is more advantageous to have beer crates or fridges on properties because then rents become much higher.

*Note: The owner may not collect the rent if they fail to ask the rent before the next player throws his dice.*

# Mail from admin

When you land on these spaces, take the top card from the deck indicated, and follow the instructions on the card.

Return the card face down to the bottom of the deck.

The "Flirting with vægters" card is held until used and then returned to the bottom of the deck.

If the player who draws it does not wish to use it, then they may sell it to another player at a price agreeable to both.

If the card tells you to drink any amount this is put into the piggy bank.

# Income Tax

When you land on "Increased energy usage" you have two options:

1. Chuk the rest of you beer
2. Drink 10 cl of beer. 10 cl is then added to the kitchen piggy bank.

# Reprimand at the administration

When you are sent to the Administration, you must move directly the Administration and you can not stock up on beer if you need to pass to Go. Also your turn ends when you are sent to Jail.

If you are not "sent the the administration for a reprimand" but in the ordinary course of play lands on that space, you are "Just Visiting" to collect a parcel and you move ahead in the usual manner on your next turn.

A player gets out of Administration by:

1. throwing doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw; even though you had thrown doubles, you do not take another turn
2. using the "Flirting with a vægter" card if you have it

3. purchasing the "Flirting with a vægter" card from another player and playing it
4. drinking 2.5 cl of beers as a fine (This goes into the piggy bank) before you roll the dice on either of your next two turns.

If you do not throw doubles by your third turn, you must drink 2.5 cl as a fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.

Even though you are in Jail, you may buy and sell property, houses and hotels and collect rents.

## Kitchen piggy bank

When landing on the piggy bank you add all of the stored beer stock into your own stock pile and the piggy bank now has 0 beers until someone again puts some into it.

## Beer crates and fridges

When a player owns all the properties in a color-group, he or she may buy beer crates.

You may buy as many beer crates as your judgment and financial standing will allow, but you cannot erect more than one house on any one property of any color-group until you have built one house on every property of that group.

The price you must pay for each beer crate is shown on your Title Deed card for the property on which you want to stock up on.

The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete color-group.

When a player has four beer crates on each property of a complete color-group, they may buy a beer fridge and erect it on any property of the color-group. Only one beer fridge may be erected on any one property.

As you build evenly, you must also break down evenly if you sell beer crates or fridges.

## Selling Property

Unimproved properties, railroads and utilities may be sold to any player as a private transaction for any amount the owner can get.

However, properties cannot be sold to another player if beer crates or fridges are standing on any properties of that color-group.

The beer crates or hotels must be sold before the owner can sell any property of that color-group.

Beer crates and fridges can be sold back to the bank at any time for one-half the price paid for them.

## Mortgages

Unimproved properties can be mortgaged at any time. The mortgage value is half the price of the property

When properties has beer crates or fridges, then these must be sold back to at half price first.

No rent can be collected on mortgaged properties or utilities.

In order to lift the mortgage, the owner must pay the and drink the amount of mortgage plus 10% interest.

When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back beer crates and fridges.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage.

But the owner may sell this mortgaged property to another player at any agreed price and the new owner can lift the mortgage by paying and drinking off the mortgage plus 10%.

When the mortgage is not lifted at once, you must pay and drink 10% interest when you buy the property and if you lift the mortgage later you must pay and drink an additional 10% interest.

## Bankruptcy

You are declared bankrupt if you owe more than you can pay to another player.

If your debt is to another player, you must turn over all that you have to that player.

If you have mortgaged property you also turn this property over to your creditor but the new owner must at once pay and drink the amount of interest on the loan, which is 10% of the value of the property.

Should you owe the game (e.g. landing increased energy usage), instead of another player, more than you can pay, you must turn over all assets to the property manager. In this case, they are immediately put up for auction.

Beer can only be loaned to a player only by mortgaging property and no other player may borrow from or lend beer to another player.

## End of the Game

Bankrupt players must retire from the game and the last player left in the game is the winner..

*Optional rules on the next page*

## *Optional rules*

### Kitchen cards

Homemade cards can be made to increase the individuality of the game. Three of the mail from admin fields in the board is then converted into "letter from the kitchen mailbox".

### Beer crates and fridges

If you want to extend the game and make it possible to get a second chance, can you add the rule that every time beer crates and fridges are bought, the same amount is added into the kitchen piggy bank.