

# Monopoly/Official Rules

## 1 Preparation

To begin with, each player selects a token. Then they place their token on the table near Go, placing it on Go only when his/her first turn to move arrives. One player becomes the Banker, who distributes assets from the Bank to the players. Only the player in question can use their money, money can only be lent via the Banker or by the player mortgaging an asset, money cannot be lent by another player. Each player receives two \$500, four \$100, one \$50, one \$20, two \$10, one \$5, and five \$1. Each player thus begins the game with \$1500. The Bank begins the game with 32 houses and 12 hotels. It never runs out of money; if it runs out of bills, players can use any convenient items as substitutes until the Bank gets enough money.

## 2 “General”

- On a player's turn, he or she must roll the dice and move his or her token forward the number of spaces as rolled on the dice.
- If the player lands on an **unowned property**, he or she may buy it for the price listed on that property's space. If he or she **agrees** to buy it, he or she pays the **Bank** the amount shown on the property space and receives the deed for that property. If he or she refuses to buy it for the amount stated on the deed, the property is auctioned. Bidding may start at any price, and all players may bid. The highest bidder wins the property and pays the Bank the amount bid and receives the property's title deed. Railroads and utilities are also considered properties.
- If the player lands on an unmortgaged property owned by another player, he or she pays rent to that person, as specified on the property's deed. It is the property owner's responsibility to demand rent, and he or she has until the beginning of the *second* following player's turn to do so.
- If the player lands on his or her own property, or on property which is owned by another player but currently mortgaged, nothing happens.
- If the player lands on Luxury Tax/Super Tax, he or she must pay the Bank \$100 (in some editions of the game, only \$75).
- If the player lands on Income Tax he or she must pay the Bank either \$200 or 10% of his or her total assets (cash on hand, property, houses and hotels). In some editions of the game, this is a flat rate of \$200.
- If the player lands on a Chance or Community Chest, the player takes a card from the top of the respective pack and performs the instruction given on the card.
- If the player lands on the Jail space, he or she is “Just Visiting”. No penalty applies.
- If the player lands on the Go to Jail square, he or she must move his token directly to **Jail**.
- If the player lands on or passes Go in the course of his or her turn, he or she receives \$200 from the Bank. A player has until the beginning of his or her next turn to collect this bonus.

If a player does not have sufficient funds to pay off a rent or fee, he or she may take a loan from the Bank by mortgaging one or more properties, sell houses back to the Bank for half the purchase price or sell property deeds to other players in the game.

Players may not loan money to other players. Only the Bank can loan money, and then only by mortgaging properties.

If a player skips another player's turn and is caught, the turn is transferred back to the player whose turn was skipped.

## 3 Doubles

When doubles are rolled, the player resolves the roll as normal (including purchase or renting), but rolls the dice again for another turn. The player moves forward as directed by the dice, and if this is also doubles, rolls again. If the third dice roll is doubles, the player is instead moved directly to jail.

The sole exception is rolling doubles to exit jail, which doesn't allow for an additional turn.

## 4 Jail

A player is moved to jail when landing on the square marked “Go to Jail”, drawing a card marked “Go to Jail”, or rolling three consecutive doubles when moving in a turn. The player is placed directly in the jail cell, and does not get any benefit for passing GO. A player that lands normally in the Jail square is in the “Just Visiting” section, and is unhindered.

When in jail, a player may use a get out of jail free card (either owned, or purchased from another player), or pay the \$50 fine. Otherwise, the player can attempt to escape jail by trying to roll doubles - if successful, the player moves the number of squares but doesn't get the extra turn. If the player fails to roll doubles for three turns, he must pay the \$50 fine and then moves the number shown on the dice

## 5 Properties, Rents, and Construction

- If a player lands on property he may buy it at the listed price. If the player refuses to buy it, then the Bank sells it at auction to the highest bidder. All players, including the one who chose to not buy it, may bid on the property. Properties are arranged in “color groups” of two or three properties.
- Once a player owns all properties of a color group (a monopoly), the rent is now doubled on all unimproved lots of that color group, even if any of the properties are mortgaged to the Bank.
- The player may purchase up to four houses or one hotel per property (and only if there are properties to hold the houses), which raise the rents that must be paid when other players land on the property.
- The properties in a color group must be developed evenly, i.e. each house that is built must go on a property in the group with the fewest number of houses on it so far.
- A hotel may be built on a color group only after all properties in the group have four houses. A player purchases a hotel by paying the price of an additional house, and returning the four houses on that property to the Bank in exchange for a hotel.
- If a property is owned by a player and another player lands on the property and the owner does not realize it before the second following player rolls the dice then the player does not have to pay the owner.
- At any time a player may, to raise cash, sell hotels and houses back to the Bank for half of the purchase price of the houses.

- Also, properties with no houses or hotels may be mortgaged for half of the property price. A property does not collect rent while mortgaged and may not be developed. To de-mortgage a property a player must pay interest of 10% in addition to the mortgage price. Whenever a mortgaged property changes hands between players, either through a trade, sale or by bankruptcy, the new owner must immediately pay 10% interest on the mortgage and at their option may pay the principal or hold the property. If the player holds the property and later wishes to lift the mortgage they must pay the 10% interest again as well as the principal.

Sharing the ownership of any property is not allowed.

### 5.1 Railroad

The rent a player charges for landing on a railroad varies with the number of railroads that are also owned by the same player. The rent is as follows: Charge \$25 if one is owned, \$50 if two are owned, \$100 if three are owned, \$200 if all four are owned.

### 5.2 Utility Rent

For utilities, after a player lands on one to owe rent, the rent is 4 times the amount rolled, if the player owns one utility. If the player possesses both utilities, the rent is 10 times the amount rolled.

## 6 Property Values Table

\* In older editions Marvin Gardens/Piccadilly rent was 22.

## 7 Text and image sources, contributors, and licenses

### 7.1 Text

- **Monopoly/Official Rules** *Source:* [https://en.wikibooks.org/wiki/Monopoly/Official\\_Rules?oldid=3217377](https://en.wikibooks.org/wiki/Monopoly/Official_Rules?oldid=3217377) *Contributors:* Ixfd64, Smjg, Panic2k4, Derbeth, 2004-12-29T22:45Z~enwikibooks, Garrett, Whiteknight, Jomegat, OneWeirdDude, SBJohnny, Jokes Free4Me, We-baware, Goliath58, Chazz, The Cunctator, Askem87, Az1568, Xania, Herbythyme, Vito Genovese, Nkayesmith~enwikibooks, AdRiley, Jtankers, Mike.lifeguard, Noriso1, Recent Runes, Pi zero, Kdlevin, Juliancolton, Xaosflux, JackPotte, Andrew Kelly, YMS, QuiteUnusual, Ztohor, Sigma 7, Adrignola, RadiX, Marlonborow, Tegel, Roxoplox, Willzi8, Reyk, Quintucket, ~riley, Liam987, Deu, Osiris, Defender, Natuur12, Vogone, Dree12, Sokoleq, Glaisher, Hamish 2, Jianhui67, Atcovi, LoganG35, Alancookie, Cyala.zion, Monopoly rox, Nas-toshka, BethNaught, Syum90, Grind24, Spitzhauben, Monopolyman69, Eurodyne, Matiia, Cartergoff, Ah3kal, Amaywei, VitoFrancisco, Tropicalkitty, Coolbluekatey34, Ks-M9, TyJoe699, DatGuy, BAXENATOR, PokestarFan, Tostie14, ElegitNos, Samuele2002, Alvaro-Molina, Bobeatspoop, Kay11bear, Shdujgm1f8idsj, Zartec2487 and Anonymous: 434

### 7.2 Images

### 7.3 Content license

- Creative Commons Attribution-Share Alike 3.0