

SELLING PROPERTY

UNDEVELOPED LOTS, RAILROADS AND UTILITIES (but not buildings) may be sold to any Player as a private transaction for any amount that the Owner can get. No Lot, however, can be sold to another player if buildings are standing on any lots of that Color Group. Any Buildings so located must be sold back to the Bank before the owner can sell any Lot of that color group.

HOUSES AND HOTELS may be resold by Players to the Bank only, but this may be done at any time and the Bank will pay one-half the price paid for them. Hotels cost the price of Five Houses and the BANK will pay One-half that price for them.

MORTGAGES

PROPERTIES can be mortgaged through the Bank only. The mortgage value is printed on each Title Deed Card. Houses or Hotels cannot be mortgaged. Only lots can be mortgaged. Before a lot can be mortgaged a player must sell back to the bank all buildings on that lot and on all other lots of the same color group. The Bank will repay half of what was paid for these buildings.

No rental can be collected on mortgaged lots or utilities, but rent can be collected on unmortgaged property in that same group.

In order to rebuild a house on mortgaged property the owner must pay the Bank the amount of the mortgage plus 10 percent interest charge and buy the house back from the Bank at its FULL PRICE.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. The owner may, however, sell this mortgaged property to another player at any agreed price. The new owner may lift the mortgage at once if he wishes, but, he must pay off the mortgage to the Bank plus 10 percent interest. If he fails to lift the mortgage at once he must still pay the bank 10 percent interest when he buys the property from the other player, and if he lifts the mortgage later he pays an additional 10 percent interest as well as the principal to the bank.

BANKRUPTCY

A player who is bankrupt, that is, one who owes more than he can pay, must turn over to his Creditor all that he has of value, and retire from the game. In making this settlement, however, if he owns Houses or Hotels, these are returned to the Bank in exchange for Money, to the extent of one-half the amount paid for them, and this cash is given to the Creditor. If a Bankrupt player turns over to his Creditor property that has been mortgaged, the new owner must at once pay the Bank the amount of interest on the loan. At the same time he may at his option lift the mortgage by paying the principal.

When a Player cannot pay his Taxes, or penalties even by selling his Buildings and mortgaging property, the Bank takes over all his assets and sells by Auction everything so taken (except Buildings). The Player then retires from the game. The Last Player left in the game WINS.

MISCELLANEOUS

If a player owes more RENT than he can pay in CASH he may pay his creditor part in cash (using all his cash) and part in Lots at the printed price or he may ask the Banker to put up his Lots at auction to sell to the highest bidder, either paying his Creditor in full or, if still short, paying his creditor all possible and then being declared Bankrupt.

The Bank loans Money only on mortgage security. Players may not borrow money or property from each other.

Questions on Monopoly will be answered gladly if 3c stamp is enclosed.

GOOD SHORT GAMES OF MONOPOLY

Copyright 1936 by PARKER BROTHERS, Inc.

There are Two Popular Short Games as follows:

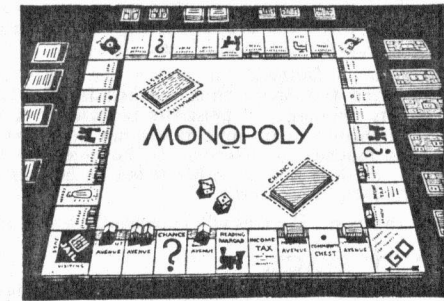
TIME LIMIT GAME: Agree before starting upon a definite Hour of termination, Richest Player then Winning. Before starting game Title Deed cards are shuffled and cut, and Banker deals Two Title Deeds to each player. Players immediately pay Bank price of property thus dealt to them.

SECOND BANKRUPTCY METHOD: Agree before starting that game shall end as soon as the Second Bankrupt occurs, Richest Player Winning.

DETAILED RULES ON SEPARATE SHEET

Monopoly Money with Improved "Slip" Finish may be obtained from your Dealer at 25c a package, or will be sent postpaid from Salem. (Remittance may be made in stamps or money order.)

PARKER BROTHERS, Inc., Salem, Mass., or 200 Fifth Avenue, New York
Sole Makers of MONOPOLY—DIG—SORRY—CAMELOT—PING-PONG—PEGITY—VAN LOON'S GAME—ROOK—PIT—POLLYANNA, etc.



AGCA
ARCHIVES

MONOPOLY

REG. U. S. PATENT OFFICE

A PARKER TRADING GAME

U. S. PATENT 2,026,082

COPYRIGHT 1936 BY PARKER BROTHERS, INC.

BRIEF IDEA OF THE GAME

THE IDEA OF THE GAME is to BUY and RENT or SELL properties so profitably that one becomes the wealthiest player and eventual MONOPOLIST. Starting from "GO" move Tokens around the Board According to throw of Dice. When a Player's Token lands on a space NOT already owned, he may Buy it of the BANK: otherwise it is Auctioned off to the Highest Bidder. The OBJECT of Owning property is to Collect Rents from Opponents stopping there. Rentals are greatly increased by the erection of Houses and Hotels, so it is wise to build them on some of your Lots. To raise more money Lots may be mortgaged to the Bank. Community Chest and Chance spaces give the draw of a Card, instructions on which must be followed. Sometimes players land in Jail! The game is one of shrewd and amusing trading and excitement.

Rules for NEW Short games are shown on separate sheet.

RULES

For from Three to Seven Players

EQUIPMENT

MONOPOLY Equipment consists of the BOARD with spaces indicating Avenues, Railroads, Utilities, Rewards and Penalties over which the players' pieces are moved. There are Two DICE, PLAYING PIECES (sometimes called Tokens), thirty-two green HOUSES and Twelve red HOTELS and Two sets of Cards for CHANCE and COMMUNITY CHEST spaces. There are Title Deed Cards for every property and Scrip representing MONEY of various denominations.

PREPARATION

PLACE the Board on a good-sized table putting the Chance Cards and Community Chest cards face-down on their allotted spaces on the board. Each player is provided with One PLAYING PIECE to represent him on his travels around the board. Each player is given \$1500. All other equipment goes to the BANK. One of the players is elected BANKER. (See BANK and BANKER.)

MONEY

EACH PLAYER is given \$1500 divided as follows: One \$500—Seven \$100—Two \$50—Five \$20—Seven \$10—Five \$5—Five \$1's. All remaining money goes to the Bank.

TO START THE GAME

STARTING with the Banker each player in turn throws the dice. The Player with the highest total starts the play. He places his token on the corner marked "GO", throws the two dice and moves his TOKEN in the direction of the ARROW the number of spaces indicated by the Dice. After he has completed his play, the Turn to play passes to the Left. 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.

ACCORDING TO THE SPACE which his Token reaches, a Player may be entitled to buy Real Estate or other properties,—or be obliged to pay Rent (if another owns the property), pay Taxes, draw a Chance or a Community Chest Card, "Go to Jail", etc.

IF A PLAYER THROWS DOUBLES he moves his Token as usual the sum of the two dice and the Space thus reached is effective (i.e. The Player is subject to any privileges or penalties pertaining to that Space.) Retaining the dice he throws again and moves his Token as before and, again, the Space thus reached is effective. If, however, he throws **three doubles** in succession, he does not move his token on his third throw but immediately "GOES TO JAIL" (See JAIL).

In the course of the game, Players will encircle the board several times.

SALARY (THE "GO" SPACE)

Every time that a Player's Token either lands on or passes over "GO", while going in the direction of the Arrow, the Banker pays him \$200 "Salary".

LANDING on UNOWNED PROPERTY

When a Player lands on an unowned property (i. e., on a Property space for which no other player holds the title deed) whether by a throw of dice or by a move forced by the Draw of a Chance or Community Chest Card, the Player has the **Option of Buying** that property from the Bank at its printed price. If a Player elects to Buy, he pays the Bank for that property and receives the **Title Deed Card** showing Ownership, which he places face-up in front of him. If the Player declines this option, the **Banker** immediately offers this property for sale at **AUCTION** and sells it to the highest Bidder, accepting Money in payment and giving the buyer the proper Title Deed Card as evidence of Ownership. Any Player, including the one who declined the option of buying at the printed price, may bid. Bidding may start at any price.

LANDING on OWNED PROPERTY

When a player lands on owned property either by throw of Dice, or by a move forced by a Chance or Community Chest Card, the Owner collects **RENT** from him in accordance with the list printed on the Title Deed card applying to it. Note: If the lot contains a House or houses, the rent is larger than it would be for an unimproved Lot. If the lot is Mortgaged, **no rent** can be collected. Mortgaged property is designated by turning face-down the Title Deed representing that property.

Note: If the owner fails to ask for his Rent before the second player following throws the dice, the Rent is not collectible.

ADVANTAGES for OWNERS

It is an advantage to hold Title Deeds to **ALL** of a **complete Color Group** (for example: Boardwalk and Park Place,—or Connecticut, Vermont and Oriental Avenues) because the Owner may then **charge Double Rent** for unimproved Lots of that property. (This rule holds true even though another lot of that color-group be mortgaged.)

The advantage of owning **Houses** and **Hotels** rather than unimproved property is that Rentals are very much Higher than for Unimproved Lots and profit the owner immensely.

LANDING on "CHANCE" or "Community CHEST"

A player takes the top card from the pack indicated and **after following the Instructions printed thereon**, returns the card **face down** to the bottom of the pack. The "Get Out of Jail Free" card, however, is retained until used. After being used, it is returned to the bottom of the pack. This card may be **Sold** by a player to another player at a price agreeable to both.

LANDING ON TAX SPACES pay the bank. **INCOME TAX** is 10% of a player's total worth. It is figured on **CASH ON HAND**. Printed **PRICE** of properties (mortgaged or not) and **Cost Price** of any buildings he may own. A player may estimate his tax at \$200 and pay the bank at once. If he prefers, however, to pay the tax on his actual worth he can do so, but he must make his decision before he adds up his total worth.

BANKER

Select as **BANKER** a player who will also make a good Auctioneer. If, as is customary, the Banker also plays in the game, he must, of course, keep his personal funds separate from those of the Bank. When more than five persons play, the Banker sometimes elects to act only as Banker and Auctioneer.

THE BANK

The **Bank holds**, besides the Bank's Money, the Title Deed Cards and Houses and Hotels prior to purchase and use by the Players. The **Bank pays** Salaries and Bonuses and Sells Properties to the Players and delivers the proper Title Deed Cards therefor; Auctions Lots; sells Houses and Hotels to the Players and loans money when required on Mortgages of property at the Mortgage Value which is one-half of the Price printed on the board. The Bank will at any time buy back Houses and Hotels from Building Lots **at half price**.

PAY TO THE BANK the price of all properties you buy from it, taxes, fines, money penalties, loans and interest.

THE **BANK never "goes broke"**. If the Bank runs out of Money it may issue as much Money of its own as it may need by merely writing on any ordinary paper. This **Bank Money is equal in value to the regular Monopoly Game Money**.

JAIL

A **PLAYER LANDS IN JAIL**—(1) If his piece lands on space marked "GO TO JAIL." (2) If he draws a card marked "GO TO JAIL." (3) If he throws Doubles three times in succession.

NOTE: When a player is sent to Jail he cannot collect \$200 salary in that move since, regardless of where his piece is or of the path of the board, he must move his piece **DIRECTLY** into Jail. A player's turn **ends** whenever sent to Jail.

VISITING JAIL. If a player is not "sent to Jail" but in the ordinary course of play reaches that space, he is "just visiting," incurs no penalty, and moves ahead in the usual manner on his next turn.

A **PLAYER GETS OUT OF JAIL**—(1) **By throwing Doubles** on any of his next three turns after landing in Jail. If he succeeds in doing this he immediately moves forward the number of spaces shown by his Doubles throw. (2) **By purchasing** a "GET OUT OF JAIL FREE" card from another player, at a price agreeable to both, (unless he already owns such a card by having on a previous turn drawn it from **Chance** or **Community Chest**). (3) **By paying a \$50 fine BEFORE** he throws the dice for either his next turn or succeeding turn to play. (4) **A player MUST NOT remain in Jail** after his third turn (i.e., not longer than having three turns to play after being sent to Jail). Immediately **AFTER** throwing the dice for his **third turn** he **must pay** a \$50 fine unless he throws Doubles. He then comes out and immediately moves forward from the Jail the number of spaces shown by his throw.

A player may buy and erect a house, sell or buy property, and collect Rentals, even though he is in Jail.

HOUSES

HOUSES can be bought only from the Bank and can only be erected on Lots of a **COMPLETE COLOR-GROUP** which the **Player owns**. (Example: If one player succeeds in owning Connecticut, Vermont and Oriental Avenues, i. e. a complete Color-Group, he may at any period of his Ownership Buy a House or Houses from the Bank to erect thereon. If he Buys one House, he may put it on any one of these three lots. The next House he buys and erects must be put on one of the unoccupied lots of this or of any other complete Color-Group he may own. The Price he must pay the Bank for each House is shown on his Title Deed of the Lot. On the **Unimproved** lots of his complete Color-Group, he can collect **Double Rental** from an opponent landing thereon.)

A Player may Buy and Erect in accordance with the above rules, **at any time**, as many Houses as his judgment and financial standing will allow, but he must build **EVENLY** (i. e. you cannot erect more than one House on any one Lot of any Color-Group until you have built one House on every Lot of that Group. As you build **evenly** you must break down evenly when you sell houses back to the bank. You may then begin on the second row of Houses and so on up to a limit of not exceeding Four Houses to a Lot. But, you cannot Build, for example, three houses on **one lot** if you have only one house on another lot of that group.)

HOTELS

A Player must have Four Houses on each lot of a complete Color-Group before he can buy a Hotel building. He may then Buy a Hotel from the Bank to be erected on any lot of that Color-Group, delivering to the Bank therefor the Four Houses from that Lot together with the Money price shown on Title Deed. (It is very desirable to erect Hotels on account of the very large Rental which may be charged. Only one Hotel may be Erected on any One Lot.)

BUILDING SHORTAGE

When the Bank has no Houses to sell, players wishing to build must wait for some player to turn back or to sell his houses to the Bank before building. If there are a limited number of Houses and Hotels available, and two or more players wish to buy more than the Bank has, the Houses or Hotels must be sold at auction to the highest bidder.