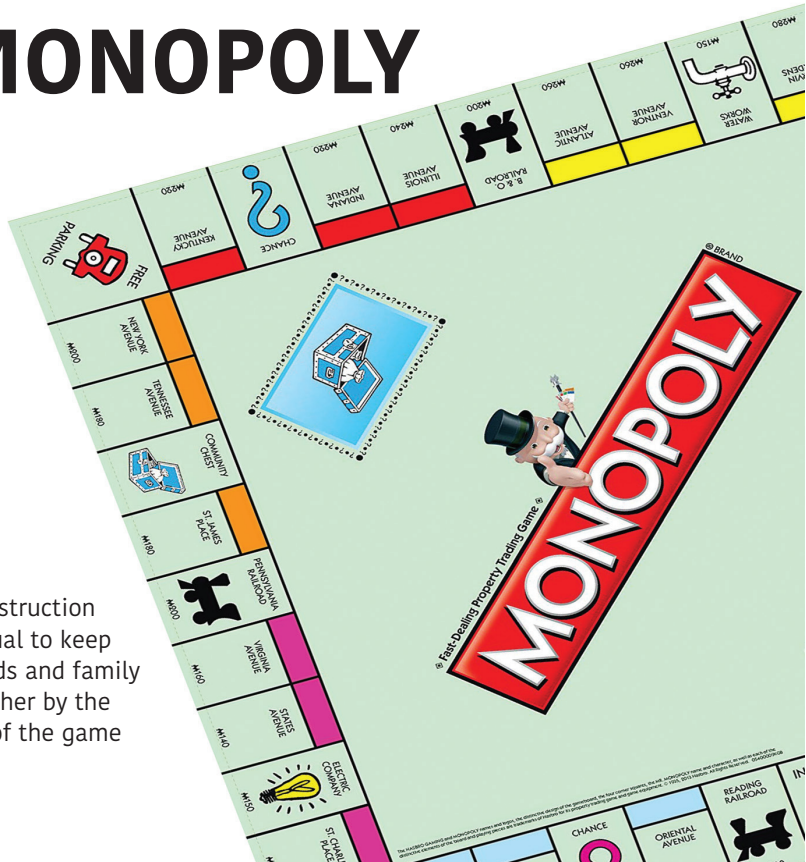


MONOPOLY

An instruction manual to keep friends and family together by the end of the game



Monopoly Instruction Manual (2018)
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This manual is for educational purposes only.
Special thanks to my family, teachers, and friends that helped me.
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Monopoly Instruction Manual

An instruction manual to keep family and friends
together by the end of the game

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› <https://www.hasbro.com/en-ca/customer-service>

› <https://www.thesprucecrafts.com/monopoly-frequently-asked-questions-411861>

To my family. We will not be fighting after this.



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1

Introduction

Why This Manual Has Been Created

This manual was created to stop the fights and arguments between family and friends. It contains information to resolve the problems before things get out of hand.

Monopoly causes so many fights between people that even the British Royal Family has banned the game from being played.

As the designer of this manual, I hope that after consulting this manual, you no longer have to deal with fights between family and friends. Lastly, I hope that you can enjoy the game of Monopoly the way it's supposed to be played.

— KZC

History

The board game Monopoly has its origins in the early 20th century. The earliest known version of Monopoly, known as The Landlord's Game, was designed by an American, Elizabeth Magie, and first patented in 1904 but existed as early as 1902.

Magie, a follower of Henry George, originally intended The Landlord's Game to illustrate the economic consequences of Ricardo's Law of Economic rent and the Georgist concepts of economic privilege and land value taxation.

A series of board games were developed from 1906 through the 1930s that involved the buying and selling of land and the development of that land. By 1933, a board game had been created much like the version of Monopoly sold by Parker Brothers and its related companies through the rest of the 20th century, and into the 21st.

Several people, mostly in the Midwestern United States and near the East Coast, contributed to the game's design and evolution.

Monopoly & The Royal Family

Monopoly has created fights and arguments between family and friends for years. Even the Royal Family has banned Monopoly from game night.

The British royal family have been through public divorces, cheating and abdication...but if you really want to break them, a game of Monopoly will do the trick.



However, it seems there's one thing that's guaranteed to cause a rift in the family, and it's something we can all relate to; playing Monopoly.

During a public engagement, Prince Andrew admitted that they're not allowed to play the classic board game. According to the Telegraph, when he was presented with the game, he said: "We're not allowed to play Monopoly at home.

"It gets too vicious."

Content

What the game contains:

- › Monopoly Board
- › 3 Dies
- › 39 Houses
- › 2 Hotels
- › Chance and Community Chest Cards
- › Title Deed Cards
- › Money
- › Money Tray
- › 8 Tokens



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Start

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How to Distribute the Money

To distribute money, the Banker gives the following to each player:

›x2 \$50, \$100, \$500

›x6 \$20

›x5 \$1, \$5, \$10

TOTAL for each player: \$1,500

Rest of the money goes inside the money tray for the Banker



How to Play

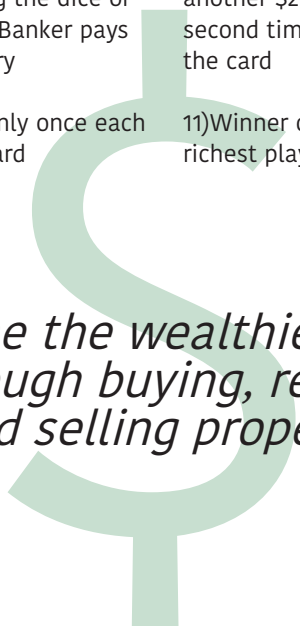
- 1) Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play
- 2) Place your token on the corner marked "GO"
- 3) Throw the dice and move your token in the direction of the arrow the number of spaces indicated by the dice
- 4) After you have completed your play, the turn passes to the left
- 5) The tokens remain on the spaces occupied and proceed from that point on the player's next turn
- 6) Two or more tokens may rest on the same space at the same time
- 7) According to the space your token reaches, you may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail," etc.

8) Each time a player's token lands on or passes over "GO", whether by throwing the dice or drawing a card, the Banker pays him/her a \$200 salary

9) The \$200 is paid only once each time around the board

10) He/she can also collect \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card

11) Winner of the game is the richest player



“Become the wealthiest player through buying, renting and selling property”

Bankruptcy



›You are declared bankrupt if you owe more than you can pay either to another player or to the Bank

›If your debt is to another player, you must turn over to that player all that you have of value and retire from the game

›If you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them; this cash is given to the creditor

›Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank

›A bankrupt player must immediately retire from the game. The last player left in the game wins

3

Tiles

Properties

›Whenever you land on an unowned property you may buy that property from the Bank at its printed price.

›You receive the Title Deed card showing ownership; place it faceup in front of you.

›If you do not wish to buy the property, the Banker sells it at auction to the highest bidder.

›The buyer pays the Bank the amount of the bid in cash and receives the Title Deed card for that property.

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



Houses

›When you own all the properties in a color-group you may buy houses from the Bank and erect them on those properties

›If you buy one house, you may put it on any one of those properties

›The next house you buy must be erected on one of the unimproved properties of this or any other complete color-group you may own



›The price you must pay the Bank for each house is shown on your Title Deed card for the property on which you erect the house

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

›You may buy and erect at any time as many houses as your judgement and financial standing will allow

›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

Hotels

›When a player has four houses on each property of a complete color-group, he/she may buy a hotel from the Bank and erect it on any property of the color-group

›He/she returns the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card

›Only one hotel may be erected on any one property.



Rent

›When you land on property owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card

›If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed facedown in front of the owner

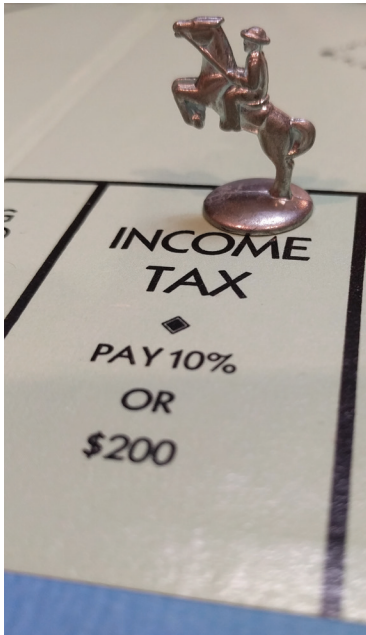


›It is an advantage to hold all the Title Deed cards in a color-group because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged

›It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties

›The owner may not collect the rent if he/she fails to ask for it before the second player following throws the dice.

Income Tax



›If you land here you have two options: You may estimate your tax at \$900 and pay the Bank, or you may pay 10% of your total worth to the Bank

›Your total worth is all your cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all buildings you own. You must decide which option you will take before you add up your total worth.



Going to Jail

- ›You land in Jail when
 - 1) your token lands on the space marked “Go to Jail”;
 - 2) you draw a card marked “Go to Jail”; or
 - 3) you throw doubles three times in succession.

›When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail.

›If you are not “sent” to Jail but in the ordinary course of play land on that space, you are “Just Visiting,” you incur no penalty, and you move ahead in the usual manner on your next turn.

Getting out of Jail

›You get out of Jail 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 “Get Out of Jail Free” card if you have it;

3) purchasing the “Get Out of Jail Free” card from another player and playing it;

4) paying a fine of \$50 before you roll the dice on either of your next two turns.



›If you do not throw doubles by your third turn, you must pay the \$50 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, buy and sell houses and hotels and collect rents.

Chance and Community Chest

›When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card facedown to the bottom of the deck

›The “Get Out of Jail Free” 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, he/she may sell it, at any time, to another player at a price agreeable to both.

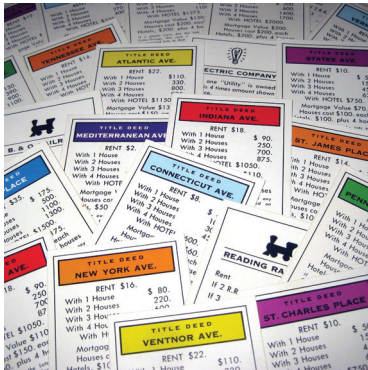


Free Parking

›A player landing on this place does not receive any money, property or reward of any kind. This is just a “free” resting place.



Building Shortages



›When the Bank has no houses to sell, players wishing to build must wait for some player to return or sell his/her 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.

4

References

Frequently Asked Questions

Money:

Can I borrow money from another player?

No. You can only borrow money from the bank in the form of mortgages.

Is the amount of money a player has public knowledge?

No. You are free to hide your wealth from other players.

Can I collect rent from other players while I'm in Jail?

Yes. Rent collection continues while you are incarcerated.

What happens if the Bank runs out of money?

The Bank never runs out of money. Even if you run out of official bills, you can use a form of running bank balance sheet to keep up with each player's interactions with the bank, use poker chips or checkers, or scan and print extra bills with your home all-in-one printer.



Properties

What happens if we run out of houses?

Monopoly comes with a limited number of houses and hotels. If a player wants to build a house and none is available, he must wait until one is available.

Are the properties a player owns public knowledge?

Yes. All properties must be face up (unless mortgaged) and visible to all players.

Miscellaneous

Are the official Monopoly rules available online?

Yes, Hasbro has the rules to all its games on its website.

Which rules are the most overlooked?

Free Parking means free parking. You do not get any money for landing on Free Parking.

Glossary

Here's a list of terms and definitions that are used throughout the manual you might not be familiar with.

Title Deed Cards:

Title Deed cards are the colorful cards with the property locations and prices listed.

Tokens:

Tokens are the character pieces that represent each of the players.

Throwing Doubles:

Throwing two dies at the same time.

Bankrupt:

Bankrupt is when you can't pay/afford the amount asked for.

Free Parking

Resting area for players.

Banker

Player in charge of dealing with the money between the Bank and players

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