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Monopoly jackpot board game rules pdf

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The ultimate goal is to accumulate wealth by purchasing, renting, and selling properties on a game board.EQUIPMENTThe game requires a few essential items: a board, two dice, tokens, houses, hotels, Chance cards, Community Chest cards, Title Deed cards, and play money. Before the game begins, place the board in the middle of the playing area. Shuffle the Chance and Community Chest cards separately and place them face down on their designated spaces on the board. Each player chooses a token to represent them as they move around the board. Each participant starts with $1500, which is divided into various denominations. All remaining money and equipment go to the Bank. Select one player to be the Banker, ensuring that their personal funds are separate from the Bank's. The Bank holds all properties, including houses and hotels, until they're purchased by players. It also handles transactions such as property sales, auctions, and mortgage loans. The Bank collects all taxes, fines, interest, and property prices it sells or auctions. If the Bank runs out of money, the Banker can issue additional funds. The game starts with the Banker rolling the dice to determine who goes first. Players take turns moving their tokens around the board based on the numbers rolled. They may land on spaces that allow them to buy properties, pay rent, draw Chance or Community Chest cards, or go to jail. If a player rolls doubles three times in a row, they must immediately move their token to the "Jail" space. The Banker pays each player $200 every time they pass Go. Players can buy properties from the Bank at printed prices. They receive Title Deed cards and place them face up on their playing area. If they don't want to buy a property, it goes to auction and the highest bidder pays cash for it and receives the Title Deed card. Players can bid to acquire properties, with bidding starting at any price. When a player lands on an unowned property, they can buy it for the printed price. If someone else owns the property, the owner collects rent according to the card's instructions. When a property is mortgaged, no rent can be collected, and the owner places their Title Deed card face down in front of them. Holding all Title Deed cards in a color-group (like Boardwalk and Park Place) allows the owner to charge double rent on unimproved properties in that group. Having houses or hotels on properties increases rents even more. If a player lands on a Chance or Community Chest space, they draw the top card from the corresponding deck, follow the instructions, and then return the card face down to the bottom of the deck. The "Get Out of Jail Free" card can be held until used, sold to another player at a price agreed upon by both, or used to get out of jail. When a player lands on Income Tax, they have two options: pay $200 or estimate their tax based on their total worth (cash, mortgaged and un-mortgaged properties, and building costs). They must choose which option before calculating their total worth. A player can land in Jail when their token lands on the "Go to Jail" space, draws a card marked "Go to Jail," or throws doubles three times. If they are sent to jail, their turn ends, and they cannot collect their $200 salary until they get out. If they land in jail but didn't get sent there, they're just visiting and can continue playing. Players can get out of jail by throwing doubles, using the "Get Out of Jail Free" card, purchasing it from another player, or paying a fine of $50 before rolling the dice on their next two turns. Even while in jail, players can buy and sell properties, houses, hotels, and collect rents. **Resting-Place and Building Strategies** Before the game begins, you can choose to store all tax and penalty money from chance/community chest cards at the resting-place. The first player to land on Free Parking collects all the stored money. You can buy and construct houses as your financial standing allows, but you must build evenly across each colour-group. This means you cannot erect more than one house on any property until you have built one house on every property of that group. As you build, you must also break down evenly if you sell houses back to the Bank. When you own all properties in a colour-group, you can buy additional houses and erect them on those properties. The price for each house is listed on your Title Deed card. **Hotels and Building Limitations** When you have four houses on each property of a complete colour-group, you can buy a hotel from the Bank and erect it on any property in that group. You return the four houses to the Bank and pay the hotel price as shown on the Title Deed card. Only one hotel can be built on any one property. If there are limited houses available and two or more players want to buy, the houses must be sold at auction to the highest bidder. If you have no houses to sell, players wanting to build will need to wait for some player to return or sell their houses before building. **Selling Property** Unimproved properties, railroads, and utilities can be sold privately to any player as a transaction. However, you cannot sell properties if buildings are standing on those properties of the same colour-group. You must sell back to the Bank before selling any property in that group. Houses and hotels can be sold back to the Bank at any time for one-half their original price. **Mortgaging Properties** You can mortgage unimproved properties through the Bank at any time. Before mortgaging an improved property, you must sell all buildings on all properties of its colour-group back to the Bank at half price. The mortgage value is listed on each Title Deed card. You cannot collect rent on mortgaged properties or utilities, but you can still collect rent on unmortgaged properties in the same group. To lift a mortgage, you must pay the Bank the mortgage amount plus 10%. If someone has all their colour-group properties free from mortgage, they can start buying back houses at full price again. When you mortgage a property, you still own it, but nobody else can take it unless you sell it to them for an agreed-upon price. If you buy mortgaged property, you must pay 10% interest to the Bank immediately, or when you lift the mortgage later, plus another 10% interest on top of that. If you're declared bankrupt because you owe more than you can pay either to another player or to the Bank, things become complicated. If your debt is with a fellow player, you must give them everything of value and leave the game. In this case, if you own houses or hotels, you return them to the Bank for cash that's half what they originally cost. This money goes directly to the creditor. However, if you've mortgaged properties, you also give these over to your creditor, but now the new owner must immediately pay the Bank 10% of the property's value as interest. The new owner can then choose whether to pay back the principal or keep the property until a later turn to lift the mortgage, in which case they'll have to pay more interest. If you owe money to the Bank and it's beyond your means to pay back because of taxes or penalties, even selling buildings and mortgaging properties won't cut it. In this scenario, you must give all your assets over to the Bank. The Bank then auctions off all property taken except for any buildings. A player declared bankrupt in this way has to leave the game right away. The last player standing wins. One more thing: Only the Bank can lend money by mortgaging properties. Players cannot borrow from or lend to each other directly. In 1934, Charles B. Darrow created a game called MONOPOLY for Parker Brothers. The game's promise of fame and fortune initially prompted Darrow to produce it. The game consists of a board, tokens, Chance and Community Chest cards, Title Deed cards for each property, and play money. Each player is given $1500 divided among denominations. The object of the game is to become the wealthiest player through buying, renting, and selling properties. The Bank holds the Title Deed cards, pays salaries, sells properties, and collects taxes, fines, loans, and interest. If the Bank runs out of money, the Banker can issue more as needed. Starting with the Banker, each player throws the dice to move their token on the board. Players take turns, with two or more tokens potentially occupying the same space at once. The game is published under license in 43 countries and 26 languages, making it a leading proprietary game worldwide since 1935. You might be entitled to purchase real estate or other properties, or required to pay rent. When you land on an unowned property, you can buy it from the Bank at its printed price. If not, the Banker sells it to the highest bidder. You receive a Title Deed card showing ownership. When you land on a property owned by another player, they collect rent according to the list printed on their Title Deed card. If the property is mortgaged, no rent can be collected. Holding all the Title Deed cards in a color-group allows you to charge double rent for unimproved properties. You may also draw Chance or Community Chest cards, which follow specific instructions. The "Get Out of Jail Free" card is held until used and then returned to the deck. When you land on the space marked "Income Tax," you have two options: estimate your tax at $200 and pay the Bank, or pay 10% of your total worth. Your total worth includes cash, property values, and building costs. You can also end up in Jail when your token lands on the "Go to Jail" space, draws a card marked "Go to Jail," or throws doubles three times in succession. When you land on certain spaces in succession, different rules apply. If you're sent to Jail, your turn ends, and you must move directly into the space. However, if you land on that space by chance, you're "Just Visiting" and incur no penalty. To get out of Jail, you have four options: (1) throw doubles on any of your next three turns, earning double the number of spaces shown by your roll; (2) use a "Get Out of Jail Free" card if you have it; (3) buy one from another player and play it; or (4) pay a $50 fine before rolling the dice on either of your next two turns. If you don't throw doubles within three turns, you must pay the fine. Even while in Jail, you can still take actions like buying and selling properties, houses, and hotels, and collecting rents. The "FREE PARKING" space offers no rewards or penalties, serving as a free resting place for players. Houses can be built on unowned properties of a color group by paying the price shown on the Title Deed card for each property. When building houses, it's essential to build evenly, meaning you can't erect more than one house on any single property until you've completed one on every other property in that group. This rule also applies when selling houses back to the Bank. Hotels can be built on complete color groups once four houses have been erected on each property. In cases of building shortages, players must wait for a player to return or sell their houses to the Bank before acquiring more. If demand exceeds supply, houses and hotels are sold at auction to the highest bidder. 1. **Property Sales** - Properties of a specific color group cannot be sold if there are standing buildings on any properties within that group. - These buildings must be sold back to the Bank before selling other properties in the same group. 2. **Mortgages** - Unimproved properties can be mortgaged at any time. - Before improving a property, all its color-group's buildings must be sold back to the Bank at half price. - A mortgage can only be lifted by paying off the amount plus 10% interest. 3. **Bankruptcy** - A player is declared bankrupt if they owe more than they can pay. - If owing another player, turn over all valuable assets and retire from the game. - If owing the Bank, turn over all assets to be sold by auction, except buildings. 4. **Miscellaneous** - Money can only be loaned or borrowed through mortgaging property with the Bank. - Players cannot lend or borrow money among themselves. Rules for First Short Game: 1. During preparation, the Banker shuffles and deals three Title Deed cards to each player without any payment required. 2. To buy a hotel, players only need three houses on each lot of the same color group, rather than four. 3. If a player lands in Jail, they must exit by either using a "Get Out of Jail Free" card, rolling doubles, or paying $50 on the same turn. 4. Landing on "Income Tax" now costs a flat $200. 5. The game ends when one player goes bankrupt. To determine the winner, players calculate their wealth based on cash, lots and utilities valued at printed prices, mortgaged properties at half price, houses at purchase price, and hotels at purchase price including house values. The player with the most wealth wins.