

PLAYIRO

Monopoly Rules (Complete Official Guide)

Monopoly is a competitive property trading board game where players buy, rent, trade, and develop properties in an attempt to bankrupt all opponents. This guide explains the official classic rules step-by-step.

1. Setup

- Each player starts with \$1,500 in official denominations.
- All tokens begin on GO.
- Choose one player to act as Banker (may also play).
- Shuffle Chance and Community Chest cards and place face-down.
- Houses, hotels, title deeds, and money remain with the Bank.

2. Turn Structure (How to Play a Turn)

On your turn: 1. Roll both dice and move clockwise. 2. Follow instructions based on the space you land on. 3. Resolve all actions before ending your turn. If you roll doubles, take another turn. Three doubles in a row sends you to Jail.

3. Landing on Spaces

- Unowned Property – You may buy it at face value. If declined, it is auctioned.
- Owned Property – Pay rent according to the Title Deed card.
- Chance/Community Chest – Draw and follow card instructions.
- Income/Luxury Tax – Pay amount shown.
- Free Parking – No action (official rules).
- Go To Jail – Move directly to Jail without passing GO.

4. Auctions (Official Rule)

If a player declines to purchase an unowned property, the Banker must immediately auction it. All players may bid, including the one who originally declined. The highest bidder pays the Bank and receives the property.

5. Building Houses and Hotels

To build houses: • You must own all properties in a color group (a monopoly). • Build evenly across properties (one per property before adding a second). • After 4 houses on a property, you may upgrade to a hotel. • Houses/hotels increase rent significantly. • Buildings may be sold back to the Bank for half price.

6. Jail Rules

You go to Jail if: • You land on Go To Jail. • You roll three consecutive doubles. • A card sends you there. To leave Jail: • Pay \$50 before rolling, OR • Use a Get Out of Jail Free card, OR • Roll doubles within 3 turns. If unsuccessful after 3 turns, you must pay \$50 and move.

7. Mortgaging Properties

• You may mortgage properties to the Bank for cash. • Mortgaged properties do not collect rent. • To unmortgage, repay the mortgage value plus 10% interest. • All buildings in a color group must be sold before mortgaging.

8. Bankruptcy

A player is bankrupt when they owe more than they can pay, even after selling houses and mortgaging properties. If owed to another player – transfer assets to creditor. If owed to the Bank – properties return to Bank and are auctioned. Bankrupt players leave the game.

9. Winning the Game

The game ends when only one player remains solvent. That player is declared the winner. For shorter games, players may agree on a time limit, and the richest player at that time wins.