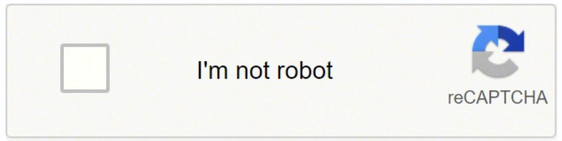

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Do you have to show your money in monopoly

Lucasdj/Pixabay When playing Monopoly, one of the first things you must do is pass out money to all the players. Each player receives the same amount of money. For the traditional Monopoly game, each player starts with $1,500. Throughout the game, they can earn more money via game cards (like the Community Chest and Chance Cards), passing go ($200 each time you pass), and collecting rent on properties that they own.Starting Denominations for Monopoly Money The starting money for Monopoly must be handed out using certain denominations. When handing out Monopoly money, give each player the following amounts: Two $500 bills Two $100 bills Two $50 bills Six $20 bills Five $10 bills Five $5 bills Five $1 bills Players may begin spending their Monopoly money from their first turn. Though there is a Monopoly variation that requires players to go around the board one time before they begin purchasing property, this rule is not part of the official Monopoly rulebook. What Happens If You Run Out of Money in Monopoly When playing Monopoly, it's possible that you might run out of money. Fortunately, running out of money in Monopoly doesn't automatically mean you are out of the game. If you don't have enough money to pay another player rent or follow the instructions on a game card, you can raise money by liquidating your assets. It's possible to effectively sell property back to the bank by mortgaging it. To do this, look on the back of the property to determine how much you can mortgage the property for. Make sure to turn the property card over so it reveals the amount of the mortgage. and then collect your cash. You can get the property back by paying the amount of the mortgage plus 10% of the mortgage amount. Before you can mortgage a property, you must sell any houses or hotels on the property. You will sell these for half of the original amount that you paid for them. For example, if a property has two houses that you paid $200 each for ($400 total), you'll sell them back to the bank for $100 each ($200 total). If you sell all your property and still can't make a payment, then you're bankrupt. You're also out of the game. Amount of Money in the Monopoly Bank Some players wonder how much money the Monopoly bank has. A Monopoly bank for the standard edition of the game has a total of $20,580 in the following denominations: 30 $500 bills 30 $100 bills 30 $50 bills 30 $20 bills 30 $10 bills 30 $5 bills 30 $1 bills Note that this info is for standard Monopoly games produced after 2008. In 2008, the amount of money in a Monopoly game was adjusted for inflation. What Happens If the Monopoly Bank Runs Out of Money In games with a lot of players, it's possible for the Monopoly bank to run out of money. Fortunately, the Monopoly bank never fails and empty bank doesn't mean your game is over. If your bank runs of money, feel free to add your own with paper, tokens, or even real money. You can also purchase additional Monopoly money to permanently beef up your Monopoly bank. Monopoly Variations When playing a game version other than the standard Monopoly game, make sure to check the instructions to determine the starting money for each player. Some variations do have different starting amounts. For example, in Monopoly Here and Now, players start with the following amounts: Two $5,000,000 bills Two $1,000,000 bills Two $500,000 bills Six $200,000 bills Five $100,000 bills Five $50,000 bills Five $10,000 bills MORE FROM REFERENCE.COM As the holiday season approaches, we start to think back on previous years of playing board games with our families. Often, the game starts simply and pleasantly with only mild appearances of competitiveness. But, as the longer games drag on soon arguments erupt over the correct way to play the game. However, this year can be different. In today's blog, we share monopoly rules so that there can be no debate over if someone's cheating or not. Monopoly Rules: How to Play Monopoly is a fairly straight-forward multi-player game. Thus, making it a family favourite to crack out during the festive season. The aim of the game is to achieve ownership of the entire board via money gained from "rent". To play you'll need: a special board which has players move round in a circle32 houses12 hotelschance and community chest cardstitle deed cards player tokens (often silver and objects like a boot or a scotty dog)two six-sided dicethe monopoly rules book (just in case) At the start of the game, each player places their token on 'Go' and is provided with $1500. This breaks down as: 2 x $500, $100, and $50; 6 x $20; and 5 x $10, $5, and $1. One player is the banker with separate assets which control all remaining money and all properties and buildings until they are purchased. This is separate from the player's own assets. Game Play To work who goes first, each player roles the dice. Whoever gets the highest total starts. Then, it follows players in a clockwise formation. When its a player turn, their are four main actions they can partake in. First, roll the dice. Then move the number of squares indicated. If you rolled doubles, roll again after your turn is completed. Remember, each time you pass "Go", you collect $200 from the Bank.Next, you may buy the property you land on if it's not already owned. If you decide not to purchase, the Banker auctions the property to the highest bidder. However, you can chose not to include this rule in your game. Instead only allowing properties to be bought if they're landed on. Following this, if you own all properties in a colour group, you may start building. But remember, building must be equal on all properties in a group. For example, you may not place two buildings on one property unless all other properties have one building present. What's more, any property can have a total of four houses. Once this total is reach, a hotel can be bought to replace them. Properties like Utilities and Railroads cannot be developed. Lastly, if you land on a tile you do not own, you need to pay rent. This is determined by the Title Deed. However, you may be lucky and instead land somewhere that requires you to draw a community chest or chance card. Instead, follow the instructions and return to the bottom of the pile once the action is completed. "Jail" Alongside these monopoly rules, there is also the risk of going to "Jail". This can happen by: Landing on a space marked "Go to Jail"Drawing a card marked "Go to Jail"Rolling doubles three times in a row To get out you can: Pay the $50 fine before rolling the diceUse a "Get Out Of Jail Free" card before rolling the diceRoll doubles After the 3rd failed attempt, you must pay the $50 fine and leave "Jail". And there you have it, the basic monopoly rules. The End of the Game Only 45 minutes in and can already feel the tension brewing? Well, don't worry because you can end the game at any time! Simply tally up the total worth of each player and whoever is the biggest tycoon wins. board games family fun holiday activity monopoly rules in: Monopoly, Rules, Gameplay View source The original Monopoly board. Below are the basic rules of the game. Object The object of the game is to become the wealthiest player through buying, renting, and trading Property with the intention of bankrupting all opponents. Equipment The equipment consists of a board, 2 dice, tokens, 32 Houses and 12 Hotels (set aside extras), 16 Chance and 16 Community Chest cards, 28 Title Deed cards (one for each property), and $20,580 play money (thirty of each bill denomination). Preparation Place the board on a table and shuffle the Chance and Community Chest cards and place face down on their allotted spaces of the board. Each player chooses one token to represent them while travelling around the board. Each player is given $1 500 divided as follows: U.S. editions prior to 2008 U.S. editions since 2008 / British editions 2 × $500 2 × $/£500 2 × $100 4 × $/£100 2 × $50 1 × $/£50 6 × $20 1 × $/£20 5 × $10 2 × $/£10 5 × $5 1 × $/£5 5 × $1 5 × $/£1 All remaining money and other equipment go to The Bank. Banker Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep their personal assets separate from those of the Bank.When more than five persons play, the Banker may elect to act only as Banker/Auctioneer. The Bank Besides the Bank's money, the Bank holds the Title Deeds, and the houses and hotels prior to purchase by the players. The Bank pays salaries and gives bonuses. It sells and auctions properties and hands out the proper Title Deed cards when purchased by a player, and it also sells houses and hotels to the players and loans money when required on mortgages. The Bank also collects all taxes, fines, loans and interest. The Bank never "goes broke." If the Bank runs out of money, the Banker may issue as much as needed by writing on any ordinary paper. The Play Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. Place your token on the corner marked "GO", then throw the dice and move your token (in the direction of the arrow) the number of spaces indicated by the dice.After you have completed your turn, 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.Depending on 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. If you throw doubles, move your token as usual and be subject to any privileges or penalties pertaining to the space on which you land; Then, retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the area marked "In Jail". Go Each time a player's token lands on or passes over GO, whether by throwing the dice or drawing a card, the Banker pays that player a $200 salary. The $200 is paid only once each time around the board; However, if a player passing GO on the throw of the dice lands 2 spaces beyond it on Community Chest or 7 spaces beyond it on Chance, and draws the "Advance to GO" card, they collect $200 for passing GO the first time, and another $200 for Advancing to it the second time by the instructions on the card. Buying Property 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 the title deed card face up in front of you. If you do not wish to buy the property, the Bank sells it through auction to the highest bidder. The high bidder 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. Paying Rent When you land on a property that is 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 face down in front of the owner. It is an advantage to hold all the Title Deed cards in a color-group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues) 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 they fail to ask for it before the second player following throws the dice. 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 face down 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, then they may sell it, at any time, to another player at a price agreeable to both. Income Tax If you land here you have two options: You may estimate your tax at $200 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. Since September 2008, the 10% option has been eliminated. Jail You land in Jail when... Your token lands on the space marked "Go to Jail", You draw a card marked "Go to Jail" or 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 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 lands on that space, you are "Just Visiting", you incur no penalty, and you move ahead in the usual manner on your next turn. You still are able to collect rent on your properties because you are "Just Visiting". You can get out of Jail by... 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. Using the "Get Out of Jail Free Card" Purchasing the "Get Out of Jail Free Card" from another player and playing it. 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. 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. Houses When a player owns all the properties in a color-group they 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 their complete color-group. Following the above rules, you may buy and erect at any time as many houses as your judgement and financial standing will allow. But you must build evenly, i.e., 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. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot build three Houses on one property if you have only one house on another property of that group. As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY). Hotels When a player has four houses on each property of a complete color-group, they may buy a hotel from the Bank and erect it on any property of the color-group. They return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on each property. Building Shortages When the Bank has no houses to sell, players wishing to build must wait for another player to sell their houses to the Bank before building. If two or more players express interest to buy more than the Bank has, the houses or hotels must be sold at auction to the highest bidder. Selling Properties Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group. Houses and Hotels may be sold back to the Bank by the owner of the property at any time for one-half the price paid. All houses on one color-group may be sold at once, or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected. In the 1983 United States Monopoly Championship, one player decided to reduce his three hotels to twelve houses in order to lessen the number of houses in the bank for his opponents; After controversy, the head judge of the game outlawed the "forcing of a building shortage" tactic and ruled the player's action unacceptable. Thus, the only way a player may legally reduce three hotels to twelve houses in tournament play is if he's truly doing so in order to increase his personal funds; However, outside tournament play, this tactic is still technically allowed. Mortgages Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value of each property is printed on its Title Deed card. No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group. In order to lift the mortgage, the owner must pay the Bank the amount of mortgage plus 10% interest. When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back houses at 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. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage value plus 10% interest to the Bank. If the mortgage is not lifted at once, you must immediately pay the Bank 10% interest as you take the property from the old owner. If you lift the mortgage on another turn or in between the turns of other players, you must pay the Bank an additional 10% interest as well as the amount of the mortgage. 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. In making this settlement, 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. If you have mortgaged property you also turn this property over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. The new owner who does this may then, at their option, pay the principal or hold the property until some later turn, then lift the mortgage. If they hold property in this way until a later turn, they must pay the interest again upon lifting the mortgage. 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. In this case, the Bank immediately sells by auction all property so taken (except buildings). A bankrupt player must immediately retire from the game. The last player left in the game after all others become bankrupt wins the game. Miscellaneous Loansharking Money can be loaned to a player only by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player. RULES for a SHORT GAME (60 to 90 minutes) There are three changed rules for this Short Game. During PREPARATION for play, the Banker shuffles the pack of Title Deed cards, then the player to the left cuts them, then the Banker deals out two, one at a time, to each player. The players must immediately pay the Bank the printed price of each. Play then begins as in the regular game. In this short game, it is necessary to have only three houses (instead of four) on each lot of a complete color-group before the player may buy a hotel. Rent for a hotel remains the same as in the regular game. The turn-in value of a hotel is still one-half the purchase price, which in this game is one house fewer than in the regular game. END OF GAME. The first player to go bankrupt retires from play, as in the regular game. However, when the second bankruptcy occurs, the game ends. Play immediately ceases, with the bankrupt player's turning over to there creditor all that they have of value, including buildings and any other properties. This happens whether the creditor is a rival player or the Bank. Each remaining player then values his/her property: Cash on hand Lots, Utilities and Railroads owned, at the price printed on the board. Any mortgaged property owned, at one-half the price printed on the board. Houses, valued at purchase price. Hotels, valued at purchase price including the value of the three houses turned in. THE RICHEST PLAYER WINS! ANOTHER GOOD SHORT GAME TIME LIMIT GAME... Before starting, agree upon a definite hour of termination, when the richest player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the price of the properties dealt to them.

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