

Each player rolls the dice to see who goes first. The person who rolls the largest number goes first. Everyone starts on the space that says, "Go".

Whenever you land on a land that no one owns, you can buy it from the bank. If you do not want to buy it the Banker sells it. Once you own the land, players must pay a rent if they are waiting on your land.

The board is put in position and the cards are placed on it. Each player picks a counter and the banker hands out the money. Each player gets the same amount to start off with. The bank is in charge of almost everything (money, cards, houses and hotels).

You can go to jail- There are three ways to get into jail and three ways to get out.

If you roll doubles (the same number on both dice) you get to roll again. If you roll doubles three times in a row you must go to jail.

If you are bankrupt, you cannot pay someone rent or cannot pay a tax. If you declare bankruptcy you are done with the game.

If you land on a Chance or a Community Chest card, you must do what it says. For example, "Go to Jail, Directly to Jail", "Advance to Go".

You can sell any land to another player (at any cost). But if you have houses or a hotel you must sell them back to the bank before you can sell the land.

If you mortgage land to the bank, you have to sell houses or hotels back first. In mortgage land rent cannot be collected.

Once you own all of one color, you can start to build houses. Every time you add a house the price of the land goes up more. Once there are four houses on each land you can get a hotel (there can only be one hotel on any land).

A person wins by having the most money at the end of the game.