

# MONOPOLY

## Alternative rules or house rules

### The general rules apply except for the exceptions listed below:

1. **Salary:** Double salary if you land directly on "Go".
2. **Free parking:** Money paid by players from Chance and Community Chest cards goes to the center of the board ("Pot"), where it is collected by a player when landing on „Free Parking“.
3. **Tax spaces:** The money from the tax spaces on the game board goes to the bank according to the official rules. Otherwise, the "Pot" would become too dominant.
4. **Getting out of jail:** First roll the dice, then decide whether to leave jail without rolling a double or using a "Get Out of Jail Free" card when paying a fine (pay the fine to the bank).
5. **Prison for visit only:** If you land on the „Prison for visit only“ space and there is a prisoner present, you must give them a consolation gift. The consolation gift (money) should be at least the amount of the rent for the cheapest property.
6. **Buying properties:** The purchase of properties is optional for each player (buy or not buy), they are not immediately auctioned off.
7. **Rental income:** Honest gameplay (provide hints) regarding rental income among players (otherwise potential for frustration).
8. **Building a house:** You can immediately build **one house** on your property when you land on it again (owning all properties of the same color is not necessary). Building houses on all your properties is no longer required.
9. **Building houses:** Whenever you land on your property again, you can build **an additional house**, up to a maximum of a hotel (equivalent to 5 houses).
10. **Inventory building:** If there are no more houses in inventory, you can demolish your own house somewhere (receive half of the cost back from the bank) and build on the landed property at the regular price.
11. **Trading properties:** Trading with properties is open to all players, no one is forced, nothing is auctioned off by force.
12. **Cube joker:** Once in the game, each player can, for a fee (into the "Pot"), use only one rolled die for drawing or reroll their dice roll (two dice). The fee should be at least equal to the rent of the most expensive property.
13. **End of the game:** The end of the game is when a player goes bankrupt or gives up. Then the assets are counted (using the scoring sheet for asset determination) and the game winner and rankings are determined.
14. **Shortening of playing time:** The end of the game can be prematurely concluded by a pre-agreed upon time. However, all players have had an equal turn.

**Tip:** Delete the above unacceptable rules, note down your own rules below!

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