**HELP! I CAN’T PAY!**

1. Try to raise money. If you own a color set, you can pay to raise money by selling buildings and/or mortgage properties.

   - Selling Buildings: Sell Houses to the Bank for half the cost price. Houses must be sold evenly across the color set.
   - Mortgageing Property: Mortgage a property, you must first sell all buildings in its color set to the Bank at half their cost price.

2. If you're still in debt, you are bankrupt!

   - Give them any buildings they want. Any mortgages are canceled.
   - Do you owe another player? Give them any buildings you own. Any mortgages are canceled.
   - Return all your properties to the Bank. Do you owe the Bank? Repay the mortgage (pay the Bank the unmortgage cost). Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

   - Do you own any other property? Give them any buildings you own. Any mortgages are canceled.

   - If you own a color set, you can pay to raise money by selling buildings and/or mortgage properties.

3. If you still can't pay off your loans, try to raise money!

   - Always auction when someone doesn't want to buy the property they've landed on.

4. To keep games short and sweet, don't use house rules!

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   - Do you own any other property? Give them any buildings you own. Any mortgages are canceled.

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6. Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!
**THE BOARD SPACES**

**Streets**
- Unowned Streets: Your turn if you land on a Street that no one owns, either buy it or auction it.
- Owned Streets:
  - When you land on a Street that someone else owns, pay them the rent listed on the title deed card.
  - Collect color sets to build houses: You can't build houses unless you own a color set!

**Railroads**
- Unowned Railroads:
  - When you land on a Railroad that no one owns, either buy it or auction it.
  - Don't want to buy? Then the Banker must auction it. (See BUILDINGS for more info.)
- Owned Railroads:
  - When you land on a Railroad that someone else owns, pay them rent.
  - Rent: 400 for one Railroad, 600 for two Railroads owned, 800 for three Railroads owned, 1000 for four Railroads owned.

**Utilities**
- Unowned Utilities:
  - When you land on a Utility that no one owns, either buy it or auction it.
  - Don't want to buy? Then the Banker must auction it.
  - Give the card to the Banker, and the Banker must auction it. (See BUILDINGS for more info.)
- Owned Utilities:
  - Whenever you land on a Utility that someone else owns, pay them rent.
  - Rent: 25 each for one Utility, 50 each for two Utilities owned, 100 each for three Utilities owned, 200 each for four Utilities owned.

**Action Spaces**
- Go to Jail: Move your token to the Go to Jail space immediately. Do not collect $200. Pay the fee and go to Jail.
- Free Parking: Place your card face up on the Jail space, move your token to the Jail space, remove it, then return it to the Jail space. You can still collect rent, auction, buy Houses and Hotels, mortgage, and trade while you are In Jail.

**How to get out of Jail?**
- Pay $100 at the start of your next turn, and roll to see if you are now normal.
- Use a Get Out of Jail Free card to end up at your start of turn spot. You now own one (or buy one from another player). Put the card at the bottom of the pile, then move on.

**How to win**
- The player in the lead, with the most money and traded houses and hotels, wins.
- A player goes bankrupt when they land on the Bankrupt space. The player with the most money is declared the winner.

**Set up**
- Each player chooses a颜色 set and places it on board.
- Shuffle the Chance and Community Chest and place them face down here.

**Play!**
- How to win:
  - Move around the board buying as many properties as you can. The more you own, the more rent you collect.
  - If you roll the last die when all other players have gone, you win.
- Who goes first?
  - Each player rolls both dice. The higher roll starts, and play moves to the left.

**On your turn**
- Roll both dice:
  - Move forward that number of spaces.
- Move forward that number of spaces:
  - If you roll the last die when all other players have gone, you win.

**Start playing!**
- That's all you need to know, so get going.

**Get going!**
- Your turn is over. The player on your left goes next.

**You can use up to 3 turns to try to get out of Jail.**
- Have fun and make a record of the moves you make on your next turn. If you do, you're free! Use the roll to move to the Jail space. You can still collect rent, auction, buy Houses and Hotels, mortgage, and trade while you are In Jail.