

**MONOPOLY TOURNAMENT**  
**HOUSE RULES**  
(OUR HOUSE, OUR RULES)

- ❖ Roll dice to determine who goes first. Highest roll wins; play passes to the left
- ❖ Rolling doubles gets another turn except when landing in jail
- ❖ Rolling doubles 3 times in a row lands you in jail, immediately
- ❖ Rent on property is due, immediately, and must be settled prior to the next roll of the dice
- ❖ If a team passes on buying property, the property may be sold to the highest bidder. Bidding starts at  $\frac{1}{2}$  the regular price; minimum increments of \$10. The purchase price will always be recorded as the book cost. Mortgage value or rent will not change. The player passing on the purchase cannot bid.
- ❖ Free Parking is a Free Space
- ❖ When in jail:
  - You stay “in jail” until your next turn
  - You cannot collect rent, bid on properties or buy houses/hotels while in jail.
  - On your next turn, you may pay the \$50 fine (or turn in your “get out of jail” card) to get out of jail before rolling dice to continue. Alternatively, you can roll the dice and if you roll doubles, you get out of jail for free and must move your token. Else, you pass your turn.
  - Before your 3<sup>rd</sup> roll, you must pay \$50 or turn in your “get out of jail” card, roll the dice and move your token.
- ❖ If you are sent to jail and your token “passes” go, you do not collect \$200
- ❖ Any trades/negotiations can ONLY be initiated BY THE ROLLER BEFORE rolling the dice unless involved in the settlement of rent due
- ❖ Houses/Hotels can only be purchased BY THE ROLLER BEFORE rolling the dice. Houses/Hotels must be built/mortgaged uniformly on the property
- ❖ Outside of negotiations, in the case of bankruptcy, all assets are mortgaged, cash is given to the landlord and property is returned to the bank for resale. Landlord records appropriate transactions.
- ❖ When a property is purchased, sold or traded, the board value of the property is always used and any gain/loss is recorded in equity.
- ❖ The Banker has the final approval (audit) of all recorded transactions.



**MONOPOLY TOURNAMENT SCORING**  
**\*\*THE TEAM WITH THE MOST EQUITY WINS! \*\***

- Scoresheets: Standard “Accounting” Equation
  - Assets = Liabilities + Equity (**AT ALL TIMES, THIS EQUATION MUST HOLD TRUE**)
    - Assets: Cash, Property, and Houses and Hotels
    - Liabilities: Mortgages Payable
    - Equity: Initial Investment/Revenues/(Expenses)/Financial gains/(losses)
  
- What’s Equity?
  - Equity is also known as “net worth”. Or simply, your Assets minus your Liabilities. Therefore,
    - Equity = Total Assets – Total Liabilities

**EVERY TIME YOU CREATE A “TRANSACTION” YOU’LL MAKE AN ENTRY ON YOUR SCORESHEET**

Sample transactions and entries

- You make an original investment in your business of \$1,500 (start-up) cash. (a)
  - Cash +1,500
  - Equity +1,500
  
- You pay the bank \$75 to purchase “Oriental Avenue” (b)
  - Cash: - \$75
  - Property: (Oriental Ave) +\$75
  
- Play has continued and you have purchased Baltic Ave. and Mediterranean Ave. (you own the entire color group) and the B & O Railroad. (c)
  
- You pass go and receive \$200 for your “salary” (d)
  - Cash: +\$200
  - Equity: +\$200
  
- You land on Pacific Ave w/ a hotel and have to pay rent of \$1,275 in rent (e)
  - Cash: -\$1,275
  - Equity: -\$1,275
  
- You have to mortgage B & O Railroad to pay rent to another team. From to the back of the card, you will receive \$100 (f)
  - Cash: +\$100
  - Mortgages Payable: +\$100

- You receive a “get out of jail card” from Chance cards
  - No entry is needed because you did not pay anything for this card.
- You pass go and receive \$200 for your “salary” (g)
  - Cash: +\$200
  - Equity: +\$200
- You repay the mortgage by paying \$100 plus \$10 in interest as stated on the back of the card (h)
  - Cash: -\$110
  - Mortgages Payable: -\$100
  - Equity: -\$10
- You sell your “get out of jail free card” to a player for \$40 (i)
  - Cash: +\$40
  - Equity: +\$40
- The “Chance” card says to “pay poor tax of \$15” (j)
  - Cash: -\$15
  - Equity: -\$15
- You pay \$100 to build a house on Baltic & Mediterranean Ave (k)
  - Cash: -\$100
  - Houses and Hotels: +\$100
- You sell “Oriental Avenue” to another team for \$125 (l)
  - Cash +\$125
  - Property: -\$75 (sold Oriental)
  - Equity: +\$50
- Trade Baltic Ave, Med Ave and B&O Railroad with another player for \$450 Cash
  - Cash \$450
  - Property (Baltic) - \$60
  - Property (Med) – \$60
  - Property (B&O) - \$200
  - Equity (Gain on Trade) +130
  - Your opponent would record
    - Cash -\$50
    - Property (Baltic) +60
    - Property (Med) +60
    - Property (B&O) +200
    - Equity (Loss on Trade) -\$120

Assets		=	Liabilities	+	Equity
Cash	Property		Mortgages Payable		Equity/Revenues/Exp
+1,500 (a)	+75 (Oriental) (b)		+100 (B & O RR) (f)		+1,500 (a)
-75 (b)	+60 (Baltic) (c)				
-\$60 (c)	+60 (Medit.) (c)				+200 (Pass Go) (d)
-\$60 (c)	+200 (B & O RR) (c)		-100 (Pay RR Mortg) (h)		-1,275 (Rent) (e)
-200 (c)	-75 Sold Oriental (l)				+200 (Pass Go) (g)
+200 (d)					-10 (Mortgage Interest) (h)
-1,275 (e)					+40 (sold card) (i)
+100 (f)	<b>Houses &amp; Hotels</b>				-15 (poor tax) (j)
+200 (g)					+50 (gain on sale) (l)
-110 (h)	+100 (house B&M) (k)				
+40 (i)					
-15 (j)					
-100 (k)					
+125 (l)					

To this point:

Your Team

Total Cash: \$270

Total Property: \$320

Total H & H's: \$100

Your Team	Assets:	\$690	-	Liabilities:	\$0	=	Equity:	\$690
Team #3	Assets:	\$1,050	-	Liabilities:	\$400	=	Equity:	\$650

Even though Team #3 has more assets, your team would be winning given that you have more equity!!