

Thank you for your interest in Boise Monopoly Madness! Please read the following pages carefully before you decide to play. By signing up for a seat at one of the Qualifiers, you acknowledge that you have read and understand the rules as outlined here. A \$10 donation to Extra Life is requested in lieu of a tournament fee. All donations benefit St. Luke's Children's Hospital in Boise. See more about Extra Life [here](#).

Prizes are sponsored by Idaho Pizza Company, Section 37 Axe Room, and Phoenix Fire Games!

MONOPOLY TOURNAMENT SET UP

QUALIFIERS

To participate in the Boise Monopoly Madness Tournament, players must be at least 14 years old. Minors must be accompanied by a responsible adult. The player with the highest score from each table will be invited to play in the Semi-Finals on Nov 5, 2023. The player from each Qualifier event with the most points will also be awarded \$50 gift certificates from Idaho Pizza Company, Phoenix Fire Games, and Section 37 Axe Room. If a participant does not win a seat at the Semi-Finals, they can try again in another Qualifier. Once a player wins a seat for the Semi-Finals, they are no longer eligible to play in a Qualifier.

Qualifier Event Dates:

Sunday Sept 3, 2023 at Meriwether Cider in Garden City, 11am-1pm

Wednesday Sept 20, 2023 at Phoenix Fire Games in Meridian, 7-9pm

Saturday Sept 30, 2023 at the Idaho State Museum in Boise, 1-3pm

Wednesday Oct 18, 2023 at Section 37 Axe Room in Garden City, 7-9pm

SEMI-FINALS

The Semi-Finals will take place on Nov 5, 2023 at the Extra Life Charity Event at El Korah Shrine in Boise, beginning at 1pm. The winner from each Semi-Final table will be invited to continue to play in the Final game, and will receive their own copy of Boise Monopoly to take home.

FINALS

The Final game will take place after the Semi-Finals, on Nov 5, 2023 at El Korah Shrine, beginning at 3pm. The winner of the Final game will receive free pizza for a year from Idaho Pizza Company*, a free 10-person Axe Throwing Party at Section 37 Axe Room**, and a \$100 gift certificate from Phoenix Fire Games.

*See Idaho Pizza Company for details.

**Throwing Parties can be scheduled Sun-Thurs. \$375 value!

TIMING	Each player will get an equal number of turns. 120 minutes will be allowed for each Qualifier, and 90 minutes each for the Semi-Finals and Final (with a 30 minute break between). At the end of the specified time, remaining players will continue as needed until they have had an equal number of turns.
NUMBER OF PLAYERS	The number of players will be divided evenly between tables, with a goal of seating 4-5 players per table, and no more than 6.
PLAYER ASSIGNMENTS	All games will be “pre-seated” with the goal to have minimal repetition of competition between players while also preventing family members from same-table seating whenever possible. Judges reserve the right to change seating assignments before a game begins.
POSTING ASSIGNMENTS	Table assignments will be provided before the start of each game. Table assignments may include the specific seat for each player at a given table.
GAME MATERIALS	Tournament games will be played with the classic Monopoly game. Note taking and other tools or player aides (calculators, phones, etc.) are not permitted in tournament play.
PLAYER NO SHOW	Please arrive at least 15 minutes before the game begins. Game starts will not wait on any player. If a player is not seated at the official start time of any game, the player forfeits their seat for the rest of the tournament.
SPECTATORS	Viewing is allowed, at a respectful distance. At no time may a spectator provide game input or suggestions to any player. If a spectator proves themselves unable to remain quiet, they will be asked to leave the game area. When players are bankrupt, they should promptly sign their score sheet and leave the table.

MONOPOLY TOURNAMENT SCORING & JUDGING

SCORING BY GAME	At the end of the timed play, the remaining players value their property: <ul style="list-style-type: none"> (1) cash on hand; (2) lots, utilities and railroads owned, at the price printed on the board; (3) any mortgaged property owned, at one-half the price printed on the board; (4) houses, valued at listed prices; (5) hotels, valued at listed price including the value of the four turned-in houses.
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- TIE BREAKERS** In the event of a tie of assets in a game, the higher point total will be awarded to the player who has the highest value of unmortgaged property.
- TIME KEEPING** Game play will begin at the same time for each table. The Head Judge holds the official timepiece. Time updates during each game are at the judge's discretion. The game is over at the end of the allotted time or when only one player remains in the game.
- EJECTION OF PLAYER** Superior sportsmanship is anticipated and expected of all players. That said, let it be clear that any behavior unbecoming to Parker Brothers and the MONOPOLY name will not be tolerated. Judges will expel players for unruly behavior including (but not limited to) belligerence, prejudice and cheating. (Please also see Tournament Etiquette.)

TOURNAMENT SEMI-FINALS

- PLAYERS** The top scoring player from each table at the Qualifiers will move on to the Semi-Finals, to begin at 1pm on Nov 5, 2023 at El Korah Shrine in Boise. Players who are unable to attend or do not show up on time forfeit their chance to play in the remainder of the tournament.
- TIMING** Semi-Final games will last until one player remains at each table, or a maximum of 90 minutes. The top scoring player from each Semi-Final table will go on to play in the Final. There will be a 30 minute break before the Final.

TOURNAMENT FINALS

- PLAYERS** Finalists will be seated at the same table for one last game to take place on Nov 5, 2023 at El Korah Shrine at 3pm.
- TIMING** The Final game will last until one player remains, or a maximum of 90 minutes. The highest scoring player at the end of the time limit wins Boise Monopoly Madness!

MONOPOLY GAME RULES WITH TOURNAMENT CLARIFICATIONS

Tournament clarifications are indicated in *Italics*.

OBJECT

The object of the game is to become the wealthiest player through buying, renting and selling property.

The game is over at the end of the allotted time or when only one player remains in the game.

PREPARATION

Place the board on a table, and put the Chance and Community Chest cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given \$1500 divided as follows: 2 each of \$500s, \$100s and \$50s; 6 \$20s; 5 each of \$10s, \$5s and \$1s.

All remaining money and other equipment go to the Bank. Stack the Bank's money on edge in the compartments in the plastic Banker's tray.

BANKER

Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal funds separate from those of the Bank. When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.

The Judge will appoint a Banker in the Tournament Game.

The game will be set up previously. Players will choose official game tokens previous to play start. Any desire for the same token will be resolved with the roll of a die.

Any issue with the preparation of the game must be taken up with the judge prior to the first roll of play.

THE BANK

Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells houses and hotels to the players and loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest, and the price of all properties that it sells and auctions.

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," throw the 2 dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn 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.

Once order of play is established, timed rounds begin at the first roll of the starting player.

According to 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, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. 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 "In Jail " part of the "IN JAIL - JUST VISITING " corner space (see JAIL).

"GO"

Each time a player's token lands on or passes over GO, whether by throwing the dice or by drawing a card, the Banker pays him/her a \$200 salary.

The \$200 is paid only once each time around the board. However, if you pass GO on the throw of the dice and land 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and you draw the "Advance to GO" card, you collect \$200 for passing GO the first time and another \$200 for reaching it the second time by 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 it face up in front of you.

If you do not wish to buy the property, the Banker sells it at auction to the highest bidder. The buyer pays to 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 of buying it at the printed price, may bid. Bidding may start at any price.

In tournament play, the Banker will start property auctions at \$1. If a player wins an auction and cannot pay the winning sum, the auction is void. A second auction will follow but will exclude the previous highbidder.

PAYING RENT

When you land on property 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 he/she fails to ask for it before the second player following throws the dice.

MONOPOLY etiquette: pointing out other players rent obligations is unacceptable and may be penalized.

"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, he/she may sell it, at any time, to another player at a price agreeable to both.

Players may not sell or trade a Get Out of Jail Free Card for more than \$50 cash value.

"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.

"JAIL"

You land in Jail when ... (1) your token lands on the space marked "Go to Jail"; (2) you draw a card marked "Go to Jail"; or (3) 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 it 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 land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You get out of Jail by ... (1) 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; (2) using the "Get Out of Jail Free" card if you have it; (3) purchasing the "Get Out of Jail Free" card from another player and playing it; or (4) paying a fine of \$50 before you roll the dice on either of your next two turns.

If you don't 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 or sell property, buy or 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 you own all the properties in a color-group you may buy houses from the Bank and erect them on those properties.

When seeking to purchase a house, declare the number of houses desired for purchase and the desired color-group placement to the banker.

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 his/her complete color-group.

Following the above rules, you may buy and erect at any time as many houses as your judgment 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 you have four houses on each property of a complete color-group, you may buy a hotel from the Bank and erect it on any property of the color-group. You return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card. You may erect only one hotel on any one property.

When seeking to purchase a hotel, declare the number of hotels desired for purchase and the desired color-group placement to the banker.

BUILDING SHORTAGES

When the Bank has no houses to sell, players wishing to build must wait for some player to turn back or to sell his/her houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold at auction to the highest bidder.

The Banker runs auctions. Players must indicate the specific property to be improved if the house/hotel is won before bidding. Auction bids start at the value of houses/hotels for the lowest-priced property where it might be placed. The highest bidder, after giving his/her money to the Banker, places the house/hotel on the identified property. If houses/hotels remain and more than one person wish to purchase the remaining houses/hotels, then another auction is held for the right to purchase these houses/hotels, one by one. This continues until no houses/hotels remain, until no one wishes to buy, or until only one person wishes to purchase houses/hotels. If only one person wishes to purchase, he/she may do so without an auction.

SELLING PROPERTY

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 colorgroup.

Houses and hotels may be sold back to the Bank at any time for one-half the price paid for them.

All houses on one color-group must be sold one by one, evenly, in reverse of the manner in which they were erected.

All hotels 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.

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 is printed on each 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 the 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 plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later 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 his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If he/she holds property in this way until a later turn, he/she 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 wins.

MISCELLANEOUS

Money can only be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.

END OF GAME

The game ends when one player remains or when the time limit is reached, whichever is first. The banker then values the remaining players assets, recording: (1) cash on hand; (2) lots, utilities and railroads owned, at the price printed on the board; (3) any mortgaged property owned, at one-half the price printed on the board; (4) houses, valued at listed price; (5) hotels, valued at listed price including the value of the four houses turned in.

TOURNAMENT POINTS TO REMEMBER

\$ To raise money to pay debts, only houses and hotels can be sold back to the bank (at half price) – never properties. If a debt is owed to another player, properties may be sold to a third player only if sufficient money is raised to cover the debt. If not, the properties are turned over as is (and not mortgaged if unmortgaged at the time the debt is incurred.)

\$ The owner may not collect his rent if he fails to ask for it before the second player following throws the dice. This means: Player A lands on your property. Player B has his turn. You must collect your rent before Player C throws the dice. MONOPOLY etiquette says pointing out other players rent obligations is unacceptable and may be penalized.

\$ If you throw doubles to get out of Jail, you move forward that number of spaces as your turn. You do not throw again. However, if you pay to get out of Jail prior to rolling, and you throw doubles, you may throw again as usual.

\$ Though you need not disclose how much money you have, you must keep your money on the table in plain view at all times.

\$ All trades are based on assets owned at the time of the trade. No options or immunity from paying future rents may be granted, nor may partnerships be formed.

\$ Trading is permitted during a player's turn or in between other players' turns, but not during an opposing player's turn.

\$ Players cannot sell Chance or Community Chest cards prior to revealing them to other players.

\$ Players may not sell or trade a Get Out of Jail Free Card for more than \$50 cash value.

\$ Players may not consult or seek advice from friends or game observers while the game is in progress.

\$ Tokens used in Tournament play must be from the game itself. Players will select tokens from those provided by tournament officials.

\$ While a Building Shortage exists, players desiring to buy the houses remaining in the bank have priority over those wishing to break down hotels.

\$ In Qualifier games, when only two players remain, no further trades or deals are permitted.

TOURNAMENT RULES All rules are subject to change without notice. Judges' rulings are final.