

Real Monopoly Rules

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Classic Monopoly has problems. What happens on the next turn after a player "wins"? There are no consumers left. So the "winner's" houses and hotels are now useless because there is no one to rent them. Furthermore classic Monopoly does not realistically factor in taxes, expenditures on infrastructure, democratic referendums on taxes, and natural or unnatural disasters. Add these simple rules to Classic Monopoly to make the game more real.

Landing or passing over Income Tax Square:

Pay income tax rate of \$20 to City Funds. City Funds are kept at the center of Monopoly board.

Landing on Free Parking:

Get Welfare Cash of \$200 from City Funds if you don't own any houses or hotels.

Development Grant: Get 10% of the value of each house and hotel you own from City Funds.

Landing on Railroads:

Move your piece to any other railroad you choose. Your \$20 Income Tax rate pays for these rides.

You can also choose not to ride the railroad, that is, to do nothing.

If you do move your piece, City Funds must pay \$10 to the bank for railroad maintenance.

A player can buy railroads and collect additional fees from other players as in classic rules.

Landing on Utilities:

City fund pays \$20 to the bank to maintain the utility. Your \$20 Income tax rate pays for this.

A player can buy utilities and collect additional fees from other players as in classic rules.

Landing on the Disaster Event square (formerly Luxury Tax square):

Disasters include Floods, Fires, Hurricanes, Tornados, Riots and Wars.

Each player adds up the total rent charge of all their properties and pays 10% to the bank.

City Funds adds up the payout each player made and pays the total amount to the bank.

These expenditures replace the value lost due to the disaster, so they all go to the bank.

If there is no cash left in City Funds, then the game enters Economic Crisis Mode:

Government shuts down. Lights, water, railroad, police and fire departments all shut down.

Everyone must use a single die to move since roads are not maintained.

No rent is paid to property owners since one can't stay at a hotel without lights and water.

Property owners must pay rent to the bank each time they land on their own property.

This is because fires and crime take a toll on those who own property.

Nothing can be bought since the government registry of deeds is not open to document transactions.

Nothing happens on Chance, Community, Utility and Railroad squares. No cards are drawn.

Continue to collect \$200 when passing Go and pay taxes when passing Income Tax Square.

The City cannot pay out anything since it has no cash. That money is lost forever.

Normal game play mode returns when the City collects funds and has cash >0 on hand.

Other Misc. Items:

Chance and Community "tax" transactions are with City Funds. All others are with Bank.

City Funds has \$500 in it at the start of the game.

The City Fund tax rate of \$20 can be increased or decreased by a majority rule of players.

The tax rate cannot be changed while City Funds are zero.

To simplify the game, bank pays full price for property, house and hotel buybacks.

Winning:

The player that buys the last Real Estate property, not including utilities or railroad, wins.

One assigned player keeps track of the turns (s)he takes in the game. That number is the winner's score.

The goal, in future games, is to win the game in fewer turns, that is, as few turns as possible.