

Rules for SHORT GAMES OF MONOPOLY

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Two Popular Methods

When a Short game is desired, agree upon One of these methods of ending BEFORE actual play begins. At End of game RICHEST PLAYER WINS.

A. TIME LIMIT GAME: Agree before starting on a definite Hour at which game will end. Banker then shuffles pack of Title Deed cards. The Pack is then Cut by player at his left and Banker Deals one at a time Two Title Deed cards to each player (including himself if he both plays and acts as Banker). Each player receives Title Deed cards of the printed price of each of the two properties thus acquired. The Player then proceeds as in the regular game. Upon the First stroke of the Hour agreed upon, the Banker immediately calls "Game Ends". No further trading may be concluded, but the player whose turn is in actual play completes his move and any action, advantage or penalty connected with it.

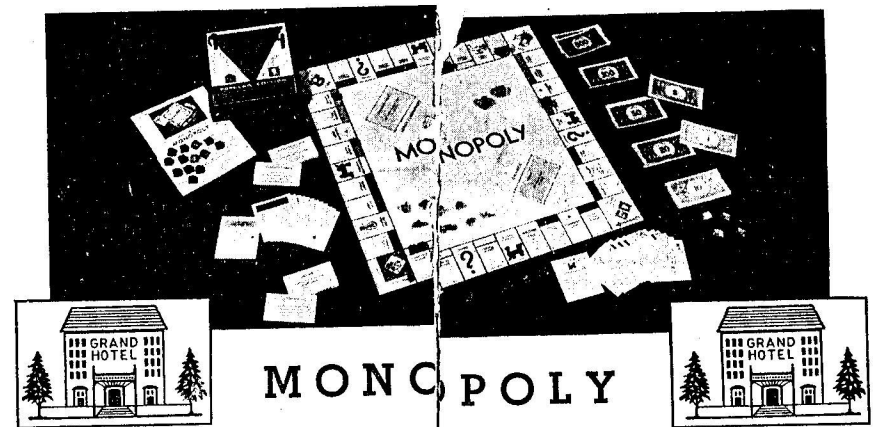
Each player then Values his Property

1. Cash on hand
2. Lots, Utilities, Railroads owned by him at the price printed on board
3. Any Mortgaged Property owned by him at one-half price printed on board
4. Houses at Cost
5. Hotels, valued at Cost of Five Houses

Richest Player Wins

B. SECOND BANKRUPTCY METHOD. On the First Bankruptcy occurring, the Bankrupt retires from the game. On the Second Bankruptcy the Banker as soon as he has made certain that the player cannot with any property he owns meet his obligations calls "Game Ends". Play immediately ceases (See above), the Bankrupt player (when this form of game is played) turning over to his Creditor all that he has of value, including buildings with all other properties—whether the creditor happens to be a rival player or the Bank.

NOTE: If desired to shorten this method still further, at Start of Game Banker shuffles and deals Two Title Deeds to each player as described in "Time Limit Game".



MONOPOLY

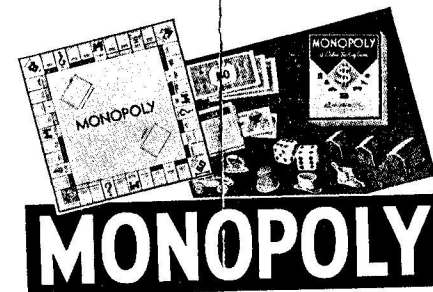
A PARKER BROTHERS TRADING GAME
PATENTED IN U. S. A., GREAT BRITAIN AND CANADA
U. S. Patent No. 2,026,082

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