# Monopoly FAQ

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         |              Monopoly                 |
         |               An FAQ                   |
         |            By KeyBlade999               |
         |                                        |
         |          File Size: 32.3 KB           |
         |         Current Version: Final         |
         |  Time of Update: 12:21 AM 12/12/2012  |
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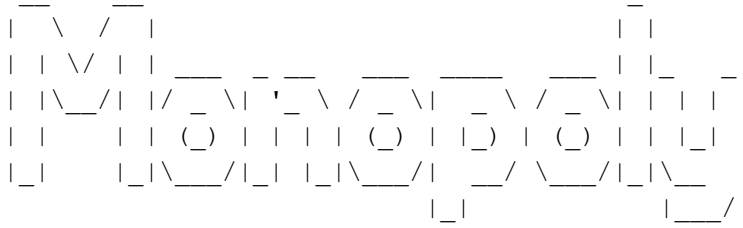
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                 Section Negative One: Donations          **MONEY_-1**
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While I do write all of my guides for free, it does take a lot of time and
effort to put them together. If you're feeling generous and want to show your
appreciation, I am gladly accepting donations. I don't know exactly what the
donations will be used for, but just know that you would definitely be helping
me make more quality FAQs! Even the smallest donation amounts are appreciated,
and are a great way to say how much you appreciate the work I do. If you do
decide you'd like to donate, please send the donations through PayPal at the
e-mail address listed below. Thank you so very much for considering this!!

                      keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute
something to this or any of my other FAQs, or have a question to ask about one
of them, go ahead and use this e-mail.

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                 Section Zero: Table of Contents          **MONEY_0**
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                     Section One: Intro                    **MONEY_1**
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Welcome to another FAQ of mine. This one covers the GBa game called Monopoly.
Monopoly is a game you probably know well enough, being one of the most famous
board games around, centered on the idea of buying property and making a
monopoly.

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Well, actually, that pretty much ends another crappy introduction. Here is an
FAQ for you. Enjoy.


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                     Section Two: Version History          **MONEY_2**
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Final - First and likely only version of this FAQ completed.
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                     Section Three: Legalities             **MONEY_3**
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If you would wish to contact me concerning this or my other FAQs, use this
e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs
message boards.

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|     Allowed sites for my FAQs   |    |        Forever-Banned Sites     |
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|    GameFAQs (www.gamefaqs.com)  |    |     CheatCC (www.cheatcc.com)   |
|   Neoseeker (www.neoseeker.com) |    |      www.cheat-database.com     |
| SuperCheats (www.supercheats.com) |  |  Cheat Index (www.cheatindex.com) |
|                                |    | Cheat Search (www.cheatsearch.com) |
|                                |    |    www.panstudio.com/cheatstop  |
|                                |    | Game Express (www.gameexpress.com) |
|                                |    |            Mega Games           |
|                                |    |  Cheats Guru (www.cheatsguru.com) |
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                  Section Four: Basics of the Game         **MONEY_4**
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Before Playing:
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There are four types of games which you are able to play from the main menu:

  - Standard Game
  - Short Game
  - Time Limit Game
  - Custom Game

Depending on which type of game you choose, the settings will be changed or
not. The settings you can change are below, with defaults/forced options noted.
There are no limitations on settings in a custom game. The settings are in the
next sub-section, to make it easier on you.

You must also choose a number of players to use. Unlike a large majority of
GBA games, this game can be passed around, so the number of humans is up to
you - no need for GBA Link Cables. You can also add computer players, and
choose the pieces for everyone. When you're ready, opt to "Begin Game".


Settings:
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Music:
  - On (default)
  - Off

Sound Effects:
  - On (default)
  - Off


Game Time: How long the game will last before a winner is automatically named.
  - 04:15:00 (default on all modes except Time Limit)
  - Intervals of 15 minutes from one hour to sixteen hours (Time Limit Game)


Start Funds: How much money each player will begin with.
  - $1,500 (all games' default)
  - $2,000
  - $2,500
  - $3,000


Salary: The base amount of money you'll get for passing GO.
  - $0
  - $200 (all games' default)
  - $400
  - $600


Leave Jail Cost: How much you must pay to leave Jail.
  - $0
  - $50  (all games' default)
  - $100
  - $150
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Total Houses:
 - 16
 - 32 (all games' default)
 - 48
 - 64


Total Hotels:
 - 6
 - 12 (all games' default)
 - 18
 - 24


Houses per Hotel: The number of houses that need to be on a property before a
                  hotel can be placed on that same property.
 - 2
 - 3 (Short Game default)
 - 4 (Standard/Time Limit default)
 - 5


Maximum Turns in Jail: How long before you always leave Jail, no matter what.
 - 1
 - 2
 - 3 (all games' default)
 - 4


Free Parking Rule: Do you put a "pot" of taxed money for whoever lands on Free
                   Parking to receive?
 - No (all games' default)
 - Yes


Free Parking Jackpot: If using the Free Parking Rule, how much does the "pot"
                      begin with, if any?
 - $0
 - $250
 - $500
 - $750


Even Build Rule: If you want to build a second house (or third or so on) on
                 on a property, do the others first need to have one house?
 - Yes (all games' default)
 - No


Double Salary Rule: Do you get double your salary for landing on GO?
 - Yes
 - No (all games' default)


Income Tax Rate: Percentage paid for the Income Tax space.
 - 0%
 - 5%
 - 10% (all games' default)
 - 15%

Income Tax Amount: The amount of the flat-rate Income Tax space option.
 - $0
 - $100
 - $200 (all games' default)
 - $400


Super Tax Amount: The amount of the Super Tax, which is the same as Luxury Tax.
 - $0
 - $75
 - $150 (all games' default)
 - $300


Mortgage Rate: The amount extra paid back on unmortgaging.
 - 0%
 - 5%
 - 10% (all games' default)
 - 20%


Properties Dealt at Start:
 - 0 (Standard default)
 - 1
 - 2 (Short Game/Time Limit default)
 - 4


During the Game:
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This section will generally assume Standard Game defaults.

When it comes to be your turn, you can do one of several things. You can roll
the dice and move the number of spaces shown on the dice or you can trade with
another player (human or AI). Note that you cannot trade if you are the very
first player, unless you are dealing out properties before the start. You will
eventually have to roll the dice.

When you land on a space, several things could happen, depending on the space
you've landed on. If it is a property space, you can buy it. (Stats of the
properties are at the end of this section.) If you have landed on Chance or
Community Chest, the game will draw a card for you, detailing the effect of
what needs to happen. If you have landed on Free Parking, you may/may not get
money in the "pot" as it is called, depending on the rules set. If you have
landed on Income Tax or Super Tax, you will pay some amount of money. If you
land on the "Go To Jail" space, you'll go to jail. If you land on the space
where the jail is located (not due to the previous, but due to a simple roll
of the dice), nothing will happen. If you land on GO, you will recieve your
salary (or double, depending on the rules). If you rolled doubles (the two
dice are the same number (1-1, 2-2, 3-3, 4-4, 5-5, or 6-6)), you'll roll one
more time. If you roll a third double, you are automatically sent to jail.

When you are buying a property, you can do several things. Firstly, you can
simply buy it for the price on the board. If you cannot afford it, you may
trade with someone before/after the purchase. You can also put it up for
auction. This is very much like a normal auction, and everyone is allowed to
bid for the property; highest bidder wins.

You may have noticed the colors near the properties. These denote the color groups of the properties. If you own all of the properties of a color group, the rent on each is doubled until you build one house on a property. If at any time any property in an entirely-owned color group (owned by one person), this is called a monopoly. Depending on the rules you've set, you can have a max of 3 or 4 houses, then you buy a hotel (a hotel equals the cost of one house). You may/may not build entirely on one property at a time (depending on the set rules). The cost of a house is on the card. Also, if you trade properties that have houses, they are taken away. If you do not want houses, you will get some money back (1/2 the value of the house). You can build/sell houses at any time.

You can also mortgage property. When you do, you get 1/2 the price of the card into your stack of money. However, all houses must be off of it, and you can not collect rent on that property. If you want it unmortgaged, you'll need to pay the amount you got from the mortgage PLUS 10%. You can also trade a property when it is mortgaged. You can mortgage/unmortgage at any time.

GETTING OUT OF JAIL: When you land in jail, you can get out by either paying $50 or trying to roll doubles. If you roll doubles, you get out; if not, you stay in another turn. If you pay, you are out then and there. If you keep going for doubles, but don't get any, you'll be forced to pay on your third turn (or another turn, depending on the set rules).

THE FREE PARKING POT: At the start, money is put into the pot (if the rule is active; money depends on settings). All taxes (Income Tax, etc.) will be put into the pot. Whoever lands on Free Parking will then get that money and the amount put in at the start will be put in again.

END OF GAME: When you land on a property/etc. and cannot pay the price that you are supposed to, and cannot get the money via trade, selling buildings, or mortgaging, you must declare bankruptcy and you lose. If there are two or more players still left, they will continue play. Once one player remains, he or she will be declared the winner of that game.

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 /                         PROPERTY DATA, Part 1 of 3                        \
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| Name of the Property | Color Group | Cost | Rent (top) Rent x2 (bottom) | Rent (house x1) | Rent (house x2) |
|===|===|===|===|===|===|
| Old Kent Road | Dark Red | $60 | $2 $4 | $10 | $30 |
| Whitechapel Road | Dark Red | $60 | $4 $8 | $20 | $60 |
| King's Cross Station | Railroad | $200 | $25 (R.R. x1) $50 (R.R. x2) $100 (R.R. x3) $200 (R.R. x4) [no double rent] | Cannot build any houses here | Cannot build any houses here |
| The Angel, Islington | Light-blue | $100 | $6 $12 | $30 | $90 |
| Euston Road | Light-blue | $100 | $6 $12 | | |
| Pentonville Road | Light-blue | $120 | $8 $16 | $40 | $100 |

| Name | Color | Price | Rent | With 1 House | With Hotel |
|---|---|---|---|---|---|
| Pall Mall | Pink | $140 | $10<br>$20 | $50 | $150 |
| Electric Company | Utility | $150 | $[x4 dice value]<br>  [Utility x1]<br>$[x10 dice value]<br>  [Utility x2]<br>[no double rent] | Cannot build any houses here | Cannot build any houses here |
| Whitehall | Pink | $140 | $10<br>$20 | $50 | $150 |
| Northumberland Avenue | Pink | $160 | $12<br>$24 | $60 | $180 |
| Marylebone Station | Railroad | $200 | $25 (R.R. x1)<br>$50 (R.R. x2)<br>$100 (R.R. x3)<br>$200 (R.R. x4)<br>[no double rent] | Cannot build any houses here | Cannot build any houses here |
| Bow Street | Orange | $180 | $14<br>$28 | $70 | $200 |
| Marlborough Street | Orange | $180 | $14<br>$28 | $70 | $200 |
| Vine Street | Orange | $200 | $16<br>$32 | $80 | $220 |
| Strand | Red | $220 | $18<br>$36 | $90 | $250 |
| Fleet Street | Red | $220 | $18<br>$36 | $90 | $250 |
| Trafalgar Square | Red | $240 | $20<br>$40 | $100 | $300 |
| Fenchurch Street Station | Railroad | $200 | $25 (R.R. x1)<br>$50 (R.R. x2)<br>$100 (R.R. x3)<br>$200 (R.R. x4)<br>[no double rent] | Cannot build any houses here | Cannot build any houses here |
| Leicester Square | Yellow | $260 | $22<br>$44 | $110 | $330 |
| Conventry Street | Yellow | $260 | $22<br>$44 | $110 | $330 |
| Water Works | Utility | $150 | $[x4 dice value]<br>  [Utility x1]<br>$[x10 dice value]<br>  [Utility x2]<br>[no double rent] | Cannot build any houses here | Cannot build any houses here |
| Piccadilly | Yellow | $280 | $24<br>$48 | $120 | $360 |

| | | | | | |
|---|---|---|---|---|---|
| Regent Street | Green | $300 | $26 $52 | $130 | $390 |
| Oxford Street | Green | $300 | $26 $52 | $130 | $390 |
| Bond Street | Green | $320 | $28 $56 | $150 | $450 |
| Liverpool Street Station | Railroad | $200 | $25 (R.R. x1) $50 (R.R. x2) $100 (R.R. x3) $200 (R.R. x4) [no double rent] | Cannot build any houses here | Cannot build any houses here |
| Park Lane | Dark-blue | $350 | $35 $70 | $175 | $500 |
| Mayfair | Dark-blue | $400 | $50 | $200 | $600 |

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  /                     PROPERTY DATA, Part 2 of 3                    \
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| Name of the Property | Color Group | Rent (house x3) | Rent (house x4) | Rent (hotel) | Money from Mortgage |
|---|---|---|---|---|---|
| Old Kent Road | Dark Red | $90 | $160 | $250 | $30 |
| Whitechapel Road | Dark Red | $180 | $320 | $450 | $30 |
| King's Cross Station | Railroad | Cannot build any houses or hotels on this property. | | | $100 |
| The Angel, Islington | Light-blue | $270 | $400 | $550 | $50 |
| Euston Road | Light-blue | $270 | $400 | $550 | $50 |
| Pentonville Road | Light-blue | $300 | $450 | $600 | $60 |
| Pall Mall | Pink | $450 | $625 | $750 | $70 |
| Electric Company | Utility | Cannot build any houses or hotels on this property. | | | $75 |
| Whitehall | Pink | $450 | $625 | $750 | $70 |
| Northumberland Avenue | Pink | $500 | $700 | $900 | $80 |
| Marylebone Avenue | Railroad | Cannot build any houses or hotels on this property. | | | $100 |
| Bow Street | Orange | $550 | $750 | $950 | $90 |

| Name | Color | | | | |
|---|---|---|---|---|---|
| Marlborough Street | Orange | $550 | $750 | $950 | $90 |
| Vine Street | Orange | $600 | $800 | $1000 | $100 |
| Strand | Red | $700 | $875 | $1050 | $110 |
| Fleet Street | Red | $700 | $875 | $1050 | $110 |
| Trafalgar Street | Red | $750 | $925 | $1100 | $120 |
| Fenchurch Street Station | Railroad | Cannot build any houses or hotels on this property. | | | $100 |
| Leicester Square | Yellow | $800 | $975 | $1150 | $130 |
| Coventry Street | Yellow | $800 | $975 | $1150 | $130 |
| Water Works | Utility | Cannot build any houses or hotels on this property. | | | $75 |
| Piccadilly | Yellow | $850 | $1025 | $1200 | $140 |
| Regent Street | Green | $900 | $1100 | $1275 | $150 |
| Oxford Street | Green | $900 | $1100 | $1275 | $150 |
| Bond Street | Green | $1000 | $1200 | $1400 | $160 |
| Liverpool Street Station | Railroad | Cannot build any houses or hotels on this property. | | | $100 |
| Park Lane | Dark-blue | $1100 | $1300 | $1500 | $175 |
| Mayfair | Dark-blue | $1400 | $1700 | $2000 | $200 |

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   /                         PROPERTY DATA, Part 3 of 3                                \
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| Name of the Property | Color Group | Cost of one house/hotel |
|---|---|---|
| Old Kent Road | Dark Red | $50 |
| Whitechapel Road | Dark Red | $50 |
| King's Cross Railroad | Railroad | Houses/hotels cannot be built on this property. |
| The Angel, Islington | Light-blue | $50 |

| Euston Road | Light-blue | $50 |
|-------------|-----------|------|
| Pentonville Road | Light-blue | $50 |
| Pall Mall | Pink | $100 |
| Electric Company | Utility | Houses/hotels cannot be built on this property. |
| Whitehall | Pink | $100 |
| Northumberland Avenue | Pink | $100 |
| Marylebone Station | Railroad | Houses/hotels cannot be built on this property. |
| Bow Street | Orange | $100 |
| Marlborough Street | Orange | $100 |
| Vine Street | Orange | $100 |
| Strand | Red | $150 |
| Fleet Street | Red | $150 |
| Trafalgar Square | Red | $150 |
| Fenchurch Street Station | Railroad | Houses/hotels cannot be built on this property. |
| Leicester Square | Yellow | $150 |
| Conventry Street | Yellow | $150 |
| Water Works | Utility | Houses/hotels cannot be built on this property. |
| Piccadilly | Yellow | $150 |
| Regent Street | Green | $200 |
| Oxford Street | Green | $200 |
| Bond Street | Green | $200 |
| Liverpool Street Station | Railroad | Houses/hotels cannot be built on this property. |
| Park Lane | Dark-blue | $200 |
| Mayfair | Dark-blue | $200 |

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  |                       This is the end of KeyBlade999's                  |
  |                     FAQ for the GameBoy Advance game                    |
  |                               Monopoly.                                 |
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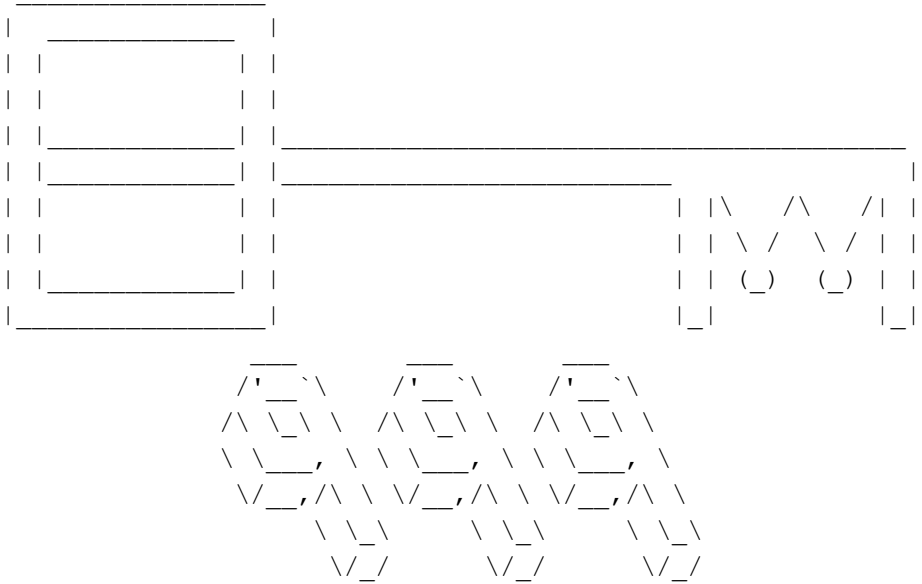
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