

Monopoly FAQ

by Apathetic Aardvark

Updated to v1.0 on Jan 5, 2005

This walkthrough was originally written for Monopoly on the GENESIS, but the walkthrough is still applicable to the PSX version of the game.

Monopoly FAQ

Copyright 2004, Apathetic Aardvark
All rights reserved

Email: sinenomine@gmail.com
Version 1.0 12/26/2004

Index/Table of Contents

Disclaimer.....	i
How to play/FAQ.....	ii
Credits.....	iii

i) Disclaimer (Legal stuff)

Copyright 2004, Apathetic Aardvark
All rights reserved.

The following sites have my permission to post this;
www.gamefaqs.com
www.neoseeker.com

Any site, magazine, or other form of media, that is not included on this list caught hosting this guide without my written consent is in violation of copyright laws and will be prosecuted to the full extent of the laws. In addition, a terrible curse will be placed upon you and any subsequent generations of your family.

ii) How to Play / FAQ

1. Getting Started
2. Taking a turn
3. The Properties & Rent Fees
4. Community Chest and Chance Cards
5. Frequently Asked Questions

1) Getting Started

Monopoly works just like the board game. However, since there are many different types of house rules observed in the home game, I felt it necessary to write a brief FAQ on this game.

Monopoly is playable by two up to eight players. They can be played by human or computer players. All the human players can share the same controller if necessary. Each player will be asked to pick from a token: Iron, Shoe, Thimble, Car, Wheelbarrow, Boat, Hat and Dog. It makes no difference which is selected, as the player who starts the game is randomly selected. There are eight computer players who may be selected. I do not believe it makes a difference in terms of difficulty who is selected, but their names are: Amanda, Mary Anne, Elizabeth, Gary Cant, Jeeves, Betty Sue, Paulie, and Billy Bob.

After every player has picked a token, a menu will appear asking to either start the game or configure special options. On the options menu, players may assign different amounts of starting money for other players, to balance out skill. Properties may also be assigned to players. Their token may be placed anywhere on the map also. Houses and hotels can also be placed on properties. The Short Game option allows you to set a time limit, the player with the most money [Cash + Assets] when time expires wins. You can also select a preset game [4 players maximum].

2) Taking a Turn

A player will randomly be selected to go first. As you have no property by default, you will want to roll the dice. If the player lands on a property, they may elect to buy it for the purchase value. If they do not have enough in cash, other properties may be mortgaged or buildings may be sold in an attempt to get enough money. A player may also elect to auction the property, in which case all players get a chance to bid on it. This is great if no other player has enough money to buy it at the sticker price, and you do, allowing you to get it for a discount. This option is not recommended on "hot" properties, such as Boardwalk.

If you land on another players property, you will have to pay them the appropriate rent. The rent level depends on many factors [See sub-section 3]. If unable to pay in cash, a player will have a chance to mortgage properties or sell houses/hotels. If still unable, or just unwilling to do that, a player declares bankruptcy and gives whatever properties she or he had to the player who she or he was eliminated by. If the player was eliminated by something else, all property will be auctioned off. Any mortgaged property obtained through eliminating a player must be un-mortgaged before it may collect rent for its new owner.

Other than properties, there are many other places a player may land with any roll of the dice. Railroads and utilities work like properties in terms of purchase, though have very different ways of collecting rent. Other than this, each side of the board has two or three other types of squares to land on. Chance and Community Chests are littered throughout the board. There are three of each. Both force a player to draw a card which can have one of many consequences, see sub-section four for details on these. There is also an income tax square, \$200 or 10% of the players total worth. This includes asset worth. There is also a set fee of \$75 as a luxury tax.

The corner squares are all unique as well. The starting corner is Go. Anytime a player crosses Go, she or he gets \$200 dollars. The next corner clockwise is the Jail. A player passing by is considered just visiting, though players in jail remain there for a while. The Next Corner is Free Parking. In many house rules, you get lots of money for landing there. In this game, you get nothing, you lose nothing. The square simply exists. The final square is a Go to Jail square. Players going to jail do not collect \$200 from passing go.

There are other ways to go to jail, but this is a common one. A player in jail

may post bail from the "c" menu when they are in jail, for \$50. They may also use a get out of jail free card, provided they have one. Rolling doubles also gets you out of jail. On the third turn in jail, a player is released and moves the number of squares as rolled on the dice. Another way to go to jail is by rolling doubles three consecutive times. While in jail, you can not move, but may still do every other action of the game.

Before a player rolls dice, any player may hit "C" to bring up a list of options. This list will show that player's assets [Sell Prices of buildings + mortgage prices] as well as their cash.

From this menu, a player may do many things:

-- Buildings: A player may buy buildings for any properties owned. In order to buy a building, the player must own all properties of that color [2 or 3 properties, depending on location]. There are eight sets of colored properties in the game. A player may build up to four houses on any one property. After that, a player may put a hotel onto that property. Houses and hotels have different prices for different locations on the map, here is the list:

Purple and Light Blue: \$50

Pink & Orange: \$100

Red & Yellow: \$150

Green & Blue: \$200

There can never be more than 32 houses or 12 hotels on the board at any time. When a hotel is built, houses are removed.

-- Mortgage: A player may mortgage a property to get some cash quick. A property mortgages for 50% of its normal buying price. To un-mortgage, a player must 55% of the normal buying price. Other players landing on a property which is mortgaged do not pay rent. This option is not recommended as a long term debt solution.

-- Trade: Ah, the good old trade option. Players can bargain properties or money with other players. Computer players do not use this well if they initiate it, often trading their nothing for your something. They will accept most offers, unless it gives you full control of a color. To get full control of a color from a computer player, you often need to give it full control, or a load of properties all over the place. This is one of the great options of the game, make sure to use it often.

-- Deeds: Shows you a list of all the properties, their cost, mortgage value and rent fees. This will show you almost exactly what sub-section three will.

-- General: This allows you to control the game options, such as game speed and turn order. Mostly an administrative menu.

3) Properties & Rent Fees

There are 28 properties in Monopoly. Each has a deed which is initially held by the bank. Once purchased via buying or auctioning, the said player assumes control of the property. On land properties, the value of it goes up if there are houses or hotels on it. If a player controls all the properties of any given color, but has no buildings on it, he or she is considered to have a building permit and the standard rent doubles until there is a building placed.

Railroads work differently for rent. If a player controls one railroad, the rent is \$25. It doubles for each additional railroad that player controls. Utilities work differently too. The rent is equal to the value of the dice

multiplied by 4. If a player controls both utilities, the value on the dice is multiplied by 10.

Properties rent starts to skyrocket once the third house is in place. If you have the choice of decking out one property and ignoring another, or getting them both to three houses, get them both to three houses. It is often best to control every property in ten consecutive squares if possible, making it an almost certainty that someone will step on something of yours.

I will list the stats of all the properties in the order they appear around the board. I may make some commentary too.

Mediterranean Avenue

Color: Purple

Price to Buy: \$60

Mortgage Value: \$30

Rent: \$2

Permit Rent: \$4

1 House Rent: \$10

2 House Rent: \$30

3 House Rent: \$90

4 House Rent: \$160

Hotel Rent: \$250

House/Hotel Build Cost: \$50

This property may be cheap to buy, but it is often useless. The maximum price it can hit a player for is only fifty dollars more than that player will get for passing go.

Baltic Avenue

Color: Purple

Price to Buy: \$60

Mortgage Value: \$30

Rent: \$4

Permit Rent: \$8

1 House Rent: \$20

2 House Rent: \$60

3 House Rent: \$180

4 House Rent: \$320

Hotel Rent: \$450

House/Hotel Build Cost: \$50

A better buy than Mediterranean, and for the same price. The only property in the game to have this uniqueness.

Reading Railroad

Color: None

Price to Buy: \$200

Mortgage Value: \$100

Rent: \$25

Rent 2 RR's: \$50

Rent 3 RR's: \$100

Rent 4 RR's: \$200

Best of the Railroads, multiple chance cards can force a player to this.

Oriental Avenue

Color: Light Blue

Price to Buy: \$100

Mortgage Value: \$50

Rent: \$6

Permit Rent: \$12

1 House Rent: \$30

2 House Rent: \$90

3 House Rent: \$270

4 House Rent: \$400

Hotel Rent: \$550

House/Hotel Build Cost: \$50

Vermont Avenue

Color: Light Blue

Price to Buy: \$100

Mortgage Value: \$50

Rent: \$6

Permit Rent: \$12

1 House Rent: \$30

2 House Rent: \$90

3 House Rent: \$270

4 House Rent: \$400

Hotel Rent: \$550

House/Hotel Build Cost: \$50

Connecticut Avenue

Color: Light Blue

Price to Buy: \$120

Mortgage Value: \$60

Rent: \$8

Permit Rent: \$16

1 House Rent: \$40

2 House Rent: \$100

3 House Rent: \$300

4 House Rent: \$450

Hotel Rent: \$600

House/Hotel Build Cost: \$50

St. Charles Place

Color: Pink

Price to Buy: \$140

Mortgage Value: \$70

Rent: \$10

Permit Rent: \$20

1 House Rent: \$50

2 House Rent: \$150

3 House Rent: \$450

4 House Rent: \$625

Hotel Rent: \$750

House/Hotel Build Cost: \$100

This is a nice property to nab, as there is a chance card which will send players here, giving the added possibility that one may visit.

Electric Company

Color: None

Price to Buy: \$150

Mortgage Value: \$75

Rent: \$4x Dice Total

Rent with Water Works: \$10x Dice Total

States Avenue

Color: Pink

Price to Buy: \$140

Mortgage Value: \$70

Rent: \$10

Permit Rent: \$20

1 House Rent: \$50

2 House Rent: \$150

3 House Rent: \$450

4 House Rent: \$625

Hotel Rent: \$750

House/Hotel Build Cost: \$100

Virginia Avenue

Color: Pink

Price to Buy: \$160

Mortgage Value: \$80

Rent: \$12

Permit Rent: \$24

1 House Rent: \$60

2 House Rent: \$180

3 House Rent: \$500

4 House Rent: \$700

Hotel Rent: \$900

House/Hotel Build Cost: \$100

Pennsylvania Railroad

Color: None

Price to Buy: \$200

Mortgage Value: \$100

Rent: \$25

Rent 2 RR's: \$50

Rent 3 RR's: \$100

Rent 4 RR's: \$200

St. James Place

Color: Orange

Price to Buy: \$180

Mortgage Value: \$90
Rent: \$14
Permit Rent: \$28
1 House Rent: \$70
2 House Rent: \$200
3 House Rent: \$550
4 House Rent: \$750
Hotel Rent: \$950
House/Hotel Build Cost: \$100

Tennessee Avenue
Color: Orange
Price to Buy: \$180
Mortgage Value: \$90
Rent: \$14
Permit Rent: \$28
1 House Rent: \$70
2 House Rent: \$200
3 House Rent: \$550
4 House Rent: \$750
Hotel Rent: \$950
House/Hotel Build Cost: \$100

New York Avenue
Color: Orange
Price to Buy: \$200
Mortgage Value: \$100
Rent: \$16
Permit Rent: \$32
1 House Rent: \$80
2 House Rent: \$220
3 House Rent: \$600
4 House Rent: \$800
Hotel Rent: \$1000
House/Hotel Build Cost: \$100

This property can be reached via a chance card of go back three spaces, from the nearby chance slot.

Kentucky Avenue
Color: Red
Price to Buy: \$220
Mortgage Value: \$110
Rent: \$18
Permit Rent: \$36
1 House Rent: \$90
2 House Rent: \$250
3 House Rent: \$700
4 House Rent: \$875
Hotel Rent: \$1050
House/Hotel Build Cost: \$150

Indiana Avenue

Color: Red

Price to Buy: \$220

Mortgage Value: \$110

Rent: \$18

Permit Rent: \$36

1 House Rent: \$90

2 House Rent: \$250

3 House Rent: \$700

4 House Rent: \$875

Hotel Rent: \$1050

House/Hotel Build Cost: \$150

Illinois Avenue

Color: Red

Price to Buy: \$240

Mortgage Value: \$120

Rent: \$20

Permit Rent: \$40

1 House Rent: \$100

2 House Rent: \$300

3 House Rent: \$750

4 House Rent: \$925

Hotel Rent: \$1100

House/Hotel Build Cost: \$150

A chance card can force a player here.

B. & O. Railroad

Color: None

Price to Buy: \$200

Mortgage Value: \$100

Rent: \$25

Rent 2 RR's: \$50

Rent 3 RR's: \$100

Rent 4 RR's: \$200

Atlantic Avenue

Color: Yellow

Price to Buy: \$260

Mortgage Value: \$130

Rent: \$22

Permit Rent: \$44

1 House Rent: \$110

2 House Rent: \$330

3 House Rent: \$800

4 House Rent: \$975

Hotel Rent: \$1150

House/Hotel Build Cost: \$150

Ventnor Avenue

Color: Yellow

Price to Buy: \$260
Mortgage Value: \$130
Rent: \$22
Permit Rent: \$44
1 House Rent: \$110
2 House Rent: \$330
3 House Rent: \$800
4 House Rent: \$975
Hotel Rent: \$1150
House/Hotel Build Cost: \$150

Water Works
Color: None
Price to Buy: \$150
Mortgage Value: \$75
Rent: \$4x Dice Total
Rent with Electric Company: \$10x Dice Total

Marvin Gardens
Color: Yellow
Price to Buy: \$280
Mortgage Value: \$140
Rent: \$24
Permit Rent: \$48
1 House Rent: \$120
2 House Rent: \$360
3 House Rent: \$850
4 House Rent: \$1025
Hotel Rent: \$1200
House/Hotel Build Cost: \$150

Pacific Avenue
Color: Green
Price to Buy: \$300
Mortgage Value: \$150
Rent: \$26
Permit Rent: \$52
1 House Rent: \$130
2 House Rent: \$390
3 House Rent: \$900
4 House Rent: \$1100
Hotel Rent: \$1275
House/Hotel Build Cost: \$200

North Carolina Avenue
Color: Green
Price to Buy: \$300
Mortgage Value: \$150
Rent: \$26
Permit Rent: \$52
1 House Rent: \$130
2 House Rent: \$390

3 House Rent: \$900
4 House Rent: \$1100
Hotel Rent: \$1275
House/Hotel Build Cost: \$200

Pennsylvania Avenue
Color: Green
Price to Buy: \$320
Mortgage Value: \$160
Rent: \$28
Permit Rent: \$56
1 House Rent: \$150
2 House Rent: \$450
3 House Rent: \$1000
4 House Rent: \$1200
Hotel Rent: \$14000
House/Hotel Build Cost: \$200

Short Line Railroad
Color: None
Price to Buy: \$200
Mortgage Value: \$100
Rent: \$25
Rent 2 RR's: \$50
Rent 3 RR's: \$100
Rent 4 RR's: \$200

Park Place
Color: Blue
Price to Buy: \$350
Mortgage Value: \$175
Rent: \$35
Permit Rent: \$70
1 House Rent: \$175
2 House Rent: \$500
3 House Rent: \$1100
4 House Rent: \$1300
Hotel Rent: \$1500
House/Hotel Build Cost: \$200

Boardwalk
Color: Blue
Price to Buy: \$400
Mortgage Value: \$200
Rent: \$50
Permit Rent: \$100
1 House Rent: \$200
2 House Rent: \$600
3 House Rent: \$1400
4 House Rent: \$1700
Hotel Rent: \$2000
House/Hotel Build Cost: \$200

A chance card can force a player here. The rent costs go up very quickly here, but Boardwalk and Park Place are seldom hit. Invest in three property colors if the choice exists.

4) Community Chest & Chance Cards

There are three Chance and Community Chest squares on the board. Community Chest cards are often better to get, but both can have big payoffs... or big debts. Here is a list of all the cards.. I may be missing a community chest one... hmmm..:

Community Chest:

- 1) Receive for services, \$25.
- 2) You have won second prize in a beauty contest. Collect \$10.
- 3) Doctor's Fee, Pay \$50.
- 4) Advance to Go, Collect \$200.
- 5) From sale of stock, you get \$45.
- 6) Xmas fun matures, collect \$100.
- 7) You are assessed for street repairs. \$40 per house. \$115 per hotel.
- 8) Grand opera opening. Collect \$50 from every player for opening night seats.
- 9) Get out of Jail, free. This card may be kept until needed or sold.
- 10) Pay hospital \$100.
- 11) You inherit, \$100.
- 12) Life insurance matures, collect \$100.
- 13) Bank Error in your favor, collect \$200.
- 14) Go to jail. Go directly to jail. Do not pass Go. Do not collect \$200.
- 15) Income tax refund. Collect \$20.
- 16) Bank error in your favor. Collect \$200.

Chance:

- 1) Advance token to the nearest railroad and pay the owner twice the rental. If railroad is un-owned you may buy it from the bank.
- 2) Advance token to the nearest railroad and pay the owner twice the rental. If railroad is un-owned you may buy it from the bank. [Yes, there are multiple ones of these]
- 3) Advance token to nearest utility. If un-owned you may buy it from the bank. If owned, throw dice, pay owner ten times amount.
- 4) Pay poor tax of \$15.
- 5) Advance to Go, Collect \$200.
- 6) You have been elected chairman of the board. Pay each player \$50.
- 7) Go directly to jail. Do not pass Go. Do not collect \$200.
- 8) This card may be kept until needed or sold. Get out of jail free.
- 9) Take a ride on the Reading [Railroad]. If you pass Go, collect \$200.
- 10) Advance to Illinois Avenue. [Collect \$200 if you pass Go].
- 11) Bank pays you dividend of \$50.
- 12) Your building and loan matures. Collect \$150.
- 13) Go back 3 spaces.
- 14) Take a walk on the Board walk. Advance token to Board Walk.
- 15) Make general repairs on all your property. For each house, pay \$25. For each hotel, pay \$100.
- 16) Advance to Saint Charles Place , If you pass GO , collect \$200.

5) Frequently asked questions

