



Etiwanda School District Battle for the Library MONOPOLY® Tournament FAQs

GENERAL

1. **Will Etiwanda School District (ESD) Battle for the Library MONOPOLY® Tournament use the new optional Speed Die rules (found in most MONOPOLY® game sets since 2008)?**

No. Although many newer MONOPOLY® game sets include optional Speed Die rules, the regular standard rules will be employed during the ESD Tournament.

2. **How many rounds of play are guaranteed for each registered player of the ESD Tournament?**

All registered players will play in two preliminary 90-minute rounds. The top four players in each division will then play in their respective divisional finals match along with last year's division champion if available. If last year's champion in a division is not available then the top 5 players the division will advance to the finals. There is a first place prize for each division.

3. **May a student in grades 5-12 play in the senior division?**

Yes. Junior players may choose to register for the Senior Division, but must then compete as Senior Division players for the entirety of the competition.

4. **How much money does each player start with?**

\$1,500. (2 x \$500, 4 x \$100, 1 x \$50, 1 x \$20, 2 x \$10, 1 x \$5 and 5 x \$1).

5. **May I play using my own "lucky" MONOPOLY® token from home?**

Yes! While the eight standard tokens of current MONOPOLY® sets will be available to all players to choose from (Top Hat, Scottie Dog, Race Car, Shoe, Iron(Cat), Battleship, Wheelbarrow, and Thimble), players may instead choose to bring one (or more) of their "lucky" MONOPOLY®-themed tokens from home. However, players must abide by the following rules before such a token will be permitted in a ESD tournament game:

- All players, the Banker, AND the Tournament Organizer for that game must agree to allow that token to be played. Anyone involved with that game may object to a token for any reason.
- Such a token must be from an official Parker Brothers, Hasbro, Franklin Mint, USAopoly, Winning Moves Games, Winning Solutions, or other officially-licensed production set. Homemade tokens are not permitted.
- The token must not be altered in any way (clipped, trimmed, painted, smashed, etc.), other than through regular wear and tear from normal game play.
- Two players may not play with the same "type" of token: i.e., if one player brings their 75-year-old "lucky" Top Hat token from home, then two players in the same game may not play with a Top Hat token of any style (one from home and one from the tournament game set). They may instead roll the dice to determine which player may play with a Top Hat token of their choice, or one of the players may simply choose another token.

6. **May I keep my money in my pocket or under the table?**
No. Your money must be in view of the Banker, judge and other players at all times during play. You may leave it in a pile, put your hand on top of it, and even turn it face down, so it's not clear exactly how much you have, but it must all be on the table – you can't hide a note in your pocket and put it back into play later. NOTE: You never have to tell anyone how much money you have, even if asked.
7. **May I ask a friend, opponent, observer, Banker, or bystander for advice during play?**
No. You may not give or take advice from anyone during the game. **Note:** One player suggesting to another to mortgage a particular property, build or not build houses & hotels, or any other advice about managing another player's resources or actions is not allowed. However, in the context of trade negotiations, pointing out to another player the advantages or disadvantages of a trade, including what can be done with the resources received in a trade once it is transacted, is an integral part of the "MONOPOLY® Property Trading Game." Yet once such a trade is transacted, advice of any sort may not be given unless it is part of another trade discussion toward the transacting of another trade. In short, players may not play for other players, but they do have "freedom of speech" as long as they are discussing a trade (even if to discourage a trade).
8. **If the time runs out in a time-limit game, does play stop immediately, or do all players left in the game finish taking an equal number of turns?**
No. When the time is up, the player whose turn it is finishes their turn. The game is then over. If that player had rolled doubles, they must finish all rolls caused by one or more doubles rolls.

RENT

9. **How long do I have to ask for rent?**
 In tournament Monopoly®, you may ask for rent until two other players have rolled the dice. As soon as the dice have left the hand of a second player, it is too late to ask for rent. Once rent has been requested, it must be paid, even if it takes longer than two players' turns to transact that payment. This rule is to encourage good sportsmanship, attentiveness on the part of all players, and a reasonably paced game.
e.g., Player A lands on your property, Player B takes a turn (and even rolls doubles!). You may still ask for rent. As soon as the dice leave Player C's hand, you have missed your chance to request the rent owed to you by Player A.
10. **May I ask another player what the rent is on one of their properties?**
Yes. You don't have to land on a space to ask what its rent is.
11. **Am I allowed to accept property instead of rent?**
Yes! A landlord may accept any tangible assets in exchange for all or part of a rent that is due. However, accepting ONLY cash that is less than the total due a landlord is not allowed, since this constitutes a partnership or a partial rent immunity, both of which are not allowed in tournament MONOPOLY®.
12. **What happens if someone calls for rent while the next player has just thrown the dice?**
If the dice are already on the table when someone calls for rent, the roller moves their token and takes action for the space they land on. Once their turn is over, the other player may collect the rent owed from earlier in the game.
If the dice are still in the air when someone calls for rent, place the roll to one side and settle the previous rent immediately. The roller then moves according to their roll (unless they were the rent-payer and were bankrupted on that turn).

This rule is typically important for players about to go bankrupt, since determining whom they go bankrupt to can be very important for the outcome of the game.

TURNS

12. When does a turn actually end?

When a player has rolled the dice, moved, and carried out any actions on that space, their turn is officially over. If they rolled a double, their turn continues until all doubles rolls are resolved or they go to Jail (at which point their turn ends immediately). Remember that players may only transact trades, build or sell back buildings, mortgage properties, or conduct any other business **in between anyone's turn or anytime during their own turn.**

13. Once I roll the dice, do I have to move my token immediately?

Yes. Delaying the game, especially in timed tournament games, is not allowed.

TRACK SPACES

14. When do I collect \$200 for passing GO?

Whenever you cross the black line in-between Boardwalk and GO, you have "Passed GO" and are due your \$200 Salary from the Bank. Wherever you land after that (on GO, beyond GO, or even on a Community Chest or Chance space that sends you to Jail) has no effect upon the \$200 you are now due from the Bank.

15. If my token is on "Just Visiting" may I choose to go to Jail?

No.

16. When I'm in Jail, may I roll again if I get out by rolling a double?

No. Use the double you rolled as your move and then end your turn. The double "paid" your bail fine for you.

However, if you first pay the \$50 bail fine or use a card to get out of Jail before you roll and then roll a double, move and roll again (it was not the double that got you out of Jail).

CARDS

17. May I use a Get out of Jail Free Card to pay the \$50 bail even after I've rolled three times and must now leave Jail?

Yes. This saves you having to pay the \$50 bail fine.

18. Someone accidentally flips the wrong card (e.g. Chance instead of Community Chest), or accidentally reveals a card that should not have been otherwise revealed. What happens now?

The Banker shows the card that was revealed by accident to all players, then returns it back to the top of the deck, facedown. Then, if a card from a different pile was supposed to have been drawn, that player draws the appropriate card. This prevents players from "accidentally" revealing a card in hopes that a disadvantageous card is then skipped altogether. (In other words, once the draw decks' random order is fixed at the beginning of the game, it may not be changed by human error, whether accidentally or intentionally).

BUYING, SELLING AND TRADING

19. May I sell properties back to the Bank?

No. If you go Bankrupt because of what you owe the Bank, give your Title Deed cards to the

Banker, who auctions them off to the highest bidder in the order that the properties are situated clockwise around the board from GO.

20. May I sell houses to other players?

No. You may only sell houses and hotels to the Bank (at half their original price).

21. May I sell a Get Out of Jail Free card for more than \$50?

No. You may sell and/or trade it for any amount up to \$50, but no more.

22. How much time can a trade or deal between players take?

As a general guide, players may continue to discuss one or more trades for as long as they like, so long as all players agree to the discussions continuing. However, if one player wishes a limit on the trade discussions to keep the game moving, then they may ask the Banker to impose a one-minute time limit to resolve a trade discussion that has already been taking place for some time. After 60 seconds, the Banker will then demand that the dice are rolled if no trade has transacted. Trade talks may still continue as play carries on, however. The Banker and/or Judge determines what is fair, in the spirit of the game, such that trade talks are still a key part of the game, while also not allowing players to stall & take advantage of time limits. *The spirit of the MONOPOLY® Property Trading Game is paramount, and should be maintained, at the subjective discretion of the Banker and/or Judge, at all times.*

Important notes regarding the one-minute trade-talks time limit: The player who requests the 60-second time limit must then stay out of the trade conversation to allow the other players to peaceably discuss their deal. If he/she interjects during the 60 seconds, then the timer is reset and the one-minute discussion limit begins again.

Whenever a trade is transacted, the Banker's clock is reset to 60 seconds, since subsequent trades may then also take place. Also, if a trade does transact before time expires, all players may then take a reasonable amount of time to then mortgage properties and build houses/hotels as needed.

However, if a Banker thinks players are intentionally trading slowly to delay the game, the Banker may involve the Judge to make the decision to stop the trade and allow the next player to roll.

NOTE: Remember that all players may "talk trade" at any and all times during the game. So, plan ahead and begin your trade negotiations early so your trades can be transacted in a timely manner that works to your advantage.

23. May I agree to favor another player later in the game to avoid paying rent? (e.g., "I won't build any hotels on the Dark Blue spaces if you let me off rent on the property I've just landed on.")

No. This counts as forming partnerships with another player and is not allowed. You may only trade with money, properties, or Get Out of Jail Free cards you have at the time of the deal. Future promises are not enforceable and therefore may not be offered or accepted as part of trades.

e.g., Player A lands on Player B's property. The rent is huge. Player B **cannot** let Player A off the rent in exchange for a promise that Player A will do the same in return if Player B lands on one of Player A's properties later in the game. However, Player B **can** agree to take some of Player A's properties instead of all or part of the rent, as those properties belong to Player A at the time of the trade.

24. May I transact a trade with one player during another player's turn?

No. Trades that take place during a turn must involve the player whose turn it is. Between turns, any player may trade with any other player.

e.g., Player A rolls. Player B tries to trade with Player C in order to affect the outcome of Player A's turn. This is not allowed.

However, you may always discuss trades, without stopping the game, at any time. Keep rolling the dice and taking turns as you negotiate trades. Using the example above, Players B and C can discuss trades while Player A is taking a turn, but they cannot complete a trade until Player A has finished his or her turn.

25. How many times can I trade one property with the same player?

There is no hard and fast rule to say that the same property cannot change hands any number of times between any number of players. However, forming partnerships with one player to delay the progress of a game, or to form an illegal alliance or act of collusion, is not allowed.

26. If, during a building shortage, I want to buy houses for my properties and another player wants to break down a hotel and swap it for four houses, who gets priority?

You do. Players who want to build always have priority.

27. During an auction because of a housing shortage, may I still trade with other players?

No. No trading is allowed during a housing shortage auction.

28. What happens when more than one player wants to break down hotels for houses at the same time, but there are a limited number of houses left?

Where possible, the Banker divides the houses equally between the players. Spare houses cannot be sold this turn. Players receive half the sold houses' & hotels' values in cash for the remaining houses.

e.g. Players A and B both want to break down one hotel each. There are 4 houses left. Both players receive 2 houses each plus half the cash value of the other two houses they each did not receive.

If houses cannot be shared out equally, any remaining houses stay in the Bank. If, in the example above, there were 5 houses left instead of 4, players would receive the same number of houses and one would remain in the Bank.

29. In a housing shortage when two or more players are bidding for the same houses, may I increase the number of houses I want to buy during the auction?

No. Players must announce how many houses they want before the auction starts. You may not increase the number of houses you wish to bid for once the auction has begun. However you may decide not to bid for some of the houses you originally asked for (for example, if you run low on funds).

30. May I still trade with my opponent if there are only two of us left in a preliminary game?

No. In preliminary games (all games except the Final), no further deals or trades are allowed when only two players remain.

BANKRUPTCY

31. If I go bankrupt to another player during my turn, may I mortgage properties that were not mortgaged at the start of that turn before giving them to that player?

No. If you cannot raise the full amount you owe to the other player, hand over your properties in the state they were in before you had rolled the dice and landed on their property. For example, if you had three mortgaged properties and three unmortgaged ones before you moved for that turn, this is what you must give the player who bankrupted you, even if you tried to mortgage properties to raise cash in an attempt to pay them. *This rule stops players from deliberately mortgaging their properties to make the player who bankrupts them pay 10% of the cost of those properties before handing them over.*

32. May I refuse mortgaged properties I get from a player I have bankrupted?

No. If you don't have enough money to pay the 10% fee to the Bank when you receive a mortgaged property from another player, then you go bankrupt to the Bank.

DICE

33. May I roll the dice one at a time?

No. Both dice must be rolled at once. If this does not happen, roll again.

34. What should I do if I roll the dice and one (or both) of them ends up resting off of the game board or on top of a game card?

Re-roll the dice. Legal rolls must end up with both dice resting only on the game board.

SCORING

35. How will players' scores and the finalists of each division be determined?

After each round, each player's score will be calculated as total assets held by the player. Assets are a sum of total cash, properties and house/hotel values owned at the end of the game.

Each player's total assets from both rounds will then be combined, and the players with the highest combined Total Assets from both preliminary rounds will advance to the final round.

36. How will the finalists be determined if one or more of the top players in a division have a tie score?

In the very unlikely case of a tie score when determining the finalists, ties will be broken using the following criteria in the following order:

- A. If two players are tied, then all such tied players will be allowed into the final game, with a maximum of 5 players in the final, if need be.
- B. If two players are tied and it would create a final game of more for the division than 5 players, then the higher point total will be awarded to the player who has the highest value of money for the two rounds.

37. Will the final round match be timed?

Yes. After a 90-minute time limit game, if a winner is not yet determined, then players' total asset values will be tallied to determine the Tournament Senior Division Champion and Junior Division Champion.

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Based on Monopoly FAQ by Tim Vandenberg