

INTERNATIONAL MONOPOLY

1. OVERVIEW

As you probably know, the game of monopoly has been adapted to many different countries. The idea is to play many such games simultaneously while permitting international tourism and immigration. Standard monopoly rules govern each individual board, except as discussed in Sections 3.2. The following section governs the international aspects of the game.

2. INTERNATIONAL ASPECTS

2.1. SETTING UP

With a minimal amount of shouting and arm-wrestling, the players should distribute themselves as equitably as possible among the different countries. It would be nice if each board had at least one interpreter (at least at the outset).

Each country should then appoint both a banker (whose duties are spelled out in standard Monopoly) and an immigration officer (whose duties are spelled out here). These positions can be filled by players or non-players. The positions are temporary because players will travel from country to country. As play progresses, both the banker and the immigration officer must be chosen from among those seated at the country's table (citizenship is not necessary).

The banker sets up the board as in standard Monopoly. The immigration officer provides each citizen with a passport on the form provided by the organizers. A passport is not valid until it contains (a) the citizen's signature, (b) a portrait of the citizen (in pencil, crayon, ink, or water colours), and (c) four official stamps on the country's own page (as explained later, four official stamps on any country's page is equivalent to citizenship in that country).

Finally, the immigration officer must, in consultation with his fellow citizens, select a national anthem (whose purposes will become apparent later).

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2.2. TAKING TURNS

The move will go clockwise, both around the players seated around any board, and around the boards which will be arranged in a large circle around the room.

At the beginning of the game, each player must take a seat at her country's board. Then, as in standard Monopoly, each player will throw the dice and the player with the highest total will wind up with the first turn at her country's board. The second player to move will be the one on her left, and the move will continue to change clockwise around the table (regardless of the surrounding mayhem).

Then, each country's lead player throws the dice again, and the lead player with the highest total starts the game. The second player will be the lead player at the second table, the third player will be the lead player at the third table, and so on until the first table is reached again. Then the second player on the first table plays, etc., etc.

In standard Monopoly, each player waits until the previous player has finished her turn (and assorted trades and swindles have taken place). In this game, you need only wait on the action at your own board. For example, the second table's lead player can roll immediately after the first table's lead player has rolled, the third table's lead player can roll immediately after the second table's lead player has rolled, and so on.

A "move" means the same here as in standard Monopoly, except that a player rolling doubles must wait until his country's turn before he can roll the dice again.

2.3. TRAVELING INTERNATIONALLY

There are two means of traveling between countries.

A player who lands on "GO" can either leave his token where it stands or move it to "GO" in any other country (he collects his \$200 stipend only once). A player who lands on "GO" after rolling a double *must* leave the country.

A player who lands on a railroad can either leave his token there or move it to any railroad in any country. The player can buy the originating railroad if it is unowned and must pay rent if it is owned. The player can buy the destination railroad if it is unowned and must pay \$100 rent if it is owned. A player who lands on a railroad after rolling a double *must* leave the country.

(Since you never have to pay rent if the owner doesn't notice (walk quietly), traveling between railroads requires the use of a temporary second token for the originating railroad. The organizers have this sorted out.)

After traveling, one must relinquish one's duties as a banker or immigration officer in the originating country's board and take a seat at the destination country's board. This seat should be immediately to the right of the player who will roll the dice next (this seat-switching could get wild).

2.4. EXCHANGING CURRENCY

The organizers will fix the exchange rates at the start of the game (floating exchange rates would be nuts).

2.5. ACQUIRING CITIZENSHIP

Foreigners are treated exactly as citizens with respect to standard Monopoly.

However, every time a foreigner lands on or passes over "GO", she should obtain not only a stipend from the banker but also an official stamp from the immigration officer. (Landing on "GO" enables one to not only get the stipend and the stamp, but also to leave. However, it does not entitle one to a stipend and a stamp in the new country).

When four such stamps on a country's page have been acquired, the foreigner can become a citizen. The only further requirement is that the new citizen join the other citizens in a rousing rendition of the national anthem.

2.6. EXERCISING CITIZENSHIP

Citizenship has two perks (in addition to singing the national anthem).

First, if *all* the citizens of a country agree, they can choose to nationalize *all* the property in their country (including their own). Nationalization means that the banker collects the deeds to all the country's owned properties, and then hands the deeds to the immigration officer who randomly distributes them to the country's citizens. Houses and hotels are left intact but have no significance for visitors until one player collects all the cards of a given colour-group. Similarly, mortgages are left intact until paid by the new owner. Nationalization will lead to a great deal of trading among the country's citizens, and to one or more distinctly unhappy former property owners who hadn't quite yet attained citizenship. (This might get loud, particularly when a former property owner lands on his former properties.)

Second, players may at any time resign from the game by placing their cash in the middle of any table (to be won by the next player landing on Free Parking) and by randomly distributing their deeds and cards among *all* the citizens of any country (probably one of their

own countries, unless they have been grossly mistreated). As in nationalization, buildings and mortgages are left intact.

3. STANDARD MONOPOLY

3.1. LOCAL RULES

“Standard Monopoly” is a slight over-generalization because every board uses its own local rules. Most boards (such as the German board) use a direct translation of the American local rules, and the remainder of this section will modify and clarify those rules. Other boards (such as the Belarussian board) have some interesting quirks, and the organizing committee will provide suitable modifications and clarifications to their local rules before the game begins.

3.2. MODIFICATIONS TO THE AMERICAN LOCAL RULES

All taxes and fines are placed in the middle of the board, and collected periodically by players landing on “Free Parking”. Landing on “Income Tax” results in a tax of \$200 regardless of your wealth.

The bank has an inexhaustible supply of houses and hotels. The bank does not collect interest on loans. Properties may be traded with buildings (and mortgages) attached.

If a player is bankrupted by the bank, she must put her cash in the middle of the bank’s table (to be won by the next player landing on Free Parking) and must randomly distribute her deeds and cards among the bank’s country’s citizens (buildings and mortgages are left intact).

The organizers reserve the right to introduce additional community-chest or chance cards at any point before, during, or after the game.

(Players are advised that every board will start with N additional community-chest cards and N additional chance cards, where N is the total number of countries. One of these N cards is a glorified get-out-of-jail-free card, allowing the player to return to the present country at any time. The remaining $N-1$ cards are glorified go-directly-to-jail cards, forcing the player to travel to one of the other $N-1$ countries (and to its jail in particular).)

3.3. CLARIFICATIONS OF THE AMERICAN LOCAL RULES

An owner may not collect rent if he fails to ask for it before the *second* player following (at the property’s table) throws the dice.

There can be no more than one hotel per property. The bank does not place \$500 in the middle of the table.

If a jailbird’s third throw of the dice is not doubles, then the jailbird must pay \$50 and must move the total on the dice that have already

been thrown. Similarly, electricity and water bills are determined by the dice that have already been thrown.

Players cannot loan money to their friends. Players cannot deliberately fail to collect rent from their friends.

Once a player has rolled the dice, she must do as instructed without trading with anyone (except the bank). If she is unable to do this, she is doomed.

4. MISCELLANEOUS

4.1. AMBIGUITIES

Disagreements arising from ambiguities in these rules or those of standard Monopoly will be resolved by enthusiastic discussions (or, in extreme circumstances, by enthusiastic discussions among the organizers alone).

4.2. CHEATING

Please note that cheating is *not* in the spirit of this particular game.

This would include cheap maneuvers like stealing cash or title deeds, falsifying passport information, lying about such matters, deliberately mistranslating Mongolian, deliberately being unable to add two integers between one and six, and deliberately being unable to count up to an integer between two and twelve. Please don't.

Rather, in case of dire circumstances, go bankrupt with grace and hassle your implacable enemies by assisting their opponents. Bankrupt players can serve as bankers or immigration officers. And, in addition, bankrupt players acquire the right to sing their national anthems whenever they please (citizenship is irrevocable regardless of voice quality).