

Property Trading Game from Parker Brothers®

OFFICIAL GAME Tournament KIT

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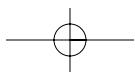
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ABOUT THE TOURNAMENTS:

For a number of years, groups of MONOPOLY game players throughout the world have been organizing their own local tournaments with the help of Hasbro. These tournaments have helped many organizations raise money for worthy charities, and provided a fun experience for everyone involved.

We are pleased to have you and your organization join in the fun of MONOPOLY by hosting a tournament in your area. Below are game rules and suggestions for planning your successful MONOPOLY tournament. Good luck and have fun!

TO QUALIFY AS AN OFFICIAL TOURNAMENT

Hasbro has established the following rules for running an "official" tournament:

- **Use the MONOPOLY property trading game from Parker Brothers and abide strictly by the rules for the long, full game. DO NOT use the rules for shorter games.**
- **You must have a minimum of 24 players and return the enclosed registration form with their signatures.**
- **The tournament must have at least two rounds, each with a 90-minute time limit. The final round must have six players.**
- **All advertising and promotional material you prepare must conform to the guidelines in this kit and must be submitted to Hasbro Games for approval at least four weeks prior to production.**
- **You must register your tournament with Hasbro Games by returning the Event Registration Form included in this kit.**

STEP ONE

MAKE IT OFFICIAL



REQUIREMENTS

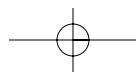
The following requirements must be complied with:

Equipment Only Parker Brothers' property trading game sold under the trademark MONOPOLY may be used. Alterations to the board or pieces are not allowed.

Non-profit Status Tournaments may not be run for gain or profit. **Net proceeds, if any, must be contributed to a bona fide, tax-exempt charity.** Hasbro Games provides, at no cost to organizations, this tournament guide and is available to answer inquiries specific to the game. No individual may charge a fee to act as a Tournament Organizer.

Advertising & Promotion If you design your own advertising and promotional materials, follow these guidelines:

- The first or most prominent use of the word MONOPOLY on a document, a page, or digital file must always be followed by a ®. The word MONOPOLY must always appear in all capital letters when used in text.
- In referring to the game, the word MONOPOLY should not be used alone, but rather



must be used as an adjective with "game" or "property trading game."

- Any use of the word MONOPOLY, or picture of the game board or its components (together or separate) must include the following:

The MONOPOLY name and logo, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements on the board and the playing pieces are trademarks of Hasbro, Inc. for its property trading game and game equipment. © 2002 Hasbro, Inc. All rights reserved. Used with permission.

- Any representation of the MONOPOLY game board must show the entire board and must be an accurate representation of the board. There can be no alterations, additions, or deletions from the board.
- You must submit all material for approval at least four weeks before it goes to print.
- You should not assume approval until you receive written approval from Hasbro, Inc.

Send to: Monopoly Game Tournament Director
Hasbro Games
443 Shaker Road
East Longmeadow, MA 01028-3149

Relationship The relationship between Hasbro Games and the tournament organizers is that of independent contractors. As such, each party shall have no authority to incur any obligations on behalf of the other party.

Pertinent Laws The tournament must be run in accordance with all applicable local, state and federal laws.

Indemnification By registering their tournament, the organizers agree to defend and indemnify Hasbro Games against any claims arising from injury or other causes in connection with the tournament.

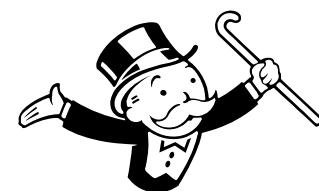
Non-Exclusivity Hasbro Games will not grant to any sponsoring charity exclusive permission with regard to MONOPOLY property trading game tournaments.

PLANNING YOUR TOURNAMENT

The key to a successful event is planning. Organize well and allow plenty of time to complete the essential details. Begin by considering the following:

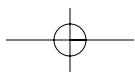
Who is playing? Are you looking for a particular age group? Do you want families, college students, high school students or simply anyone? (We recommend setting an eligibility age no lower than eight years old.)

Where will you play? Choose a site that can comfortably accommodate the anticipated number of players. Make sure the room is well ventilated with adequate lighting and fire



STEP TWO

ORGANIZE
THE DETAILS



exits. (If your tournament will be held outdoors, reserve the place and post an alternate date in case of bad weather.)

How much time? Allow at least half a day for your tournament. This will allow at least one preliminary round and the final game. When preparing your schedule, remember the time it takes to register and seat players; to brief them on play procedure; to answer questions; to total assets at the end of each game; to present awards; etc...

Who will help? Don't try to handle all the tournament arrangements on your own. Appoint a tournament committee or ask some reliable friends to help out. **Assign duties well in advance.** Remember, for the actual tournament you will need an official judge and some tournament directors. (We recommend one director for every eight players.)

MATERIALS NEEDED

Registration Table Whether or not your players are pre-registered for the tournament, set up a registration table and take their names as they arrive. Each player must sign the Participant Registration Form. Their signatures will serve as proof that the tournament had 24 players and can thus be officially sanctioned by Hasbro Games.

Tables and Chairs Ideally, tables should be set up for four players. In order to accommodate odd numbers, however, tables can be set up for a minimum of three and a maximum of five players. (In this case round tables are best.) Make sure they're large enough to hold the MONOPOLY game and equipment. Number each table so players know where to go after they register.

MONOPOLY Games One per table. Only Hasbro Games equipment sold under the trademark MONOPOLY may be used. Hasbro Games will often supply the MONOPOLY games and will sometimes supply additional Hasbro games to be offered as prizes. Note that Hasbro Game's corporate giving policy allows donations of games, at most every, other year. Therefore, you may want to save your MONOPOLY games to use in future tournaments. Alterations to the board or pieces are not permitted. Long-game rules must be used.

Score Sheets Allow one score sheet per player for each preliminary round and one for each player in the final game.

Pencils Unless players bring their own, have pencils on hand to tally final assets at the end of each round.

Clock A clock should be visible to all players.

Telephone This is important if your tournament is a fund-raising event and you are expecting phone-in pledges. It is also useful if you need to contact the press during the event, or if there is an emergency.

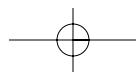
Optional: Extra hand calculators (for tallying scores), microphone (for the official judge if the room is large), note pads, spectator chairs, scoreboard (to keep track of round winners), name tags, wastepaper baskets, water jugs, glasses, refreshments, and whatever else will help your players enjoy playing.

FUNDRAISING TECHNIQUES

Charge Admission Charge an entrance fee for each tournament player and/or spectator.

Enlist Business Sponsors

- Local businesses can sponsor a table by matching players' accumulated assets with a penny, nickel, dime or more per MONOPOLY dollar. Scores for individual players have been recorded from \$500 to \$20,000.
- Local merchants can pay a flat fee, such as \$500, to sponsor a table. Recognize the sponsors with individual table plaques and credit the sponsors in all publicity materials.
- Individual businesses can sponsor a table on a graduated fee schedule based on the number of preliminary rounds per table. For instance, sponsors of first preliminary-round tables could pay a fee of \$100, sponsors of second round tables could pay \$200 and sponsors of the final round table could pay \$500.



- Local merchants and businesses can buy deed cards or shares in a deed card. The number of patrons per deed card need not be limited. Recognize the patrons in a special booklet, place the patrons' names on an honorary display prepared for exhibition at the tournament and/or make a special presentation/announcement of patrons.

Enlist Media Sponsors

- Local television stations, newspapers and radio stations can purchase sponsorships similar to the ones for business sponsors for either a monetary donation or trade (i.e. player spots for ad space, television spots, on-air mentions,etc...).

Request Contributions

- Ask players or spectators to make a dollar amount contribution. Enlist community members to donate food and refreshments to be sold during or after the tournament.
- Request donations of merchandise, store credits and services (for example, dinner for two in a local restaurant) that can be auctioned off during or after the event.

Use any of these techniques or combination of them. You may want to consider tying in the local tournament with a dinner, raffle or community event and expanding the theme to include these elements.

STAFFING YOUR TOURNAMENT

The Official Judge Appoint an official judge. This person's decision will be final in the case of a rules dispute. The judge must be thoroughly familiar with the MONOPOLY game rules and should also be responsible for the players before the tournament.

Bankers Ideally, a non-player should serve as Banker at each table. You might approach a local bank and ask if any of their tellers would like to participate. If not, perhaps some of the tournament spectators might help out. If neither is possible, a player from each table must act as that table's Banker. To determine the Banker, each player rolls the dice. The player with the highest roll is Banker for that round – but only for that round. The Banker for the final round should not be one of the players.

Tournament Directors Ask several people to be tournament directors to greet players on arrival, take their names, and tell them what to do and where to go. Tournament directors can also function as assistant referees, timekeepers, scorekeepers, Bankers, etc... Remember, plan for one director per eight players.

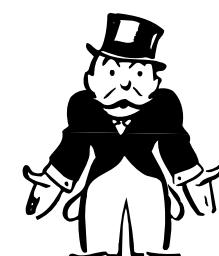
Referee In some instances, you may wish to have a referee at each tournament table to monitor game play. However, in instances where there is a rules dispute, the referee must defer to The Official Judge. As with the judge, the referees must be thoroughly familiar with the MONOPOLY game rules. Referees may not be players.

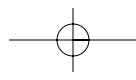
PRE-TOURNAMENT BRIEFING

Before the start of a MONOPOLY tournament, the referee at each table or the Official Judge should brief the players, clarifying any rules that might be confusing and answering

STEP THREE

ESTABLISH WHO'S IN CHARGE.





players' questions. The Bankers, too, should be briefed on their role.

The referee should cover the following:

- Tournament time schedule — to be supplied by the tournament director
- Number of rounds and approximate time each round will begin and end — to be supplied by the tournament director based on the number of participants
- How to resolve rule disputes - refer to tournament rules
- What to do at the end of the round
 - Score:** Players check off assets on the score sheets and tally. Banker counter-checks
 - Sign the score sheet:** The player signs, the Banker or the referee counter-signs
- How the players advance to final round — players with the greatest assets at the end of their respective games, advance to the next round until only two players remain. These two players then compete in the final round.

BANKER'S RESPONSIBILITIES

- Before play begins, organize all Title Deed cards by color-groups, then shuffle each of the remaining decks of cards.
- Distribute money at the beginning of the game. Dispense salaries and houses.
- Handle property transactions and hand out Title Deed cards according to the following rules:

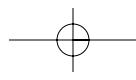
To Sell Property The Banker collects property price IN CASH from buyers.

To Auction Property The Banker (1) auctions off any unowned property a player lands on but does not wish to purchase; (2) immediately auctions to the highest bidder any mortgaged property except buildings received as payment of a debt owed by the Bank.

To Mortgage Property The Banker (1) handles the mortgaging of unimproved properties; (2) collects the price of the mortgage, plus 10% from a player wishing to lift a mortgage; (3) collects the mortgage value plus 20% interest from any player purchasing mortgaged property. (If he/she does not lift the mortgage at once, he/she must pay the Bank 10% interest when he buys the property. Then, if he lifts the mortgage later, he must pay an additional 10% interest as well as the amount of the mortgage to the Bank.)

- Sell houses and hotels to players. **Remember:** When no houses or hotels are left, the Banker must wait for players to turn back or sell them to the Bank. (If only a few houses and hotels are available and two or more players want to buy them, the Banker auctions them to the highest bidder.)
- Collect all money from penalties, taxes, etc...
- Settle the assets of any bankrupt player by collecting debts and auctioning off any mortgaged or unmortgaged properties owned by the bankrupt player.
- Assist players with tallying their assets at competition of play.

Note: The Bank never goes broke. If it runs out of money, it merely issues more by writing on an ordinary piece of paper. If the Banker is also a player in a preliminary round, he should keep his money separate from the Bank at all times. The Banker in the Final Round must not be a player.



RULES QUESTIONS

Rules questions should be answered by referring to the official MONOPOLY long-game rules. Some questions arise more frequently than others, however, and we have provided their answers here for your convenience. We suggest that the referee read them aloud during the players' briefing to avoid confusion during play.

Paying Rent on a Utility If you throw the dice and land on Water Works or the Electric Company and another player owns them, don't touch the dice. See what the total is. Multiply that number by 4 if your opponent only owns one utility, or by 10 if he/she owns both of them.

Paying Rent on a Fully Owned Property Group Suppose your opponent owns a complete color-group — for example, all three reds — with no buildings on any of them. If you land on one of the reds, you have to pay double its rent. But suppose one of the reds — e.g. Indiana Avenue — is mortgaged and you land on Illinois, it is unmortgaged. How much rent do you pay? Double, even though Indiana is mortgaged, your opponent still owns it.

Buying a Mortgaged Property If you buy a mortgaged property from an opponent, you have the option to pay off the mortgage immediately or later in the game.

If you want to unmortgage the property immediately — i.e., during the turn that you buy it — you must (1) pay the Bank the amount of the mortgage, and (2) pay the Bank 10% interest.

If you don't want to unmortgage it now, you must: (1) pay the Bank 10% interest immediately, then, when you decide to unmortgage later on (even if it's the very next turn), (2) pay the Bank the amount of the mortgage plus another 10% interest.

Using a Mortgaged Property to Pay a Debt If you owe money to any of your opponents, you can offer that opponent a piece of mortgaged property to cover all or part of your debt. Your opponent has to decide whether or not to accept it. If your opponent accepts, he must immediately pay 10% of the mortgaged value of the property to the Bank.

Timing of Buying and Trading You can build or trade at any time, but please be courteous! Try to schedule such transactions so they occur between the turns of other players.

Collecting Rent If the owner of a property fails to ask for his/her rent before the second player following the one who landed on the property throws the dice, the debt is uncollectable.

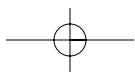
Strategy If you see an opponent land on another player's property and the owner doesn't notice, it may be in your best interest to say nothing. However, if you pass GO and the Banker doesn't notice, it's obviously in your best interest to speak up and remind him he owes you \$200!

STEP FOUR

UNDERSTAND
THE RULES.



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THE MONOPOLY GAME RULES

STANDARD OR LONG RULES

Object The object of the game is become the wealthiest player through buying, renting and selling property.

Equipment The equipment consists of a board, 2 dice, tokens, 32 houses and 12 hotels. There are Chance and Community Chest cards, a Title Deed card for each property and play money.

Preparation Place the board on a table and put the Chance and Community Chest cards face down on their allotted spaces on the board. Each player chooses one token to represent him/her on his/her travels around the board. Each player is given \$1,500 divided as follows: 2 each of \$500's; \$100's; and \$50's. 6 \$20's. 5 each of \$10's; \$5's; and \$1's. All remaining money and other equipment go to the Bank.

Banker Select as Banker a player who will also make a good Auctioneer. If the Banker plays in the game, he/she must keep his/her personal funds separate from those of the Bank. When more than five persons play, the Banker may elect to act only as a Banker and Auctioneer.

The Bank Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells houses and hotels to the players and lends money when required on mortgages. The Bank collects all taxes, fines, loans and interest, and the price of all properties, which it sells and auctions. The Bank never "goes broke." If the Bank runs out of money, it may issue as much more as may be needed by merely writing on any ordinary piece of paper.

The Play Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. He/she places his/her token on the corner marked "GO," throws the 2 dice and moves his/her token in the direction of the arrow the number of spaces indicated by the dice. After he/she has completed his/her play, the turn to play passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time. According to the space, which his/her token reaches, a player may be entitled to buy real estate or other properties - or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail," etc. If a player throws doubles, he/she moves his/her token as usual, the sum of the two dice, and is subject to any privileges or penalties pertaining to the space on which he/she lands. Retaining the dice, he/she throws again and moves his/her token as before. If a player throws doubles three times in succession, he/she moves his/her token immediately to the space marked "In Jail" (see JAIL).

GO Each time a player's token lands on or passes over GO, whether by throw of the dice or by drawing a card, the Banker pays the player a \$200 salary. The \$200 is paid only once each time around the board. However, if a player passing GO on the throw of a dice lands 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and draws the "Advance to GO" card, he/she collects \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card.

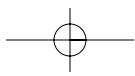
Buying Property Whenever a player lands on an unowned property, the player may buy that property from the Bank at its printed price. The player receives the Title Deed card showing ownership and places it face up in front of him/her. If he/she does not wish to buy the property, it is sold at auction by the Banker to the highest bidder. The buyer pays to the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.

Paying Rent When a player lands on property owned by another player, the owner collects rent from the player in accordance with the list printed on the Title Deed card applying to it. If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed face down in front of the owner. It is an advantage to hold all the Title Deed cards in a color-group (i.e. Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged. It is even more of an advantage to have houses and hotels on properties because rents are much higher than for unimproved properties. The owner may not collect his/her rent if he/she fails to ask for it before the second player following throws the dice.

Chance and Community Chest When a player lands on either of these spaces he/she takes the top card from the deck indicated follows the instruction and returns the card face down to the bottom of the deck.

The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws does not wish to use it he/she may sell it, at any time, to another player at a price agreeable to both.

Income Tax When a player lands on "Income Tax" he/she has two options he/she may estimate his/her tax at \$200 and pay the Bank, or he/she may pay 10% of his/her total worth to the Bank. The player's total worth is all his/her cash on hand and cost price of all buildings he/she owns. The player must decide which option to take



before adding up his/her total worth.

Jail A player lands in jail when...(1) his/her token lands on the space marked "Go to Jail"; (2) he/she draws a card marked "Go to Jail"; (3) he/she throws doubles three times in succession. When a player is sent to Jail he/she cannot collect \$200 salary in that move since, regardless of where his/her token is on the board, he/she must move it directly into Jail. A player's turn ends when he/she is sent to Jail. If a player is not "sent to Jail" but in the ordinary course of play lands on that space, he/she is "Just Visiting," incurs no penalty, and moves ahead in the usual manner on his/her next turn. A player gets out of Jail by (1) throwing doubles on any of his/her next three turns, if he/she succeeds in doing this he/she immediately moves forward the number of spaces shown by his/her doubles throw, even though he/she had thrown doubles, he/she does not take another turn; (2) using the "Get Out of Jail Free" card if he/she has it; (3) purchasing the "Get Out of Jail Free" card from another player and playing it; (4) paying a fine of \$50 before he/she rolls the dice on either of his/her next two turns. If the player does not throw doubles by his/her third turn, he/she must pay the \$50 fine. He/she then gets out of Jail and immediately moves forward the number of spaces shown by his/her throw. Even though he/she is in Jail, a player may buy or sell property, buy or sell houses and hotels and collect rents.

Free Parking A player landing on this place does not receive any money, property or reward of any kind. This is just a "free" resting place.

Houses When a player owns all the properties in a color-group, he/she may buy houses from the Bank and erect them on those properties. If he/she buys one house, he/she may put it on any one of those properties. The next house the player buys must be erected on one of the unimproved properties of this or any other complete color-group he/she may own. The price the player must pay the Bank for each house is shown on his/her Title Deed card for the property on which he/she erects the house. The owner can still collect double rent from an opponent who lands on the unimproved properties of his/her color-group.

Following the above rules, a player may buy and erect at any time as many houses as his/her judgement and financial standing will allow. But the player must build evenly, i.e. he/she cannot erect more than one house on any one property of any color-group until he/she has built one house on every property of that group. He/she may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, he/she cannot build three houses on one property if he/she has only one house on another property of that group. As a player builds evenly, he/she must also break down evenly if he/she sells houses back to the Bank (see SELLING

PROPERTY).

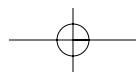
Hotels When a player has four houses on each property of a complete color-group, he/she may buy a hotel from the Bank and erect it on any property of the color-group. He/She returns the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.

Building Shortage When the Bank has no houses to sell, players wishing to build must wait for some player to turn back or sell his/her houses to the Bank before building. If there are a limited number of houses and hotels available, and two or more players wish to buy more than the Bank has, the houses or hotels must be sold at auction to the highest bidder.

Selling Property Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount that the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group.

Houses and hotels may be sold back to the Bank at any time for one-half the price paid for them. All houses on one color-group must be sold one by one, evenly, in reverse of the manner in which they were erected. All hotels on one color-group may be sold at once. Or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.

Mortgages Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card. No rent can be collected on mortgaged properties or utilities, but rent may be collected on unmortgaged properties in the same color group. In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price. The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. The new owner may lift the mortgage at once, if he/she wishes, by paying off the mortgage plus 10% interest to the Bank. If he/she does not lift the mortgage at once he/she must pay the bank 10% interest when he/she buys the property and if he/she lifts the mortgage later he/she must pay the Bank an additional 10% interest as well as the amount of the mortgage.

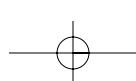


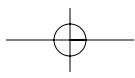
Bankruptcy A player is bankrupt when he/she owes more than he/she can pay either to another player or to the Bank. If his/her debt is to another player, he/she must turn over to that player all that he/she has of value and retire from the game. In making this settlement, if he/she owns houses or hotels, he/she must return these to the Bank in exchange for money to the extent of one-half the amount paid for them and this cash is given to the creditor. If he/she has mortgaged property, he/she also turns his/her property over to this creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. After the new owner does this, he/she may, at his/her option, pay the principal or hold the property until some later turn at which time

he/she may lift the mortgage. If he/she holds property in this way until a later turn, he/she must pay the interest again when he/she lifts the mortgage.

Should a player owe the Bank, instead of another player, more than he/she can pay (because of taxes or penalties) even by selling his/her buildings and mortgaging property, he/she must turn over all his/her assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

Miscellaneous Money can only be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player. We will be glad to answer inquiries concerning these rules.





Contact Tournament Director Name
 Daytime Phone #
 Evening Phone #
 Email Address

FOR IMMEDIATE RELEASE

SAMPLE CALENDAR LISTING

FOR LISTING UNDER EVENTS/CHARITIES
 WEEK OF (date)

The (organization), along with (co-sponsor) will host an official MONOPOLY® Game Tournament on (date) from (time) until (time) at (location). All proceeds from this event will benefit the (charitable organization) to help (charity's cause). Admission to the tournament is (cost). (Mention special feature of tournament - i.e. The tournament will be hosted by News 5 Weatherman John Doe). For more information contact (name) at (phone number).

Contact Tournament Director Name
 Daytime Phone #
 Evening Phone #
 Email Address

FOR IMMEDIATE RELEASE

SAMPLE PUBLIC SERVICE ANNOUNCEMENT

Calling all MONOPOLY® game fans! The (organization), along with (co-sponsor) is hosting an official MONOPOLY Game Tournament on (date) from (time) until (time) at (location). All proceeds from the MONOPOLY Game Tournament will benefit the (charitable organization) to help (charity's cause). (Mention special feature of tournament - i.e. The tournament will be hosted by News 5 Weatherman John Doe.) If you are interested in testing your real estate trading skills, contact (name, phone number). Admission is (cost).

Contact Tournament Director Name
 Daytime Phone #
 Evening Phone #
 Email Address

FOR IMMEDIATE RELEASE

SAMPLE MEDIA ALERT

Event A MONOPOLY Game Tournament for the (organization). Proceeds will be used to (cause).

When (date, time)

Where (location)

Organized by (organization). The committee has set a goal of (insert fundraising goal) for the event.

How Two preliminary rounds of the MONOPOLY game will be played to determine the finalists. Then a final round will decide the tournament winner. Long-game rules will be followed in all rounds. Winners will receive (list prizes).

(Also include any special events taking place such as auctions, sales, dinners, celebrities, etc...)

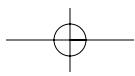
Registration Players may register for the event on (date, time) at (location). Contact (name) for details at (phone number).

Representatives of the media are invited to attend.

STEP FIVE

GET THE WORD OUT





Contact Tournament Director Name
 Daytime Phone #
 Evening Phone #
 Email Address

FOR IMMEDIATE RELEASE

SAMPLE PRESS RELEASE - TOURNAMENT ANNOUNCEMENT

(ORGANIZATION) TO HOST OFFICIAL MONOPOLY GAME TOURNAMENT

Proceeds to Benefit (cause)

(Town, State, Date) - The (organization) along with (co-sponsors) will host a local MONOPOLY Game Tournament for its members on (date) from (time) until (time) at (location). Proceeds from the tournament will benefit the (charity) to help in the (cause).

The (organization) hopes to raise over (amount) in donations through the sponsorship of this day-long competition. The tournament includes two 90-minute preliminary rounds of the MONOPOLY game that each participant is required to play, as well as a final round of play with the top six competitors to determine the winner.

According to (tournament director), "Anyone interested in pitting their real estate trading skills against other top players while helping out a worthy cause should contact (name) to register. The cost for a seat at the tournament is (\$ amount) and we guarantee a lot of fun and excitement!"

The MONOPOLY game competition is one of many local tournaments held nationwide to assist organizations such as (organization) in raising funds for their causes.

(Also include any special events taking place such as auctions, sales, dinners, celebrities, etc...)

For more information on the (organization's) tournament, please contact (tournament director) at (phone number).

The MONOPOLY game, the world's most popular proprietary board game, is licensed in more than 80 countries and printed in more than 26 languages, including French, Italian, Spanish, Greek, German, Dutch, Flemish, Swedish, Finnish, Russian, Norwegian, Portuguese, Japanese, Chinese, Arabic, Catalan and Hebrew. Since it first went on the market in 1935, over 200 million MONOPOLY games have been sold worldwide and is now played by an estimated 250 million people.

Contact Tournament Director Name
 Daytime Phone #
 Evening Phone #
 Email Address

FOR IMMEDIATE RELEASE

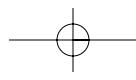
SAMPLE PRESS RELEASE - WINNER ANNOUNCEMENT

JOHN DOE PASSES GO; WINS LOCAL MONOPOLY GAME CHAMPIONSHIP

(Organization) Raises \$(amount) for (Charity)

(Town, State, Date) - John Doe, of (town, state) emerged the winner from a field of (number) participants in an official local MONOPOLY Game Tournament held recently at the (location). The tournament, which was sponsored by (organization) and (co-sponsors) on behalf of (charity), included (list local celebs if any) to raise \$(amount) to help (cause).

All contestants participated in two 90-minute preliminary rounds of the MONOPOLY game from which the top six players went on to battle their real estate trading skills in a 90-minute final round. After (number) minutes of play, Doe emerged the victor.



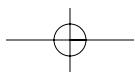
"I'm very excited to have won," said Doe. "After all these years of playing for the mere enjoyment of the game, it was thrilling - and challenging - to have finally had the opportunity to compete in an official MONOPOLY Game Tournament. Even more rewarding was the fact that the money raised was for such a worthwhile cause as (charity)."

This local competition is one of many local tournaments held nationwide to assist organizations such as (organization) in raising funds for their causes.

(Also include any special events that took place such as auctions, sales, dinners, celebrities, etc...)

For his victory, Doe, (list company and position) and resident of (town), was awarded a grand prize of (list prize and the store which donated it) in addition to other gifts donated from (town's merchants and businesses).

The MONOPOLY game, the world's most popular proprietary board game, is licensed in more than 80 countries and printed in more than 26 languages, including French, Italian, Spanish, Greek, German, Dutch, Flemish, Swedish, Finnish, Russian, Norwegian, Portuguese, Japanese, Chinese, Arabic, Catalan and Hebrew. Since it first went on the market in 1935, over 200 million MONOPOLY games have been sold worldwide and is now played by an estimated 250 million people.



MONOPOLY GAME BACKGROUNDER

Today, an estimated 480 million players from around the globe have been mesmerized by the MONOPOLY game since its creation in 1935. It remains a classic, passed down from generation to generation, making it the world's most popular game.

HOW IT ALL BEGAN

It was a dream and a piece of oil cloth. In 1933, Charles B. Darrow played a game on oil cloth on his kitchen table, fell in love with the game's exciting promise of fame and fortune, and produced his own version and sold them one by one to friends and family. When demand for the game grew beyond his ability to fill orders, he brought the game to Parker Brothers who first rejected it on the grounds that the game contained 52 design errors.

Undaunted, Darrow continued to produce handmade editions and was highly successful. Parker Brothers caught wind of the success and decided to buy the rights to the game. In 1935, owned by Parker Brothers, the MONOPOLY game became America's best selling game, and the rest is history!

AN INEXPLICABLE APPEAL

There is no accounting for the unrivaled devotion that the MONOPOLY game has garnered over the past sixty years. Some say it is the chance to build a fortune, take a risk, make an acquisition. Others insist it is the drama of competition. Edward P. Parker, former president of Parker Brothers suggested that the magic of the game MONOPOLY is "clobbering your best friend without doing any damage." With America struggling through the Great Depression of the 1930's, the MONOPOLY game offered the vicarious thrill of getting rich quick. In every era, the game provides players with the chance to fantasize. A sixth grader controls the railroads. A neighbor goes to prison. A wife seizes all of her husband's assets. A brother drives his sibling into bankruptcy.

Whatever the reason, the MONOPOLY game has inspired not only world-wide popularity, but also a long list of sensational stories and remarkable records.

THE CRAZIEST PLACES

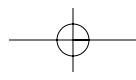
While most players are content playing the MONOPOLY game on a card table or their living room floor, others choose more exotic locales for their games. The MONOPOLY game has gone to sea countless times. In 1983, the Buffalo Dive Club played for 1,080 hours — underwater. Some 350 divers took turns to keep play going for 45 consecutive days. The game was even the favorite pastime on board the U.S. submarine Seawolf during a 60-day submersion. The MONOPOLY game has also reached toward the skies — a record has been established for the longest game in a treehouse (240 hours). On a somewhat higher level, the West German MONOPOLY championship was once held on Zugspitze, the highest peak in the German Alps.

The game has had its ups and downs — a 10-day game was once played in a moving elevator and a group of the MONOPOLY game fanatics battled the forces of gravity for 36 hours, setting a record for the longest inverted game.

ATLANTIC CITY BLINKED

As many true devotees know, the MONOPOLY game properties were named for Atlantic City streets — and not the other way around. When the famous seaside resort tried changing some of the street names made famous by the game, it stirred a passionate national uprising.

The year was 1972, and Atlantic City was launching a campaign to improve its image. One element of this campaign was a proposal by the Commissioner of Public Works to change the names of Baltic and Mediterranean Avenues to Fairmont and Melrose.



News of the proposed change sent shock waves through the MONOPOLY game playing public. When the Commission met at a public hearing to vote on the issue, they were joined by hundreds of enthusiasts who came to plead for saving the names.

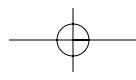
Perhaps the argument that moved the Commissioner most was contained in a letter from then Parker Brothers president Edward P. Parker, who wrote, "Would you like to be the man to tell a MONOPOLY fanatic from California that the streets he came to see no longer exist? Would you be willing to take the responsibility for an invasion by hordes of protesting MONOPOLY players, all demanding that you go directly to jail, without even the dignity of passing GO?"

The Commissioner had heard enough. A vote was taken and the outcome was unanimous — the names Baltic and Mediterranean would remain on the street signs and roadmaps of Atlantic City, a sweet victory for the MONOPOLY game lovers everywhere.

THE MONOPOLY GAME MAGIC AROUND THE WORLD

Many people consider the MONOPOLY game the quintessential American game, as it provides players with the opportunity to make their fortune. However, American it may seem, the game has been embraced by the rest of the world as well.

The MONOPOLY game is licensed in more than 45 countries and the list continues to grow. The 26 languages in which the game is printed include Italian, Indian, Arabic, Portuguese, Croatian, Czech, Icelandic and Russian. Most foreign editions adopt their own currency and property names — for example, Boardwalk becomes Mayfair in England, Rue de la Paix in France and Schlossallee in Germany.

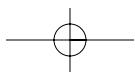


REAL AND INCREDIBLE FACTS ABOUT THE MONOPOLY GAME

For more than 60 years, over 480 million players from around the globe have played this extraordinary game. But it takes more than just playing an occasional round to keep up on all the facts that surround the world's most popular game.

Did you know that:

- MR. MONOPOLY is the name of the MONOPOLY man.
- Not convinced the game would have lasting appeal, George Parker issued a memo in 1936 to halt production of the MONOPOLY game. He later withdrew the instruction and the rest is history!
- Parker Brothers rejected the MONOPOLY game when it was first presented to them in 1933, citing 52 fundamental playing flaws.
- Over 5,120,000,000 little green houses have been "constructed" since the MONOPOLY game was introduced in 1935.
- World records are maintained for the longest game in a treehouse (286) hours, underground (100 hours), in a bathtub (99 hours) and upside-down (36 hours).
- The longest MONOPOLY game ever played was 1,680 hours long, that is 70 straight days!
- Escape maps, compasses and files were inserted into MONOPOLY game boards smuggled into POW camps inside Germany during World War II. Real money for escapees was slipped into the packs of MONOPOLY money.
- In Cuba, the game had a strong following until Fidel Castro took power and ordered all known sets destroyed.
- Over 200 million sets of the MONOPOLY game have been sold worldwide.
- The total amount of money in a standard MONOPOLY game is \$15,140.
- The MONOPOLY game is published in 26 languages, including Croatian.
- In the 1970s, a Braille edition of the MONOPOLY game was created for the visually impaired.
- Parker Brothers once sent an armored car with one million dollars of the MONOPOLY game money to a marathon game in Pittsburgh that had run out of funds.
- In 1972, the Atlantic City Commissioner of Public Works threatened to change the names of the real Baltic and Mediterranean Avenues, but public outcry vetoed the bill.
- At the 1959 American National Exhibition in Moscow, all six sets of the MONOPOLY game that were on display mysteriously disappeared.
- Over 20 tokens have been cast since the MONOPOLY game was introduced in 1935 such as the horse, dog, car, elephant, purse and lantern.
- A set made by Alfred Dunhill, that included gold and silver houses and hotels, sold for \$25,000.
- In 1978, the Neiman Marcus Christmas catalog offered a chocolate version of the game priced at \$600.
- The three most-landed-on properties are Illinois Avenue, "GO," and the B&O Railroad.
- The character locked behind the bars is called Jake the Jailbird. Officer Edgar Mallory sent him to jail.
- When a player lands on an unowned property and decides not to buy it, the property goes to auction.
- There are 22 properties that can be built upon.



THE DAY OF THE TOURNAMENT

The MONOPOLY Games Set out one game per table. Check that all Title Deed cards are present and that there are only 32 houses and 12 hotels. It saves time to count out each player's money in advance, though this is not essential.

Registration We suggest that players be told to arrive 45 minutes before your scheduled start time. As they arrive, have them fill out and sign the enclosed registration sheet, give each a name tag, and then direct them to the Round #1 table.

Player's Briefing Once the players are seated they should be briefed on official tournament play. This is best handled by the tournament organizer or judge. Details of what should be covered in the briefing are included here.

Questions & Answers Following the briefing, allow players time to ask procedure and rules questions. The most common questions and answers are included under Step Four. Set a time limit of about 15 minutes for questions, then begin the tournament.

Rounds of Play To arrive at a winner, you must have at least two rounds of play, each with a 90-minute time limit, and played by the standard or long-game MONOPOLY game rules.

If you have a large number of participants in your tournament, you may want to have more than one preliminary round. In this case the first preliminary round, played for 90 minutes, will result in some outright winners, and others will win by virtue of having the highest total assets at their table. The same method is used for the next round of play, but there must be six tables to give you the required six players for the final. Thus, if you start with 216 people, your first round will be 36 tables of six people each and your second round six tables of six players each. Obviously, not every group will divide this evenly. You then have several choices. You can allow people to play only if there is room or if they can gather a new table of people. You can choose six winners from your preliminary round by highest total assets or you can seat people unevenly at tables, i.e., half of them at tables of three and half at tables of four, and play as many rounds as necessary to arrive at six finalists.

Timekeeping The exact starting time of play must be announced for each round. Time remaining in the round should be announced each half hour, and 15 minutes before the end of each game. During the last 15 minutes of the final round, time should be called after each five-minute period.

End of Round When time is called, the game must stop. Any player who has thrown the dice completes that move and any transaction that may result. If there is an outright winner, he or she should tabulate his or her assets on a score sheet and give it to the tournament organizer. If there is not an outright winner, each player at the table should fill in a score sheet and the tournament organizer will name the table winner and collect his/her score sheet. If semi-finalists are to be chosen from among the entire group, every player must fill in a score sheet and the tournament organizer will name the six highest asset totals.

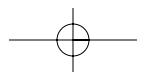
Reporting Tournament Results Please send attached participant registration form, score sheet, winner form, as well as any media publicity your event received to:

MONOPOLY Game Tournament Director
Hasbro Games
443 Shaker Road
East Longmeadow, MA 01028

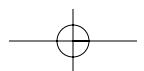
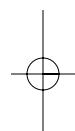
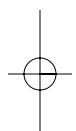
STEP SIX

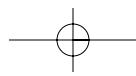
LET THE GAMES BEGIN





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MONOPOLY® GAME TOURNAMENT EVENT REGISTRATION FORM

Name _____

Title _____

Name of Organization _____

Address _____

City _____ State _____ Zip _____

Telephone _____ Fax _____

Email _____

Place of Tournament _____

Date of Tournament _____

Number of players expected _____

Charity _____



Please return to:
**MONOPOLY Game
Tournament Director
Hasbro Games
443 Shaker Road
East Longmeadow, MA
01028
or Fax: 413-526-4820**

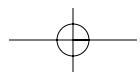
I have read, understand and agree to abide by all of the REQUIREMENTS for conducting a MONOPOLY Game Tournament as specified in the Hasbro MONOPOLY GAME TOURNAMENT KIT. I understand that Hasbro may disqualify any event that does not comply with all requirements.

Tournament Director _____

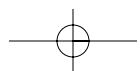
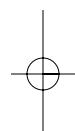
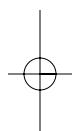
Signature _____

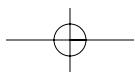
Date _____





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MONOPOLY® GAME TOURNAMENT PARTICIPANT REGISTRATION FORM

Name of Organization _____

Place of Tournament _____

Date of Tournament _____

I, the undersigned, wish to register for this official MONOPOLY Game Tournament. I understand that Hasbro is not responsible for any prizes promised by the organization running this tournament. I give Hasbro the right to use, without compensation, my name and any photographs of me taken at the tournament for publicity and promotional purposes.

Please Print

Signature

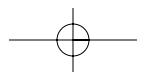
Name _____

Address _____

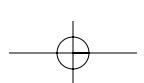
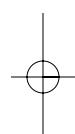
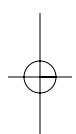


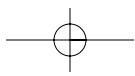
Please return to:
MONOPOLY Game
Tournament Director
Hasbro Games
443 Shaker Road
East Longmeadow, MA
01028





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MONOPOLY® GAME TOURNAMENT REPRODUCTION SHEET/STYLE GUIDE

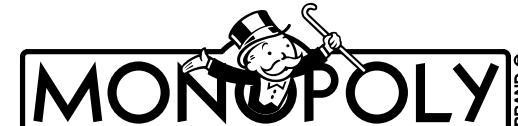
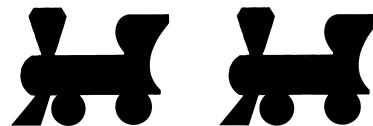
Do's and Don'ts

- Use entire logo including Brand and ®.
- Keep logo straight.
- Any added elements must be separate and distinct from the logo.
- Use the following logo colors: PMS 199 or 100 Magenta, 100 Yellow.
- Logo and name should always be in all capital letters.

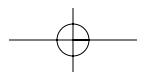
- Do not change the logo's colors, typeface, outline weight, or proportions.
- Do not add elements that overlap or obscure the logo. There must be some white space separating the logo from any other graphics.
- Do not add items to MR. MONOPOLY's hands.

For advertising or promotional announcements reproduce from this sheet.

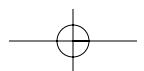
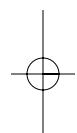
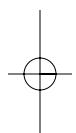
IMPORTANT: Use of the special MONOPOLY® character must include the copyright notice.

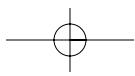


The MONOPOLY name and logo, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements on the board and the playing pieces are trademarks of Hasbro, Inc. for its property trading game and game equipment. © 2002 Hasbro, Inc. All rights reserved. Used with permission.



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Property Trading Game from Parker Brothers®

MONOPOLY® GAME TOURNAMENT SCORE SHEET

Property	No Buildings		With Buildings					
	Mort-gaged	Fully Owned	With 1 House	With 2 House	With 3 House	With 4 House	With a Hotel	
Mediterranean Avenue	\$30	\$60	\$110	\$160	\$210	\$260	\$310	\$
Baltic Avenue	30	60	110	160	210	260	310	\$
Oriental Avenue	50	100	150	200	250	300	350	\$
Vermont Avenue	50	100	150	200	250	300	350	\$
Connecticut Avenue	60	120	170	220	270	320	370	\$
St. Charles Place	70	140	240	340	440	540	640	\$
States Avenue	70	140	240	340	440	540	640	\$
Virginia Avenue	80	160	260	360	460	560	660	\$
St. James Place	90	180	280	380	480	580	680	\$
Tennessee Avenue	90	180	280	380	480	580	680	\$
New York Avenue	100	200	300	400	500	600	700	\$
Kentucky Avenue	110	220	370	520	670	820	970	\$
Indiana Avenue	110	220	370	520	670	820	970	\$
Illinois Avenue	120	240	390	540	690	840	990	\$
Atlantic Avenue	130	260	410	560	710	860	1010	\$
Ventnor Avenue	130	260	410	560	710	860	1010	\$
Marvin Gardens	140	280	430	580	730	880	1030	\$
Pacific Avenue	150	300	500	700	900	1100	1300	\$
North Carolina Avenue	150	300	500	700	900	1100	1300	\$
Pennsylvania Avenue	160	320	520	720	920	1120	1320	\$
Park Place	175	350	550	750	950	1150	1350	\$
Boardwalk	200	400	600	800	1000	1200	1400	\$
Reading Railroad	100	200						\$
Pennsylvania Railroad	100	200						\$
B&O Railroad	100	200						\$
Short Line	100	200						\$
Electric Company	75	150						\$
Water Works	75	150						\$

\$1 Bills \$5 Bills \$10 Bills \$20 Bills \$50 Bills \$100 Bills \$500 Bills

Number Held							
Cash Value	\$	\$	\$	\$	\$	\$	\$

Total Property



Total Cash

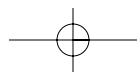
A+B

Grand Total

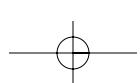
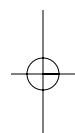
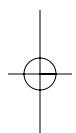


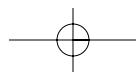
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Property Trading Game from Parker Brothers®

**MONOPOLY® GAME TOURNAMENT
WINNER NOTIFICATION FORM**Winner's Name _____ Age _____Address _____Telephone _____Name of Organization _____Place of Tournament _____Date of Tournament _____Money Raised for Charity _____

Please attach your signed winner's score sheets from all preliminary rounds and the final round of play. Also, include the MONOPOLY GAME TOURNAMENT PARTICIPANT REGISTRATION FORM for verification of your status as a sanctioned tournament.

Tournament Director _____

Signature _____

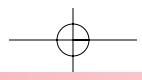
Date _____



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Please attach photo of winner





**443 Shaker Road
East Longmeadow, MA 01028**

