Starting the game

1 Roll the dice to see who goes first. The person with the highest number starts
2 Each player has a calculator and a calculation sheet. You start with £1500
3 For the first go role the dice and move to that property. For all other goes you need to answer a question before you are able to move the number of spaces shown on the dice.

Rules

1 Roll the dice to find out how many spaces you could move
2 Pick a question from the deck - the person with the stop clock reads out the question
3 he person to your right has the stop clock you have 1 minute for each mark the question is worth to attempt to answer it.
4 All other players attempt to answer the question as well. (Except the person with the stop clock)
5 When time is up you can chose to use your answer or buy someone else's.
   You can only chose to hear one other players answer. After that you must either submit your answer or theirs.
6 The answer on the card is final. If there is a disagreement the stop-watch holder makes the final decision
7 If the answer is correct you move the number of spaces on the dice and you can then chose to buy the property.
8 If the answer is incorrect you stay where you are - but pay double the rent you paid last time.
9 Play then passes to the player on your left.

Getting out of Jail

You need to roll a 6 AND answer a question correctly to get out of Jail

Selling your answer

You must answer every question - unless you are in charge of the stop watch. (This is to get you used to answering every question put in front of you.)

When the time is up you can chose to sell you answer for either:
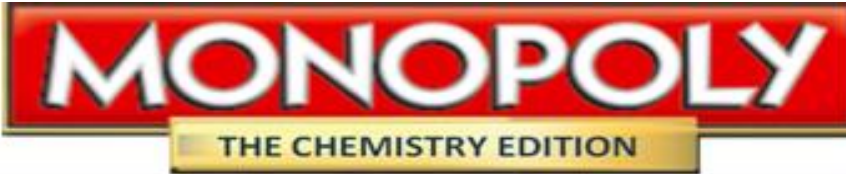£5 - if you are very unconfident with your answer
£20 - if you think your answer might be right
£50 - if you're sure the answer is correct.

You must be able to explain your answer clearly to the asking player - or you are fined the value of the answer you were trying to sell.

If you sell an answer for £20 or £50 and it is incorrect you pay the whole of that players fine. If you sell a £5 answer and it is incorrect the original player pays the fine (as they knew it was a gamble). You still receive the money for your answer irrevant if it was right or wrong.

Using the calculation sheet

MONOPOLY
THE CHEMISTRY EDITION

	Player Name:	Albert Einstein	
E.g.	**Current Value**	**Maths**	**New total**
Turn 1	£1,500	take away £200	£1,300
Turn 2	£1,300	add £65	£1,235
Start turn 3	£1,235		