

# COCKTAIL-OPOLY

## THE GAME CONSISTS OF...

A board, 6 tokens, Ice Cubes, Decanters, Twist and Contingency cards, deeds, play money and dice.

## TO BEGIN...

Select a banker. The Banker's personal account is to be kept separate from the bank.

Each player selects a token. Twist and Contingency cards are placed face down on the board. The bank gives each player \$1,630.00 as follows: 2-\$500's, 3-\$100's, 3-\$50's, 5-\$20's, 5-\$10's, 5-\$5's, 5-\$1's.

## THE BANK...

Holds money, deeds, Ice Cubes and Decanters until purchased.

The bank pays a player \$200 when the player lands on or passes "CHEERS!".

All money owed to a player due to Twist and Contingency cards and mortgages is paid by the bank.

## ALL TOKENS...

Begin in the center of the board. Each player rolls the dice and the player with the highest roll advances to "CHEERS!" counting this space as "one", and advances the number of spaces indicated on the dice. A player is subject to the consequences of the space upon which the token lands. The play then passes to the left.

A player who rolls doubles moves the sum of the dice and is subject to the possibilities of the space upon which the token lands. The player then rolls again and moves again. A player who rolls doubles three times in succession goes to "HANGOVER" immediately and does not pass "CHEERS!".

## TWIST AND CONTINGENCY...

When landing on any of these spaces a card is drawn and the instructions are followed. The card is then placed on the bottom of the deck.

## PURCHASING PROPERTY...

When landing on an unowned property, a player has the option to purchase that property. If purchased, the player receives a deed for that property.

If a player chooses not to buy the property, any player may bid any price to buy the property. The highest bidder receives the deed for the property.

## RENT...

When landing on owned property, the owner is paid the rent required. No rent is collected when properties are mortgaged.

If all deeds of a color group are owned by the same player the owner may charge twice the rent for undeveloped properties.

All rents must be requested before the next roll of the dice.

## HAPPY HOUR...

All money required to be paid other than rent and purchase price of property is placed in the center of the board. A player landing on "HAPPY HOUR" collects all the money in the center of the board at that time.

## HANGOVER...

If a player is sent to "HANGOVER", the player goes directly to "HANGOVER" and does not collect \$200. A player's turn ends immediately upon being sent to "HANGOVER".

If a player is not sent to "HANGOVER" but lands on the space during play, the player is "TIPSY" and moves ahead as usual on the next turn.

If a player is sent to "HANGOVER", the player may leave by rolling doubles in any of the next three rolls. If successful, the player moves forward but does not roll again.

If a player does not roll doubles within three rolls, the player places \$100 in the center of the board and moves forward the number of spaces on the third roll.

While in "HANGOVER", a player may buy or sell property, buy or sell Ice Cubes and Decanters, and collect rent.

## ICE CUBES...

Ice Cubes are indicated with the plastic blocks. When a player owns all properties of a color group, Ice Cubes may be purchased for those properties. The first Ice Cube may be placed on any of the properties. Development of property must be done evenly. No more than one Ice Cube may be placed on any property until one Ice Cube has been placed on each property in that group.

The price for an Ice Cube is shown on the deed for the property.

Double rent continues to be paid on undeveloped property in a complete color group.

If a player sells Ice Cubes back to the bank, this must be done evenly.

## DECANTERS...

Decanters are indicated with the plastic bottles. When a player has four Ice Cubes on each property in a color group, Ice Cubes may be returned to the bank and a Decanter may be purchased. Only one Decanter may be placed on each property.

## ICE CUBE SHORTAGES...

When the bank has no Ice Cubes to sell, a player must wait until Ice Cubes are returned.

## SELLING PROPERTY...

Players may sell property to another player as a private transaction at any agreed price. Ice Cubes and Decanters may not be sold. Property may not be sold if Ice Cubes and Decanters occupy that property. Ice Cubes and Decanters may be sold back to the bank at half the price paid for them.

## MORTGAGES...

All undeveloped property may be mortgaged to the bank. All Ice Cubes and Decanters must first be sold at half price. Mortgage value is printed on the back of each deed. When mortgaged, the property deed is placed face down.

No rent is collected on mortgaged property.

To lift a mortgage, the owner must pay the bank the amount of the mortgage plus 10%.

## BANKRUPTCY...

The condition of owing more than one can pay. All assets are paid to the creditor and the bankrupt player immediately retires from the game. If Ice Cubes and Decanters are owned, they must be sold back to the bank at half price. The cash is then given to the creditor. Mortgaged property turned over to the creditor cannot be released to the creditor until the amount of the mortgage, plus 10% interest is paid by the creditor to the bank.

If the bank is the creditor and receives the assets, the bank immediately sells all property taken (except Ice Cubes and Decanter) at auction. A bankrupt player immediately retires from the game. **THE LAST PLAYER LEFT IN THE GAME WINS!**

A player may not loan money. Only the bank may loan money by mortgage.

## A SHORT VERSION OF THE GAME...

Before starting the game, deeds are shuffled and four deeds are dealt to each player. Players immediately pay the bank the price of property dealt to them. Play then proceeds as in the regular game.

## THE TIME OF PLAY IS ONE HOUR.

At the end of one hour, players value their property including: cash, property at the price printed on the board, mortgaged property at one half the price printed on the board, and Ice Cubes and Decanters valued at purchase price. **THE RICHEST PLAYER WINS!**

If your game is not properly completed please call us. We will be happy to correct any problem. Please direct all questions or comments to:  
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