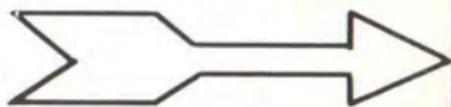
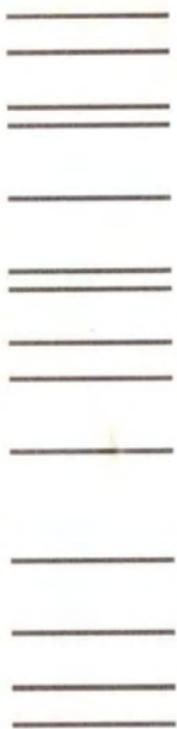


For the first time,
the sure-fire
skills, strategies
and secrets the
experts use

1000 WAYS TO WIN MONOPOLY[®] GAMES

BY JAY WALKER
AND JEFF LEHMAN





LEARN THESE WINNING WAYS:

- How to turn your opponents against each other so that they will destroy themselves
 - How to perfect your sales pitch to drive great trading bargains
 - Ten apparently zany tactics that can make you the Bobby Fischer of the Monopoly board
 - When to buy a “Get out of Jail Free” card for \$80 and make it pay off
 - The world’s most effective way to raise instant cash—and how you can make your opponents pay off your debts for you
 - How to stay at the best hotels—free of charge
 - How to buy and sell what you don’t own
 - How to arrange partnerships that will leave you the sole survivor
 - And every other legal and lethal trick of the Monopoly game
-
-

*Remember, in the game of Monopoly,
there are no good losers!*

1000 WAYS TO WIN

Monopoly Games

JAY WALKER AND JEFF LEHMAN

A DELL BOOK

DEDICATION

*To the future of Monopoly® tournaments.
We wish the best of luck to all, and
the best of skill to our readers.*

Published by
Dell Publishing Co., Inc.
1 Dag Hammarskjold Plaza
New York, New York 10017

Copyright © 1975 by Jay Walker and Jeffrey Lehman
All rights reserved. No part of this book may be reproduced
in any form or by any means without the prior written
permission of the Publisher, excepting brief quotes
used in connection with reviews written
specifically for inclusion in a
magazine or newspaper.

Dell ® TM 681510, Dell Publishing Co., Inc.
Printed in the United States of America
First printing—November 1975

Monopoly®
and the distinctive design
of the game board and pieces are
trademarks of Parker Brothers, Salem, Mass.,
for its real estate trading game equipment.
The trademark Monopoly
is used by the authors *without* permission,
and this book is not sponsored
by Parker Brothers.

ACKNOWLEDGMENTS

The authors are indebted to many people and several organizations for their assistance in the production of this book. The research done by the members of the Ivy League Real Estate Trading Game Association was indispensable, especially that done by the computer analysis committee. Many thanks also to the 114 members of the Cornell division of the Ivy League Monopoly Association for their enthusiastic support. We are grateful to the Walker Foundation for its grant which sponsored the 18 months of preliminary background work, and to the Cornell University Office of Computer Services for the donated computer time.

The Sigma Phi fraternity was very generous in providing luxurious working accommodations while we wrote. We would also like to thank our families and all our friends for their constant encouragement, especially Miss B. J. Gluckstern for her very helpful criticisms.

ABOUT THE AUTHORS

JAY WALKER is an undergraduate student at Cornell University's School of Industrial and Labor Relations. Originally from Yonkers, New York, Jay first learned to play Monopoly at the age of six, using a special "house rule" that he was the only player allowed to have \$500 bills. Since then, he has competed successfully in several intercollegiate and national tournaments, capping his career to date with the 1974 United States Eastern Regional title. In his first World Championship bid, Jay placed second overall.

At school, Jay is the president of the Ivy League Monopoly Association, the largest collegiate organization in the United States devoted to playing Monopoly. His other activities include directing the Oliphant Distinguished Speakers Fellowship and heading the accounting department of the Cornell Concert Commission. Jay's advice on Monopoly has been quoted in hundreds of newspapers, magazines, television, and radio interviews across the country. Many experts hail Jay as the Bobby Fischer of the Monopoly world and consider him a certainty to win the 1975 World Championship crown.

JEFF LEHMAN is an undergraduate student at the Cornell University College of Arts and Sciences. Jeff is a mathematics and computer science wizard from Bethesda, Md., and coordinated the research team which developed the famous Monopoly Information & Data Analysis System (MIDAS). In his spare time, he is an accomplished gamesman and a frequent tournament competitor in chess, bridge, and table tennis.

Jeff is an internationally respected Monopoly theorist and currently directs the Ivy League Real Estate Trading Game Association, an intercollegiate network devoted to the development of more advanced tournament regulations for all real estate trading games. He was a finalist in the 1973 Eastern Regional Monopoly Championships and is currently the top seeded player on the Harvard-Yale-Princeton-Cornell collegiate circuit. His teaming with Mr. Walker has been acclaimed as the finest player-coach combination in the long history of the game.

This book is the compilation of several dozen lectures on the economic and psychological theories in Monopoly. It is the team's second book dealing with Monopoly; the first was an extensive set of advanced real estate trading game rules. In addition, the team is currently cooperating to produce the world's first sophisticated computer Monopoly player, scheduled to be completed on Student Management Services' computers by June, 1977.

TABLE OF CONTENTS

Introduction

1. The Basic Basics 15

Monopoly is a game of skill and strategy. This chapter explains the fundamentals of good play. Players using even the simplest of strategies can triple their chances of winning.

2. The Laws of the Land in the Palm of Your Hand 23

What the official rules of Monopoly leave unsaid has left a tremendous gap in understanding exactly what two or more players can and cannot do if they use some imagination. This chapter shows that, with a general understanding of the rules' many loopholes and double meanings, the informed player can do things he never before thought possible. The 14 most commonly overlooked aspects of the rules are explained.

3. Secret Skills That Look Lucky 33

The little tricks can make the biggest differences in Monopoly. Learn the skills that are the building blocks for dozens of others. This chapter exposes those mistakes which the expert never makes. Learn the fine points which are second nature to a champion.

4. The Crucial Houses—How Mediterranean Avenue Can Be More Valuable Than Boardwalk 39

One of the critical strategies of the game is clearly defined. If you control the housing market, you control the game. There are only 32 houses—do you know how to get to them first? Once you have them, do you know how to use them?

5. Investment Analysis for Funds and Profits 52

What is the best color group to own? How do you evaluate the “true value” of color groups? Learn how the power of every property varies, depending on the time and position of the game. Discover the correct way to analyze properties and their uses.

6. Strategy Selection, or Planning Your Plunder 65

What is a strategy? Can strategies really be used to win? Learn the criteria for expert strategy selection. The four most common Monopoly strategies.

7. Buy and Sell What You Don't Own (Yet!) 75

Using a variation on the stock market maneuver of “selling short,” you can double and triple your chances of owning an unbought property. The important concept of an “option” is introduced. Learn how to make the dice work for you—not against you.

8. How To Stay at the Best Hotels—Free of Charge! 82

Buy and sell various types of “insurance” in Monopoly. The secret of using “contractual immunity” on your opponent's color group to make rents disappear. Employ a watered-down immunity—“free lands”—to conserve cash and minimize risks.

9. Pick Your Partner, Dough-C-Dough 93

The power of partnerships in Monopoly. Learn the way to combine forces and share your profits. Acquire game-winning color groups through shrewd partnership formation. The secrets of partnership formation which can guarantee you dozens of victories.

10. Trick or Trade 105

Knowing how and what to trade is a crucial part of the expert's repertoire. The game is won or lost in trades. Learn how to spot a game-winning trade and how to break up dangerous trades which your opponents may be plotting. Learn how to make other players *want* to trade with you. Understand and avoid the nine biggest trading mistakes.

**11. The Balance of Power—Your Opponents
Are Your Best Friends** 119

The central theme of advanced Monopoly play: keep your weakest opponents alive while you concentrate your efforts on destroying your strongest opponent. Discover the ancient art of creative finger-pointing. The balance-of-power strategy explains how to use your friends to destroy your enemies.

12. The Beauty of Bankruptcy 130

Bankruptcy can be your key to success. Understand the effects of the bankruptcy rules and loopholes. Keep the poor sport from cheating you out of your victory.

13. Long-Term Property vs. Short-Term Cash 143

What to do if an opponent offers you a property as payment for a cash debt. An in-depth analysis of how to resolve one of the most difficult questions encountered in expert play.

14. Instant Cash—or Your Money Back! 146

Learn the world's most effective ways to raise cash on a moment's notice. Understand the times when money is hard to get. Explore the many ways to get your opponents to pay your debts for you!

15. Apparent Insanity for Fun and Profit 159

The humorous, wacky, and often brilliant maneuvers which are the secret weapons of the experts. Ten zany deals that you might spring to raise cash when desperation sets in. How to buy a "Get out of Jail Free" card for \$80 and make it pay off! The Bobby Fischer tactics of the Monopoly board.

16. "The Brooklyn Bridge Is a Bargain" 167

The aspects of psychological trading that make Monopoly so exciting. Learn the techniques of manipulating your opponents. The experts' guidelines for "talking a trade"! With the right sales pitch, anyone can sell the Brooklyn Bridge.

17. How to Spot, Stop and Top, a Cheater 176

Learn how to discover if your opponents are using any of the 17 most devious cheating methods against you. Understand why even the slightest cheating can rob you of your victory. The maneuvers a wary player should always guard against.

Appendix A. Tables 187**Appendix B. Your Horoscope** 197**Appendix C. Tips for Games with Other Than
Four Players** 201**Appendix D. Drawn Games** 203

Introduction

"There's a sucker born every minute," said P. T. Barnum, and he didn't know how right he would be! As a matter of fact, there are presently at least 104 million suckers in America! How can we be sure? Of the estimated 110 million Americans who have played Monopoly or seen it played, over 95% are under the impression that the game is won mostly by the luck of the dice. They're all suckers! We hope you're not one of them.

Monopoly is a game of specialized skill, requiring such talents as investment timing, psychological manipulation, and imaginative wheeling and dealing. It is also the world's leading noncarnival sucker's game. People who lose at Monopoly will always blame bad dice for their loss—never the winner's skill. You shouldn't be surprised that a skillful player can win consistently. Many games of "chance" incorporate large amounts of skill! Have you ever heard . . .

- . . . a poker king complain about "bad deals"?
- . . . a backgammon world champion curse "bad dice"?
- . . . a bridge life master remark about "bad cards"?

You can win swiftly and easily in your next game of Monopoly, while having loads of laughs, fun, and excitement. And there's no need to memorize a list of probabilities or to study specialized systems of play. All you need is a little knowledge of simple strategies and you'll win every time!

How can we make this claim? There are dozens of basic principles that you can apply to situations which occur in every Monopoly game you play. No matter

how "luckily" or "unluckily" you may roll the dice, there are certain key factors which never change. Superior trading and intelligent investing are more than enough to make the dice a negligible influence on the outcome of the game. This book will not show you how to roll a seven whenever you want, but you won't need to—the dice won't matter!

This book is designed for the beginner and tournament player alike. It begins with the basic essentials which are second nature to every Monopoly expert, and it progresses through the imaginative concepts which are the stock and trade of the champion. The book is divided into two sections. The first six chapters discuss the essentials of Monopoly theory, rules, and strategy. The rest of the book covers the concepts and tactics which make the difference between a good Monopoly player and a great Monopoly player—tactics which have *never before appeared in print!* If you have ever played Monopoly and enjoyed the game, this book is for you. With every page you read, you will become a better player. As little as half an hour invested now can yield hundreds of hours of pleasure doing that which most people enjoy most about Monopoly—winning.