

# DANCE-OPOLY RULES & FAQ'S

## THE GAME CONSISTS OF:

1 Board, 6 Tokens, 30 Dance Studios, 15 Dance Theaters, 16 That's Showbiz Cards, 16 Dance Audition Cards, 22 Mortgage Cards, Playing Money, and 2 Dice.

## TO BEGIN:

Each player selects a token. Dance Audition and That's Showbiz 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:

Select a banker. The banker's personal account is to be kept separate from the bank. Banker holds Money, Mortgage Deeds, Dance Studios, Dance Theaters until purchased. The bank pays a player \$200 when their play lands on or passes GO Dance. All money owed to a player due to Dance Audition or That's Showbiz cards and or mortgage cards are 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 "GO DANCE" 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. Any player who rolls doubles three times in succession goes to "DANCE SUSPENSION" immediately, does not pass "GO DANCE" and does not collect \$200.

## THAT'S SHOWBIZ AND DANCE AUDITION CARDS:

When landing on any of these spaces a card is drawn and the instructions are followed.

## PURCHASING

When landing on un-owned dance property space, a player has the option to purchase the dance space. If purchased, the player receives a DANCE deed for that dance space.

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

## RENT:

When landing on owned dance spaces the owner is paid the rent required. No rent is collected when the dance space is mortgaged. If all deeds of a color group are owned by the same player the owner may charge twice the rent for the undeveloped properties. All rents must be requested before the next roll of the dice.

## FREE SHOW TICKETS:

All money required to be paid other than rent and purchase price of dances is placed in the center of the board. A player landing on **FREE SHOW TICKETS** collects all the money in the center of the board at the time.

## DANCE SUSPENSION:

If a player is sent to "**DANCE SUSPENSION**" the player goes directly to "**DANCE SUSPENSION**", does not **PASS GO DANCE**, and does not **COLLECT \$200**. A player's turn ends immediately upon being sent to **DANCE SUSPENSION**.

If a player is not sent to "**DANCE SUSPENSION**" but lands on the space during play, the player is "**JUST VISITING**" and moves ahead as usual on the next turn.

If a player is sent to "**DANCE SUSPENSION**" the player may exit 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 "**DANCE SUSPENSION**", a player may buy or sell dances, buy or sell **DANCE STUDIOS** or **DANCE THEATERS** and **COLLECT RENT**.

OVER

<b>DANCE STUDIOS:</b>	<p>Dance Studios are indicated with colored plastic pieces. When a player owns all properties of a color group, Dance Studios may be purchased for those properties. The first Dance Studio may be placed on any of the properties. Development of the property must be done evenly. No more than one Dance Studio may be placed on any property until one Dance Studio has been placed on each property in that group.</p> <p>The price for a Dance Studio is shown on the deed for the Dance Space.  Double rent continues to be paid on undeveloped property in a complete color group  If a player sells Dance Studios back to the bank, this must be done evenly.</p>
<b>DANCE THEATERS:</b>	<p>Dance Theaters are indicated with the large plastic pieces. When a player has four Dance Studios on each property in a color group, Dance Studios may be returned to the bank and a Dance Theater may be purchased. Only one Dance Theater may be placed on each property.</p>
<b>DANCE STUDIO SHORTAGES:</b>	<p>When the bank has no Dance Studios to sell, a player must wait until Dance Studios are RETURNED.</p>
<b>SELLING PROPERTY:</b>	<p>Players may sell property to another player as a private transaction at any agreed to price. Dance Studios and Dance Theaters may <b>not</b> be sold. Property may not be sold if Dance Studios and Dance Theaters occupy that property. Dance Studios and Dance Theaters may be sold back to the bank at half the price paid for them.</p>
<b>MORTGAGES:</b>	<p>All undeveloped property may be mortgaged to the bank. All Dance Studios and Dance Theaters 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.  <b>NO RENT</b> is collected on mortgaged property.  To lift a mortgage, the owner must pay the bank the amount of the mortgage plus 10%</p>
<b>BANKRUPTCY:</b>	<p>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 Dance Studios and Dance Theaters 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.</p> <p>If the bank is the creditor and receives the assets, the bank immediately sells all property taken (except Dance Studios and Dance Theaters at auction. A bankrupt player immediately retires from the game. <b><u>THE LAST PLAYER LEFT IN THE GAME WINS!</u></b></p> <p>A player may not loan money. Only the bank may loan money by mortgage.</p>
<b>SHORT VERSION OF THE GAME:</b>	<p>Before starting the game, deeds are shuffled and four deeds are dealt, to each player. Players immediately pay the bank the price of the property dealt to them. Play then proceeds as in the regular game.</p> <p><b>THE TIME PLAY IS ONE HOUR.</b>  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 Dance Studios and Dance Theaters valued at purchase price.  <b><u>THE RICHEST PLAYER WINS!</u></b></p>

# DANCE-OPOLY FAQ'S

## FREQUENTLY ASKED QUESTIONS

- 1. Must I go around the board once before purchasing a dance?**  
No. You may begin purchasing dances with the first available space you land on.
- 2. Must I wait until my turn to buy Dance Studios and Dance Theaters?**  
No. You may transact business at any time during your turn or between moves by other players.
- 3. May I borrow money from another player?**  
No. You may borrow money only from the bank.
- 4. May I collect rent while in Dance Suspension?**  
Yes. You may collect rent and conduct business as usual while in Dance Suspension.
- 5. Do I get any money for landing on FREE Show Tickets?**  
Yes, if you land on FREE Show Tickets, you receive all monies in the center of the board at the time of landing on the space.
- 6. Are deals allowed between players?**  
Yes. Unimproved Dance Properties, Private Lessons, and Capezio Dancewear & Shoe Wear, may be sold to any player as a private transaction for any amount that the player can negotiate. This does not include Dance Studios or Dance Theater buildings.
- 7. If I own all the Dances spaces of one color group, may I build dance studios on only one dance space?**  
No. You must build evenly at all times. You may not put more than one dance studio on any dance space of a color group until each dance space of that color group has at least one dance studio on it.
- 8. Why does my set have only 30 Dance Studios and 15 Dance Theaters?**  
To maintain a balance in the game. If it were possible to build out all Dance properties it would be difficult to force opponents into bankruptcy.
- 9. May I mortgage dance properties to buy other dance properties, Dance Studios or Dance Theaters?**  
Yes. You may mortgage dance properties to buy dance studios or other dance properties of any color group.
- 10. Can I collect rent on un-mortgaged dance properties when other properties in the color group are mortgaged?**  
Yes. Even after one or more lots of a complete color group have been mortgaged you may still collect double rent on un-mortgaged lots of that group. If you own all four Private Lessons and mortgage one of them, you may still collect \$200 rent when an opponent lands on an un-mortgaged Private Lesson.
- 11. What if the bank runs out of money?**  
The bank never goes Bankrupt To continue playing simply use slips of paper to act as bank receipts for deposits.
- 12. When assessed for building repairs, what must I pay to have repaired?**  
You must pay for all Dance Studios and Dance Theaters owned by you on the entire playing board.
- 13. Following directions on cards.**  
If a card directs you to advance to a space, you must move forward, never backwards. If you PASS GO DANCE collect \$200.