



For 2 to 4 Players
AGES 5 to 8

WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

MONOPOLY[®]

JUNIOR



Warning: Not suitable for children under 3 years because of small parts – choking hazard.

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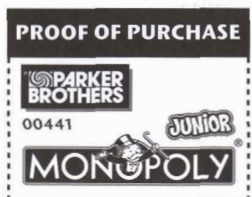
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OBJECT

Collect the most money by traveling around the board, setting up as many ticket booths as possible and collecting money from your friends each time they visit your attraction. The game ends when one player runs out of money. The remaining players then add up their money. The player with the most money wins!

EQUIPMENT

- Gameboard
- 48 Ticket Booths (4 sets of 12)
- 4 Plastic Pawns
- Deck of 24 Chance ("?) Cards
- Pack of Play Money
- Die



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SETUP

- Each player chooses a pawn, and places it on the “GO” space. Place any extra pawns back in the box.
- Each player then takes the 10 (or 12 in a 2-player game) ticket booths that match the color of his/her pawn. Place the extra ticket booths back in the box.
- Shuffle the deck of Chance cards (with the “?” on the back) and place them facedown on the matching gameboard space.
- Choose a player to be the Banker. The Banker separates the money into different denominations and gives each player the following: five \$1s, four \$2s, three \$3s, one \$4 and one \$5. The Banker also plays the game – but always keeps the Bank’s money separate from his/her own.
- Roll the die. The player rolling highest goes first.

GAMEPLAY

On your turn:

- Roll the die and move your pawn that many spaces, *then*
- Follow any instructions on the space you land on.

What have you landed on?

An Attraction without a Ticket Booth: You must pay the Banker the amount shown on the space, then place one of your ticket booths there. Now it’s up to you to keep track of this ticket booth – make sure you collect the amount shown on the space from any player who lands here. NOTE: If you do not have the amount shown on the space, stay where you are. You can’t put up a ticket booth here. Play passes to the next player.

An Attraction with a Ticket Booth: Time to pay! Pay the player who owns this ticket booth the amount shown on the space. If that person also has a ticket booth on another space of the same color, you must pay **double** the amount shown on the space.

Go: Every time you pass GO, collect \$2 in allowance from the bank. Make sure you remember — or you may miss out on your \$2!

Roll Again: Roll again, move, and follow the instructions on the space you land on.

Fireworks and Water Show: If you land on either of these spaces, pay \$2 to the bank.

Free Time: This is a free resting place. If you land here, do nothing. On your next turn, roll the die and move on from here.

Lunch: If you land here by rolling the die, you’re “just waiting.” Wait until your next turn to move again.

Go to Lunch: You must pay \$3 to the bank, then move your pawn immediately to Lunch. If you pass “GO,” do NOT collect \$2. On your next turn, roll the die and move as usual.

Chance (?): Draw the top Chance card, follow its instructions, then return it to the bottom of the pile.

Your CHANCE card may say:

Go to ... or Pay... Move your pawn immediately to the space indicated, then follow the instructions on the space. Don’t forget to collect \$2 if you pass “GO” on the way.

Free Ticket Booths: Do NOT move your pawn. Look at the color on the card and find the matching colored spaces. Can you place one of your ticket booths there?

- If either space doesn’t have a ticket booth, place one of your unused ticket booths onto the space (if both have no ticket booths, choose the space you want).
- If both spaces already have two different color ticket booths on them, you may remove either one and replace it with one of your own.
- If both spaces have the same color ticket booths already on them, you’re out of luck – you cannot replace either of them. In this case only, you may discard the Chance card and draw a new one. Follow its instructions.

Strategy Hint: When you draw a “Free Ticket Booth” Chance card and get to replace a player’s ticket booth, choose the player who is furthest ahead in the game. Also, it’s to your advantage to have two of your ticket booths on spaces of the same color so they cannot be taken away when another player draws a “Free Ticket Booth” card. Also, owning both means that you collect double the money when someone lands on either one.

WINNING THE GAME

As soon as one player runs out of money, the game ends, and all of the other players count up their money. The player with the most money wins!

OPTIONAL RULE FOR OLDER PLAYERS

If you would like to play a longer game that is more like standard MONOPOLY, continue playing until only one player is left. That player wins the game.