

AGES 8+

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# MONOPOLY



## AIM OF THE GAME

To be the only player left in the game after everyone else has gone bankrupt.

## CONTENTS

1 gameboard, 6 zinc movers, 1 golden Tinker Bell mover, 28 Title Deed cards, 16 Show Time cards, 16 Magic Moments cards, 1 pack of MONOPOLY Disney Edition money, 32 cottages, 12 castles and 2 dice.

Family



**PARKER BROTHERS**

# THE GAME

**Mortgage a property.**  
See page 6.

**Build on your properties.**  
See pages 5/6.

**Tinker Bell (Special Disney Rules).**  
See page 4.

In MONOPOLY Disney Edition, everyone pays in the same currency – MONOPOLY dollars (M\$).



## MONEY

Each player starts the game with:

1 x

2 x

2 x

4 x

1 x



Pick up a Magic Moment card.

See page 7.

Pay rent on other players' properties.

See page 5.

Go to jail.

See page 7.

Pick up a Show Time card.

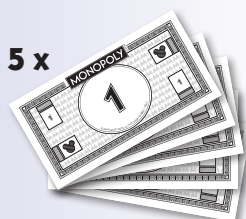
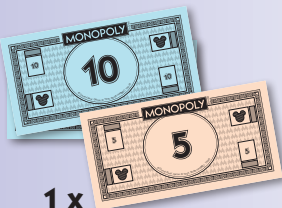
See page 7.

Collect \$200 as you pass GO.

See page 8.

1 x

5 x



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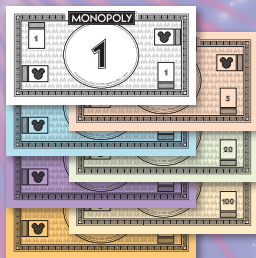
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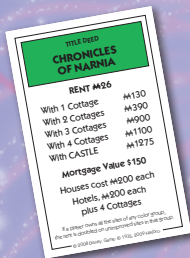
# HERE'S HOW TO PLAY!

## THE BANKER

Choose one player to be the banker. If there are more than five players, the banker may choose to take on this role only. The banker is in charge of:



The money



Title Deed cards



Cottages and Castles



Auctions

## PLAYING

1. Roll both dice, the highest roller starts. Play continues clockwise.
2. On your turn, roll the dice and move that number of squares clockwise around the board. Two or more movers may rest on the same space at the same time. According to the space you land on either:
  - ◆ Buy the property for the asking price (if it isn't owned by another player). **See page 5.**
  - ◆ Get the banker to arrange an auction on the property (if you don't want to buy it). **See page 5.**
  - ◆ Pay rent (if the property is owned by another player). **See page 5.**
  - ◆ Pay taxes
  - ◆ Draw a Show Time or Magic Moments card. **See page 7.**
  - ◆ Go to jail. **See page 7.**
3. Once you own a color group, build cottages or castles on those sites.
4. If you run out of money, mortgage or sell property to pay off your creditors. If you cannot raise enough money to pay rent, tax or a bill, you are declared bankrupt and are out of the game.

5. No player may borrow money from, or lend money to, another player. However, a player may choose to accept any of your property instead of money that is owed to them.
6. If you roll a double, take your turn as normal and roll again. Roll three doubles in one turn and you go to jail!
7. Continue until only one player is left in the game. This player is the winner!

## TINKER BELL (Special Disney Rules)

1. Set up MONOPOLY Disney as normal but place Tinker Bell on the GO space.
2. If anyone rolls a double, also move Tinker Bell forward a space, skipping over any tax, Show Time, Magic Moments, jail or free parking spaces.
3. If you land on an owned property with Tinker Bell on it, the bank pays the rent for you!
4. If you land on an unowned property with Tinker Bell on it, you get the property for free!





# THE FINER POINTS

## BUYING PROPERTY

There are three types of property:



1. Sites

2. Modes of Transport

3. Special Powers

If you land on an unowned property, you have the first choice to buy it. If you decide to buy, pay the banker the price stated on that space. You will receive that property's Title Deed card as proof of ownership. Keep it faceup in front of you. If you decide not to buy, it is up for grabs! See **Auctions**, below.

Owning a property entitles you to collect rent from any players who land on that space. Once you own all the sites in one color group, i.e. you own a monopoly, you can build cottages and castles on sites in that group and collect more rent!

## AUCTIONS

If you land on an unowned property and don't want to buy it for its asking price, the banker must immediately auction it to the highest bidder. All auctions start at M1.

All players can join in the auction, including the banker and the player that landed on the unowned property but didn't want to pay the asking price.

## PAYING RENT

If your roll ends on a site that is owned by another player, you must pay rent (unless the site is mortgaged). The player who owns the site must ask you for rent before the next player rolls the dice. The amount payable

is shown on the Title Deed card and varies according to the number of buildings on the site.

If you own a whole color group, the rent is doubled on any undeveloped site of that group (i.e. a site without cottages or castles). You can still collect double rent for the sites without a mortgage.

## SPECIAL POWERS (Utilities)

Special Powers are bought and auctioned in the same way as properties.

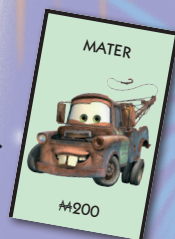


If you land on an owned special power, pay rent to the owner according to the dice you rolled to get there. If the owner has one special power, the rent will be four times your dice roll. If the owner has both utilities, you must pay ten times the amount of your dice roll.

## MODES OF TRANSPORT (Railroads)

Modes of transport are bought and auctioned in the same way as properties.

If you land on an owned mode of transport, pay the amount stated on the Title Deed card to the owner. The amount payable is shown on the Title Deed card and depends on the number of other modes of transport owned by that player.



## BUILDING COTTAGES (Houses)

Once you own all sites of a color group, you can buy cottages to put on any of those spaces. The price of a cottage is shown on the Title Deed card.





You can buy any cottage (or castle) on your turn or in between other players' turns but you must build evenly: you cannot build a second cottage on a site until you have built a cottage on every site in that group. You may buy as many buildings as you wish, as long as you can afford them! Cottages may not be built if any site of the same color group is mortgaged.

### **BUILDING CASTLES (Hotels)**

To buy a castle, you must first have four cottages on each site of a complete color group. Exchange the four cottages for a castle and pay the banker the price shown on the Title Deed card. Only one castle may be built on any one site.



### **RUNNING OUT OF BUILDINGS**

If the banker has no cottages left, you must wait for other players to return theirs before you can buy any.

If a limited number of cottages or castles are left and two or more players wish to buy more than the banker has, the banker auctions them off individually to the highest bidder. The banker holds the auction (see **Auctions** on *page 5*).

### **RUNNING OUT OF MONEY**

If you are low on funds, you can raise more money by:

- ◆ Selling buildings
- ◆ Mortgaging property
- ◆ Selling property, special powers or modes of transport to another player for any agreed sum (even if the property is mortgaged).

### **SELLING PROPERTY**

You may sell undeveloped sites, transports and utilities to another player for a mutually agreed price. You cannot sell a site if there are any buildings on any of the sites in that color group. You must first sell all the buildings on those sites to the banker.

Cottages and castles are sold to the banker at half their original purchase price, stated on the Title Deed card. You can sell on your turn or in between other players' turns.

### **Selling cottages**

You must sell cottages evenly, in the same way as they were bought.

### **Selling castles**

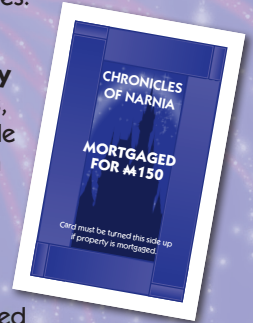
The banker will pay half the price of the castle plus half the price of the four cottages that were exchanged for the purchase of the castle.

Hotels can also be broken back down into cottages to raise money. To do this, sell a castle for half its cost and receive in exchange four cottages.

### **MORTGAGES**

#### **Mortgaging property**

First sell any buildings, then turn the site's Title Deed card facedown and collect your mortgage amount shown on the back of the card.



You keep all mortgaged property and no other player can pay off your mortgage to secure the property. Rent cannot be collected on mortgaged property although it can be collected for other properties in that color group.

#### **Repaying a mortgage**

You must pay the original mortgage amount plus 10% interest. Once repaid, turn the Title Deed card faceup.

#### **Selling mortgaged property**

You can sell mortgaged property to other players at any agreed price. The buyer can then either immediately repay the mortgage or pay 10% interest but retain the mortgage. The mortgage can be repaid as normal later in the game.

When all sites in a color group are mortgage-free, the owner may begin to buy back cottages and castles at full price.

### **BANKRUPTCY**

If you owe more money than you can raise from your assets, you are declared bankrupt and are out of the game.



## Owing the banker

Return your Title Deed cards to the banker who will auction off each property to the highest bidder.

Return any "Get out of jail free" cards to the bottom of the relevant pile.

## Owing another player

The other player receives any money you have left, your Title Deed cards and any "Get out of jail free" cards you own.

## SHOW TIME AND MAGIC MOMENTS (Chance and Community Chest)

When you land on one of these spaces, take the top card from the relevant pile. Follow the instructions on the card before returning the card, facedown, to the bottom of the deck. If you pick a "Get out of jail free" card, you can keep it until you wish to use it or sell it to another player for a mutually agreeable sum.



If a card instructs you to move to another space, move there in the direction of the arrow. If you pass GO on the way, collect  $\text{\pounds}200$ . You do not pass GO if a card sends you to jail, or sends you **back**.

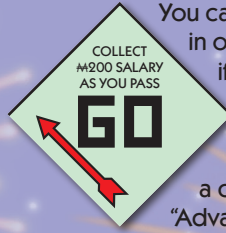
## FREE PARKING

There is no penalty for landing here and you may still undertake transactions as usual (collecting rent, building on sites you own, etc.).



## PASSING GO TWICE IN ONE TURN

You can collect  $\text{\pounds}200$  twice in one turn. For example, if you land on a Show Time or Magic Moments space immediately after passing GO and picking a card that tells you to "Advance to GO".



## JAIL

### Going to jail

You will be sent to jail if:

- ◆ You land on the "Go to jail" space.
- ◆ You pick a Show Time or Magic Moments card which tells you to "Go directly to jail".
- ◆ You roll a double three times in a row on your turn.



Your turn ends when you are sent to jail. Move onto the jail space and do not collect  $\text{\pounds}200$ , regardless of where you were on the board. While in jail you can collect rent on properties provided they are not mortgaged.

### Getting out of jail

You can get out of jail by:

- ◆ Paying a  $\text{\pounds}50$  fine and continuing on your **next** turn.
- ◆ Using a "Get out of jail free" card.
- ◆ Rolling a double.

If you haven't rolled a double after three turns, pay the banker  $\text{\pounds}50$  before moving according to your third dice roll.

### "Just visiting" jail

If you are not sent to jail but land on the jail space, you are "Just visiting" and incur no penalty.



# A QUICKER GAME

If you're familiar with MONOPOLY and want to play a quicker game:

1. To start, the banker shuffles the Title Deed cards and deals two to each player. Players immediately pay the banker the price for the properties they receive. Play then continues as normal.
2. You only need to build up three cottages (instead of four) on each site of a color group before buying a castle. When selling a castle, the value is half its purchase price.
3. As soon as a second player goes bankrupt, the game ends. Each remaining player then adds together:
  - ◆ Their money
  - ◆ Owned sites, special powers and modes of transport at the price printed on the board
  - ◆ Any mortgaged property at half the price printed on the board
  - ◆ Cottages, valued at purchase price
  - ◆ Castles, valued at the purchase price including the value of three cottages.

The richest player wins the game!

# SPEEDY MONOPOLY

Alternatively, agree on a definite time to finish the game. Whoever is the richest player at this time wins!

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We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

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