

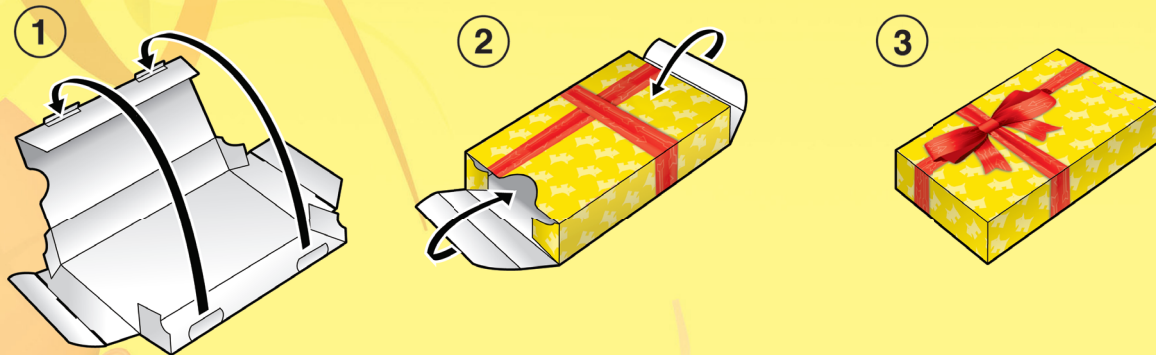
## Rules for older players

To try a slightly more challenging game, add these extra rules to your game...

- 1. Party pairs** If you own two parties of the same colour, charge double when anyone lands on either of them.
- 2. Swap!** Trade parties with other players for cash if you're bankrupt. Swap parties with other players to make pairs and charge double! When you trade party cards, make sure you swap presents too.
- 3. Win!** When the game ends, count up your money. Now add the individual values of each party you own to your score. If you have the most money, you win!

## Party Box Assembly

Before you start, put together the Party Box as shown.



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AGE  
**5+**



◆ The Fast-Dealing Property Trading Game ◆

# MONOPOLY JUNIOR

ADULT ASSEMBLY  
REQUIRED

### AIM OF THE GAME

- Collect parties!
- Get cash when other players land on your parties!
- Open the Party Box to get loads of cash!

### CONTENTS

- 1 gameboard
- 16 party cards
- 16 Chance cards
- 32 present tokens
- 1 Party Box
- 70 x £1 notes
- 4 Cupcake movers
- 1 die.

## Party



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

# Get ready!

1. Open the gameboard and put it in the centre of the table.
2. Place the party cards on the board using the Kids' party card challenge (below).
3. Shuffle the Chance cards and place them face-down on the Chance space in the centre of the board.
4. Put together the Party Box (see back page for assembly) and place it on its space in the centre of the board.
5. Deal cash:



# How to win

Be the player with the most money and parties when the first player goes bankrupt.

# How to play

1. **Roll the die and move your Cupcake mover** that number of spaces clockwise from GO. If you roll this, take the top Chance card, read it out and follow the instructions.
2. **Where did you land?** See 'The Spaces' section below for what to do on that space. Once you've followed the instructions for that space, it's the next player's turn.
3. **Party on!** Keep taking turns to roll and move around the board until someone goes bankrupt (runs out of money).
4. **Bankrupt?** If you don't have enough money to pay in full, you're bankrupt – you don't pay any of the money you owe and the game ends immediately.
5. **Win!** When someone's bankrupt, the game ends. Count your money. Add  $\pounds 1$  for each party you own. If you have the most money, you win!

# The Spaces



**Party with no present:** When you land on a party that no-one else owns, you must buy it.

- Take the party card from the space, pay the Bank the price written on it and keep the card in front of you.
- Put one of your presents on the coloured band at the top of the space so everyone knows it's your party.



**Party with present:** When you land on a party with another player's present on it, you're a guest at their party. Pay them the price on the space as a gift. If you land on a party that has your present, do nothing, enjoy your party!



**GO:** Every time you pass GO, collect  $\pounds 2$  from the Bank.



**CHANCE:** Take the top Chance card, read it out and follow the instructions. If you have to pay money, put it in the Party Box. Return the used card to the bottom of the pile.



**PARTY BOX:** Congratulations! When you land on a Party Box space you get to open the box in the centre of the board and keep any money that's inside. Close it up and put it back on the board when you're done.



**JUST VISITING:** You're not in Jail – you're just visiting!



**FREE PARKING:** Do nothing. Take a break from partying!



**GO TO JAIL!** Move your Cupcake mover to the Jail space. Do NOT collect  $\pounds 2$  if you pass GO. On your next turn, pay  $\pounds 1$  to the Bank, then roll and move as usual.

# Kids' party card challenge!

Do this challenge to decide who goes first!

- Put the party cards on the spaces they match as fast as you can! If more than one player wants to take part, split the cards equally between you.
- Fastest matcher goes first! (If you're the only matcher, you go first if you get them all right!)



## Used all your presents?

If you run out of presents you cannot buy any more parties unless you give up one of your other parties first. Pay the Bank for your new party, return the party card you're giving up to its space and move your present to your new party. You do not get money back for the party you're giving up – it's the price you pay for being such a party animal!

