

2-4 PLAYERS

AGES 8+

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MONOPOLY

Littlest
Pet Shop
BRAND™



AIM OF THE GAME

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

CONTENTS

Gameboard, 4 collectible Littlest Pet Shop pets to use as pawns, 28 Title Deed cards, 16 Toys cards, 16 Treats cards, 1 pack of MONOPOLY money, 32 pet carriers, 12 dog houses and 2 dice.



2-4
PLAYERS



THE GAME

Mortgage a property
See pages 6/7.

Pick up a Toys card.
See page 7.

Build on your properties.
See page 6.

Choose a pawn and put it on the GO space to start.



MONEY

| | | |
|-----------------------------------|-----|-----|
| Each player starts the game with: | 1 x | 2 x |
| 2 x | 4 x | 1 x |

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LITTLEST PET SHOP EDITION

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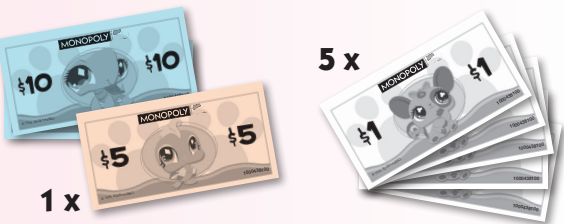


Pay rent on other
players' properties.
See page 5.

Go to jail.
See page 7.

Collect \$200
as you pass GO.
See page 7.

Pick up a
Treats card.
See page 7.



Littlest Pet Shop Edition

Enter the world of Littlest Pet Shop as you travel around the board, buying and selling Littlest Pet Shop properties and setting up pet carriers and dog houses. You can even collect money from your friends when they stop by to visit your properties. The last player in the game wins!

What's the Same?

The classic rules.

What's Different?

- ◆ Toys cards replace the classic Community Chest cards.
- ◆ Treats cards replace the classic Chance cards.
- ◆ The gameboard spaces and the matching Title Deeds represent properties in the Littlest Pet Shop world. All of the values are the same as the Title Deeds in the classic MONOPOLY edition.

- ◆ Choose from 4 collectible Littlest Pet Shop pet pawns. Use your own Littlest Pet Shop pets as pawns if you like!
- ◆ In place of the traditional railway stations, the Littlest Pet Shop edition features four modes of transport: Play Wagon, Skateboard, Wheelbarrow and Snowmobile.
- ◆ The two utilities are now Hamster Wheel Electric and Duckie's Bathtub Water.
- ◆ A Vet's Bill replaces the traditional Income Tax and a Spa Bill replaces the Luxury Tax.
- ◆ Instead of houses and hotels, you'll build pet carriers and dog houses.

HERE'S HOW TO PLAY!

THE BANKER

Choose one player to be the banker. The banker may choose not to play, but to take on this role only. The banker is in charge of:



The money



Title Deed cards



Pet carriers and dog houses



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 pawns may rest on the same space at the same time. According to the space you land on, either:

- ◆ Buy the property (if it isn't owned by another player). **See page 5.**
- ◆ Get the banker to auction 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 Toys or Treats card. **See page 7.**
 - ◆ Go to jail. **See page 7.**
3. Once you own a color group, build pet carriers or dog houses on those sites.
 4. If you run out of money, mortgage or sell property to pay off your debts. 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 you owe 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. Keep playing until only one player is left in the game. This player is the winner!

THE FINER POINTS

BUYING PROPERTY

There are three types of property:



1. Sites

2. Transports

3. Utilities

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 shown on that space. You will receive that property's Title Deed card. Keep it faceup in front of you.

If you decide not to buy, the banker holds an auction (*see Auctions*).

Owning a property allows you to collect rent from any player who lands on that space.

Once you own all the sites in one color group (a monopoly), you can build pet carriers and dog houses on sites in that group and collect more rent!

AUCTIONS

If you decide not to buy a property after landing on it, the banker must immediately auction it to the highest bidder, starting at any price another player is willing to pay. Even though you decided not to buy it at the original price, you can join in the bidding too.



PAYING RENT

If you land 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 you must pay is shown on the Title Deed card and changes depending on the number of buildings on the site.

If you own a whole color group, the rent you can charge is doubled on any undeveloped site of that group (a site without pet carriers or dog houses). If one property in a color group is mortgaged, you can still collect double rent for the sites without a mortgage.

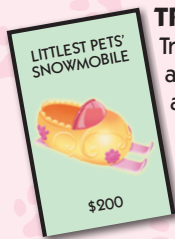
UTILITIES

Utilities are bought and auctioned in the same way as properties.

If you land on an owned utility, pay the owner rent depending on the dice you rolled to get there.

- ◆ If the owner has one utility, 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.





TRANSPORTS

Transport sites are bought and auctioned in the same way as properties.

If you land on an owned transport site, pay the owner the amount shown on the Title Deed card. The amount

you must pay is shown on the Title Deed card and depends on the number of other transport sites that player owns.

BUILDING HOUSES (PET CARRIERS)

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



You can buy pet carriers (or dog houses) on your turn or in between other players' turns but you must build evenly: you cannot build a second pet carrier on a site until you have built a pet carrier on every site in that group.

You can buy as many buildings as you want, as long as you can afford them! You cannot build on a site if any site of its color group is mortgaged.

Place your pet carriers and dog houses on the board on the property you're building on.

BUILDING HOTELS (DOG HOUSES)

To buy a dog house, you must first have four pet carriers on each site of a complete color group. Swap the four pet carriers for a dog house and pay the banker the price shown on the Title Deed card. You can only build one dog house per site.



RUNNING OUT OF BUILDINGS

If the banker has no pet carriers or dog houses left, you must wait for other players to return theirs before you can buy any.

If there are a limited number of pet carriers or dog houses left and two or more players wish to buy more than the banker has, the banker auctions them off, one by one, to the highest bidder, starting at the lowest price shown on the relevant Title Deed card(s).

RUNNING OUT OF MONEY

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

- ◆ Selling buildings
- ◆ Mortgaging property
- ◆ Selling property, utilities or transports to another player for any agreed amount (even if the property is mortgaged).

SELLING PROPERTY

You may sell undeveloped sites, transports and utilities to another player for a price you both agree on. 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.

Pet carriers and dog houses are sold to the banker at half their original price (shown on the Title Deed card). You can sell on your turn or in between other players' turns.

Selling pet carriers

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

Selling dog houses

The banker will pay you half the price of the dog house plus half the price of the four pet carriers that were swapped to buy the dog house.

You can also break dog houses back down into pet carriers to raise money. To do this, sell a dog house for half its cost and receive four pet carriers in exchange.

MORTGAGES

Mortgaging property

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

You keep all mortgaged property and no other player can pay off your mortgage for you. You cannot collect rent on mortgaged property, although you can collect it for other properties in that color group, as long as they are not mortgaged.

Repaying a mortgage

You must pay the original mortgage amount plus 10% interest. Turn the Title Deed card faceup. You can now collect rent on it again.



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 and keep the property mortgaged. The mortgage can be repaid as normal later in the game.

When all sites in a color group are mortgage-free, the owner may start buying back pet carriers and dog houses 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

If you owe money to the bank when you go bankrupt, 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 player who made you bankrupt receives any money you have left, your Title Deed cards and any "Get out of jail free" cards you own.



TOYS AND TREATS CARDS

When you land on one of these spaces, take the top card from the relevant pile. Follow the instructions on the card, then return it, facedown, to the bottom of the pile. If you pick a "Get out of jail free" card, you can keep it until you want to use it or sell it to another player for an amount you both agree on.

If a card tells you to move to another space, move there in the direction of the arrow. If you pass GO on the way, collect \$200. You do not pass GO if a card sends you to jail, or sends you back (e.g. to Candy Shop).

FREE PARKING

This is a free resting place. You do not win or lose money by landing here. You can still collect rent, build on sites you own, etc.



PASSING GO

TWICE IN ONE TURN

You can collect \$200 twice in one turn. For example, if you land on a Toys or Treats space immediately after passing GO and you pick up 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 Toys or Treats 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 \$200, regardless of where you were on the board.

While in jail you can collect rent on your properties as long as they are not mortgaged.

Getting out of jail

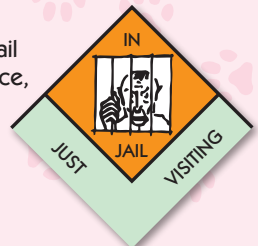
You can get out of jail by:

- ◆ Paying a \$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 \$50, then move the number of spaces shown on your last dice roll.

"Just visiting" jail

If you are not sent to jail but land on the jail space, you are "Just visiting". You are not in jail.



A QUICKER GAME

If you're familiar with MONOPOLY and want to play a speedy 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 three pet carriers (instead of four) on each site of a color group before buying a dog house. When selling a dog house, the value is half the price you paid for it.
3. As soon as a second player goes bankrupt, the game ends. All other players add together what they own:
 - ◆ Money
 - ◆ Owned sites, utilities and transports at the price printed on the board
 - ◆ Any mortgaged property at half the price printed on the board
 - ◆ Pet carriers, valued at the price you paid for them
 - ◆ Dog houses, valued at the price you paid for them, including the value of three pet carriers.

The richest player wins the game!

SPEEDY MONOPOLY

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

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