

# MONOPOLY

® BRAND

◆ The Fast-Dealing Property Trading Game ◆

**AGES 8+**  
**2-8 PLAYERS**

## CONTENTS

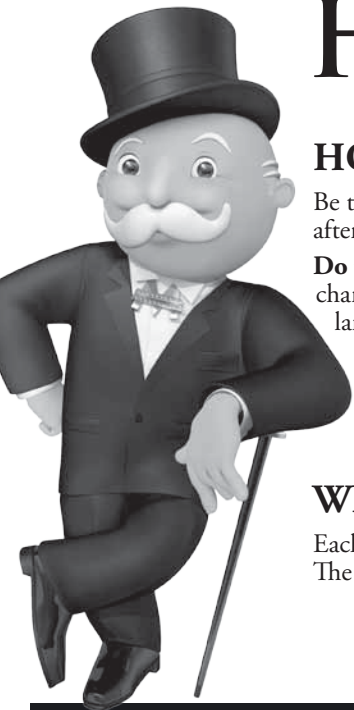
Gameboard, 8 tokens,  
28 Title Deed cards,  
16 Chance cards, 16  
Community Chest cards,  
1 pack of MONOPOLY®  
money, 32 blue houses,  
12 red hotels, banker's tray,  
Title Deed carousel, 2  
translucent white dice  
and 1 Speed Die.



If you are already an experienced MONOPOLY® dealer and want a faster game, try the rules on the back page!

## PLATINUM EDITION

# HERE'S HOW TO PLAY



## HOW DO I WIN?

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

**Do this by:** buying properties and charging other players rent for landing on them.

Collect groups of properties to increase the rent, then build houses and hotels to really boost your income.

## WHO GOES FIRST?

Each player rolls the two white dice. The highest roller takes the first turn.

## ON YOUR TURN

1. Roll the two white dice.
2. Move your token clockwise round the board the number of spaces shown on the dice.
3. You will need to take action depending on which space you land on.

See *Where Did You Land?* below.

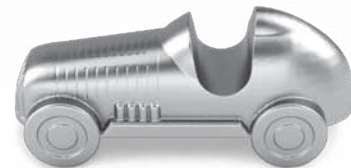
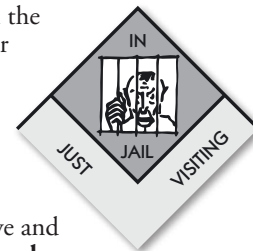
4. If your move took you **onto or past** the GO space, collect \$200 from the Bank.



5. If you rolled a **double**, roll the dice again and take another move (steps 1-4).

**Watch out!** If you roll doubles **3 times** on the same turn, you must **Go to Jail**.

6. When you finish your move and action, **pass the dice to the player on your left**.



## WHERE DID YOU LAND?

### 1: AN UNOWNED PROPERTY

There are three types of property:



Sites Railroads Utilities

You can buy the property you land on for the **listed price** on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you **don't** want to pay the listed price, the property goes up for **auction**.

When buying property you should plan to acquire groups.



For example: if you buy a green site, you should try to get the other two green sites during the game. Owning groups earns you more rent when other players land on them and lets you build on your sites for even bigger profits.



### 2: A PROPERTY OWNED BY ANOTHER PLAYER

If you land on another player's property you must pay rent to them as shown on the Title Deed card. You do not pay rent if the property is mortgaged (its Title Deed is face down).

**Important:** the owner must **ask** you for the rent before the player to your left rolls the dice. If they forget to ask, you don't have to pay!

#### Sites

The rent for an **unimproved** site is printed on the matching Title Deed card. This is **doubled** if the owner owns all sites in its color group and none of them are mortgaged. If the site is **improved** with houses or hotels, the rent will be much higher – as shown on the Title Deed card.

# HELP!

## I'M IN DEBT!

If you ever owe the Bank or another player more cash than you have, try to raise the money by **selling buildings** and/or **mortgaging properties**.

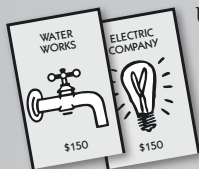
If you still owe more than you have, you are **BANKRUPT** and **out of the game!**

- ◆ Pay whatever money you were able to raise.
- ◆ If the debt is to another player – give them all your mortgaged properties and any *Get Out of Jail Free* cards. The player must pay 10% interest on each mortgaged property, even if they don't want to pay off the mortgage yet.
- ◆ If your debt is to the Bank – all your mortgaged properties must be put up for **auction**. These are sold unmortgaged (face up). Return any *Get Out of Jail Free* cards to the bottom of the appropriate piles.

### Railroad

Rent depends on how many railroads the other player owns.

<b>Railroads:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Rent:	\$25	\$50	\$100	\$200



### Utilities

Roll the dice and multiply the result by 4 – this is the rent you must pay.

If the owning player owns both utilities, multiply the result by **10!**

# DON'T WAIT FOR THE DICE!

You can do the following even when it isn't your turn – even if you're in Jail!

## 1: COLLECT RENT

If another player lands on one of your unmortgaged properties, you can demand rent from them as shown on the Title Deed – see A Property Owned by Another Player below.

## 2: AUCTION

The Banker holds an auction when...

- ◆ A player lands on an unowned property and decides **not** to buy it for the listed price.
- ◆ A player goes **bankrupt** and turns over all his or her mortgaged properties to the Bank, which are auctioned unmortgaged (face up).
- ◆ There is a **building shortage** and more than one player wants to buy the same building(s).



Auction bids can only be made in cash. Any player can start the bidding for as little as \$1. If no one makes a higher bid, the last player to bid must buy the property.

## 3: BUILD

When you own all the sites in a color group, you can buy houses from the Bank and put them on any of those sites.

- The listed price of each house is shown on the site's **Title Deed**.
- You must build **evenly**. You cannot build a second house on a site until you have built one on each site of its color group.
- You can have a maximum of **4 houses** on a single site.
- When you have 4 houses on a site, you can exchange them for a **hotel** by paying the listed price on the Title Deed. You can only have one hotel per site and cannot build additional houses on a site with a hotel.



## 3: CHANCE or COMMUNITY CHEST

Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile.

If it is a Get Out of Jail Free card, keep it until you need to use it or sell it to another player.



## 4: INCOME TAX / LUXURY TAX

If you land on one of these spaces, you must pay the Bank the amount shown.



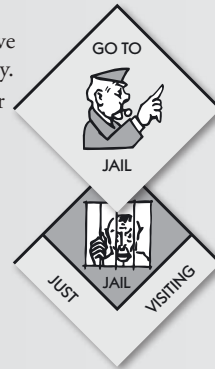
## 5: GO TO JAIL

If you land on this space, you must move your token to the **Jail** space immediately.

**Important:** You do **not** collect \$200 for passing GO if you are sent to Jail. As soon as you are sent to Jail, your turn ends – pass the dice!

## Other ways to end up in Jail...

- ◆ Draw a Chance or Community Chest card that tells you to *Go to Jail*.
- ◆ Roll three doubles in a row on your turn.



**Important:** you cannot build on a site if any site in its color group is mortgaged.

**Building shortage?** If there are no buildings left in the Bank, you must wait for other players to sell theirs before you can buy any. If buildings are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

## 4: SELL BUILDINGS

Buildings can be sold back to the Bank at **half** the listed price. Houses must be sold evenly in the same way that they were bought. Hotels are sold for half the listed price and immediately exchanged for 4 houses.

## 5: MORTGAGE PROPERTIES

If you're low on cash or don't have enough to pay a debt, you can mortgage any of your unimproved properties. You must sell all buildings on a color group to the Bank before you can mortgage one of its sites.



## Q: How do I get out of Jail?

A: You've got 3 options...

- Pay \$50** at the start of your next turn, then roll and move as normal.
- Use a *Get Out of Jail Free* card** if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.
- Wait three turns.** On each turn roll the dice; if you get a **double**, move out of Jail and round the board using this roll. If you do not get a double on your third roll, you must pay \$50 to the Bank then move the number of spaces rolled.



To **mortgage** a property turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To **repay** a mortgage, pay the **listed value plus 10%** to the Bank then turn the card face up. Rent cannot be collected on mortgaged properties.

## 6: DO A DEAL

You can do a deal with another player to **buy** or **sell** unimproved property. You must sell all buildings on a color group to the Bank before you can sell one of its sites.

Property can be traded for any combination of cash, other property or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged property can be sold to another player at any agreed price.

After buying a mortgaged property, you must either **repay** it immediately or just **pay 10%** of the listed value and keep the card face down; if you later decide to repay to the Bank the mortgage, you **will** have to pay the 10% fee again.



**Remember:** your aim is not just to get rich. To win you must make every other player **BANKRUPT!**

## 6: JAIL (JUST VISITING)

Don't worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.



## 7: FREE PARKING

Relax! Nothing bad (or good) happens.



## 8: A PROPERTY THAT YOU OWN

Nothing happens. But you're not making any money!

# SET IT UP!

## THE BANKER

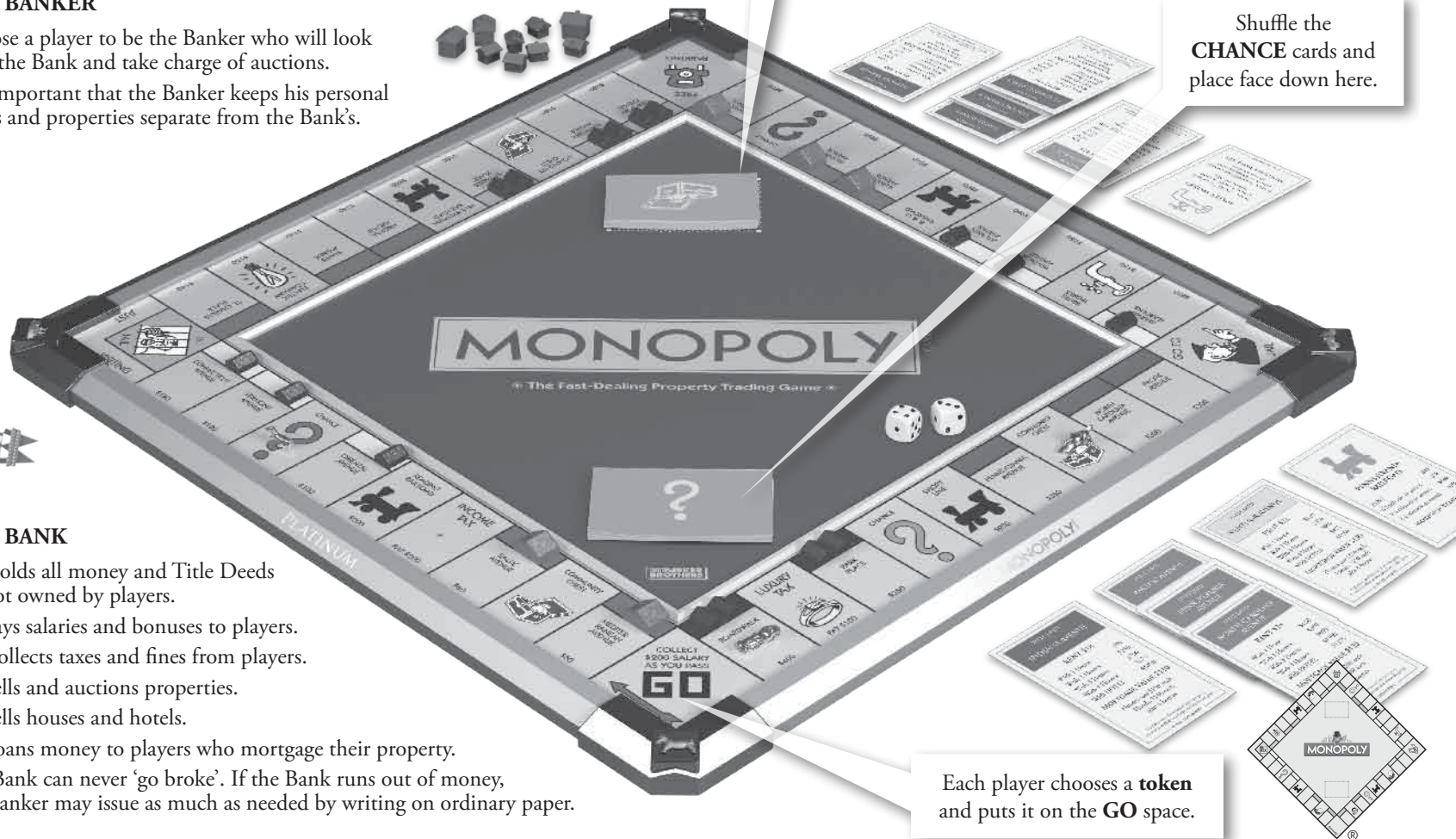
Choose a player to be the Banker who will look after the Bank and take charge of auctions.

It is important that the Banker keeps his personal funds and properties separate from the Bank's.

## THE BANK

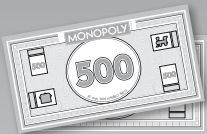
- ◆ Holds all money and Title Deeds not owned by players.
- ◆ Pays salaries and bonuses to players.
- ◆ Collects taxes and fines from players.
- ◆ Sells and auctions properties.
- ◆ Sells houses and hotels.
- ◆ Loans money to players who mortgage their property.

The Bank can never 'go broke'. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.



Each player starts  
the game with:

2 x



x 4



1 x



x 1



2 x



x 1



5 x



# DO YOU LIKE TO PLAY FAST?

## SPEED DIE

To speed up your game, just follow these steps...

1. At the start of the game, each player takes an extra **\$1000**.
2. Do not use the Speed Die until you pass GO for the first time.
3. When using the Speed Die, roll it with the two white dice on your turn. Then do the following, depending on what you rolled.



- ◆ **1, 2 or 3:** Add this to the roll of the two white dice.
- ◆ **Bus:** You can choose to move the value of one or both of the white dice. So if you rolled a 1 and a 5, you could move 1 space, 5 spaces or 6 spaces.
- ◆ **Mr. Monopoly:** Move the sum of the white dice as normal and take the action for the space you land on. Then advance to the next unowned property and either buy it or put it up for auction. If there are no unowned properties left, advance to the next property owned by another player and pay rent.

## WHAT ELSE?

Only the white dice are counted when rolling doubles.

If you roll three-of-a-kind (each die shows the same number), you can move your token to **any space** on the board.

If you are sent to **Jail** during your move, your turn ends and you do not use the result of the Speed Die.

Only roll the white dice when attempting to get out of Jail.

Roll all 3 dice to determine the rent for a utility. The Bus and Mr. Monopoly count as zero.



## PLAY IT RIGHT!

Many players like to devise their own 'house' Monopoly rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other money or trade 'promises' not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

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 U.S.A. Tel: 888-836-7025 (toll free).

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