

MONOPOLY

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AGES
8+



GET OUT OF JAIL

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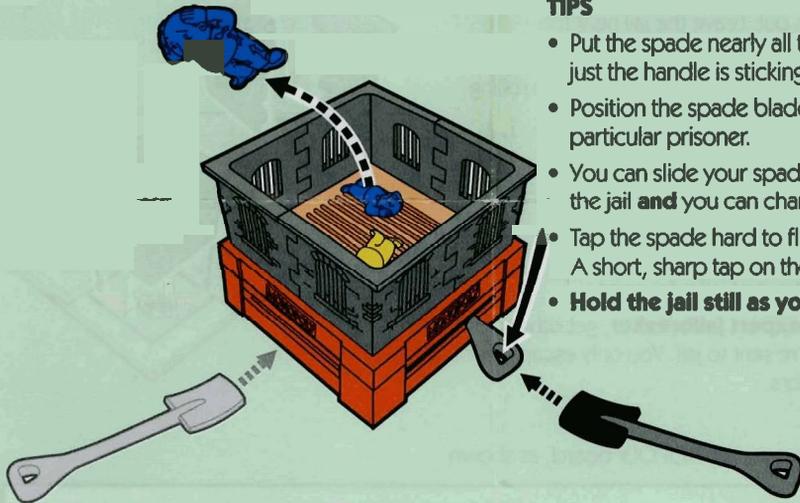
Jail base, 4 jail walls, 24 prisoners (3 of each colour), 6 prison guards and spade.

AIM OF THE GAME

Slide the spade into the slot under the jail. Bash on the handle and flick prisoners out of jail. Don't free a prison guard, or you're busted!

GET STARTED

Before you play, perfect your technique. Put the jail on a hard surface and drop half the prisoners and guards in.



TIPS

- Put the spade nearly all the way in, so that just the handle is sticking out.
- Position the spade blade carefully to free a particular prisoner.
- You can slide your spade into any slot under the jail **and** you can change slots at any time.
- Tap the spade hard to flick the prisoner free. A short, sharp tap on the handle works best.
- **Hold the jail still as you flick.**

When you're ready to play, put all the prisoners and guards into the jail. Choose a player to go first.

ON YOUR TURN

1. Stick your spade in the slot and start freeing prisoners **without** freeing any prison guards. Keep escaped prisoners in front of you.
 - Each color prisoner is worth a different number of points (i.e. orange = 4, dark blue = 8).
 - Free all the prisoners of one color and score double points at the end of the game.
 2. Keep playing until:
 - You have freed as many prisoners as you dare. Move your escaped prisoners to one side and keep them until the end of the game.

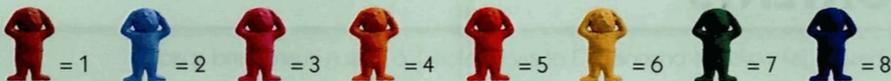
OR

 - You free a prison guard by mistake. Drop the guard and any prisoners you freed *this turn* back in jail and end your turn.
 3. The player to your left goes next.
- Keep playing until all the prisoners have been freed and only the prison guards are left in jail.

WINNING

Add up your points. The player with the most points is the winner.

YOUR SCORE



If you freed all three prisoners of one color, remember to double your points for them.

E.G.

You freed:



Your score: $1 + 1 + 5 + 5 + 5 (x2 = 30) + 7 + 8 = 47$

PLAYING WITH CLASSIC MONOPOLY

Spice up your MONOPOLY game with a Jailbreak Challenge!

Drop one prisoner of each color into the jail. Leave the prison guards out. Leave the jail near the MONOPOLY board.

If you end up in jail during the game, replace rolling doubles to get out of jail with this:

You have a single flick to try and free at least one prisoner.

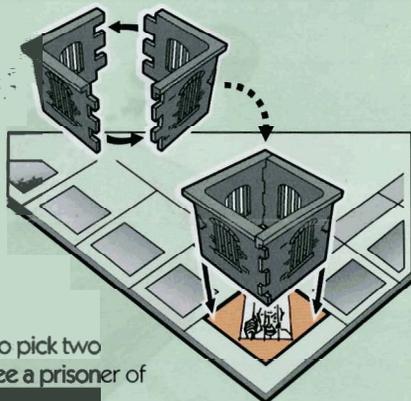
- If you do, you're out! Roll and move.
- If not, your turn is over.

All the normal get out of jail rules apply.

Once you're an expert jailbreaker, get other players to pick two colors when you're sent to jail. You only escape if you free a prisoner of one of **those** colors.

OR

Make a 3-D jail for your MONOPOLY board, as shown.



STORAGE

Everything fits inside the jail.

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 USA. Tel: 888-836-7025 (toll free).

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