

• Fast-Dealing Property Trading Game •

MONOPOLY^{® BRAND}

BUY EVERYTHING EXPANSION

8+

G0720



2-6

CONTENTS: 1 Rotating Sale Vault with Base
• 1 Buy Die with Stickers • 20 Sale Cards • 8
Title Deeds • 4 Reminder Cards

Requires the classic Monopoly game to play!

Parents: Scan here for
an instructional video!

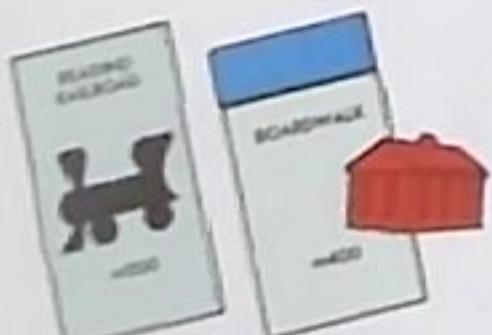


WHAT'S DIFFERENT?

Mr. Monopoly has opened the Sale Vault, and now there's more for sale than ever before!

BUY EVERY SPACE!

You can buy Free Parking, the GO space, the Bank, and even Jail!



BUY NEW WAYS TO WIN!

Some Sale cards give you the chance to win in a whole new way—by owning all the Railroads, building a Hotel on Boardwalk, and more!

ROLL THE BUY DIE!

Roll the Buy die on your turn to see if you can buy from the Sale Vault, or even make another player throw one of their Sale cards away.



THE FIRST TIME YOU PLAY

Apply a sticker to each side of blank die to create the Buy die.



SET IT UP!

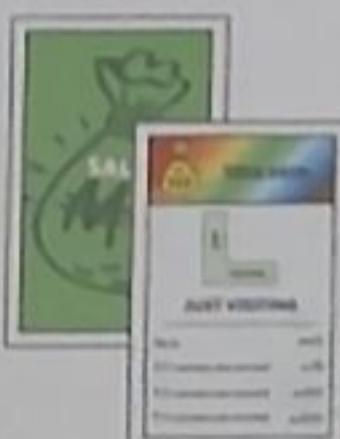
- Set up your Monopoly game as you typically would. One player should be the Banker. Your starting cash is different! Banker, give each player the following:

	x 5
	x 1
	x 3
	x 3
	x 3
	x 4
	x 3

(Total = M 2,150)



- Insert the Sale Vault stand into the Sale Vault base as shown, then place the Sale Vault in the center of the board.



- Separate the Sale cards from the Title Deeds included in this expansion. Place the expansion Title Deeds with the ones from your classic game.

PLAY!

How to win

Be the richest player at the end of the game! The game ends either when all properties are owned or when a player completes one of their instant-win Sale cards.

Who goes first?

Each player rolls the numbered die. The highest roller starts, and play moves to the left.

On your turn

- Roll the numbered die and move clockwise that number of spaces.
- Where did you land? Follow the rules of that space. See BOARD SPACES in the classic rules. If you landed on one of the following spaces, you may now

buy it as you would any other property.

- Roll the Buy die and perform the action you roll, if you'd like. See BUY DIE. *If you buy a Sale card, you must wait to use it until the start of your next turn.*
- Your turn ends. Pass the dice to your left.



Start playing!

Use your classic Monopoly rules when it comes to buying, trading, and mortgaging properties, Houses and Hotels, and Jail. Look up new things included in this expansion as you play!

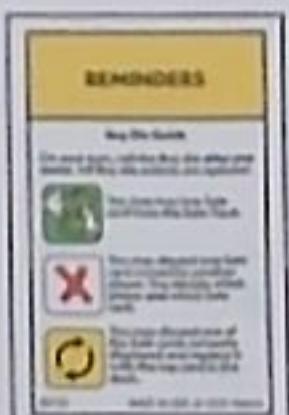




- 4 Shuffle the Sale cards and place three in the Sale Vault as shown. Make sure they face out so everyone can read them!

- 5 Place the rest of the Sale cards facedown next to the Sale Vault.

- 6 Give each player a reminder card.



- 7 Place the Buy die with the classic numbered dice next to the board.

THE BUY DIE

You'll always roll the Buy die after you move. All actions on the Buy die are optional—but you'll probably want to do them.



You may buy one Sale card from the Sale Vault.



You may force any player to discard one of their Sale cards. You decide which player and which Sale card. They might try to negotiate to stop you... and maybe it'll be a good deal!



You may discard one of the Sale cards currently displayed in the Sale Vault and replace it with the top card in the Sale card deck.

THE SALE VAULT AND SALE CARDS

You may have up to three Sale cards at a time. If you have three, and want to buy another, you must discard one first.

There are three types of Sale cards:



Single-Use: keep these until you are ready to use them. You may use them at any time during your turn.
Discard after use.



Instant-Win: if you complete one of these cards, the game ends immediately. **You win!**



Abilities: these are abilities you may use for as long as you have the card.

The cost to buy the Sale card from the Sale Vault.

The ability the Sale card gives you.

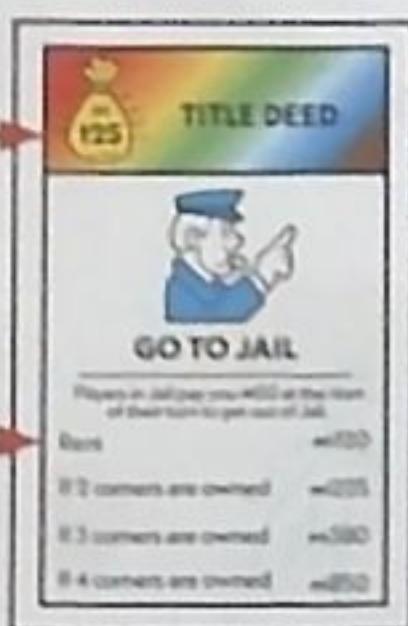


NEW SPACES TO BUY



The cost to buy the property from the Bank.

The rent value of the property.



- If you land on GO, Free Parking, Just Visiting, Go to Jail, Income Tax, Luxury Tax, Chance or Community Chest, you may now buy those spaces!
- Pay the price on the Title Deed to the Bank to buy the property. If you don't want to buy, the Banker places it up for auction according to classic rules.
- The Title Deeds for these spaces work the same way classic Title Deeds do.
 - Check the Title Deed for the rent value of that space.
 - You may not mortgage the new Title Deeds, but you may sell and trade them as you typically would.

THE END OF THE GAME

The game ends either:

When one player completes an Instant-Win Sale card—that player wins!

OR

When all properties are owned, including the new ones up for sale in this expansion. Add the value of the properties you own, the total amount you would collect in rent if they were landed on, and your cash. The richest player wins!

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