

■ Mega Monopoly Dice Scenarios for Kids (Ages 5–8)

This colorful guide has 50 fun examples to help you learn the Mega Monopoly rules! Each one shows what happens when you roll the dice — including the red Speed Die ■ with Mr. Monopoly ■■■ and Bus ■ symbols. Use these to practice, learn, and have fun!

#	■ Dice Roll	■ Speed Die	Scenario Summary	What Happens	■ Tips
1	4 + 3	2	Add dice to move.	Buy, pay, or draw based on where you land.	Always read the board carefully.
2	4 + 3	2	Add dice to move.	Buy, pay, or draw based on where you land.	Always read the board carefully.
3	2 + 4	3	Add up all dice.	Land on someone's property → Pay rent.	Be kind! Paying rent is part of the game.
4	5 + 4	Mr. Monopoly ■■■Move, then go to next unowned property.		Buy a new property if you can!	The more colors you own, the better!
5	3 + 3	Bus ■	Move 6 spaces.	Take a Bus Ticket after moving!	Save Bus Tickets for smart moves later.
6	2 + 4	3	Add up all dice.	Land on someone's property → Pay rent.	Be kind! Paying rent is part of the game.
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9	2 + 4	3	Add up all dice.	Land on someone's property → Pay rent.	Be kind! Paying rent is part of the game.
10	6 + 6	Go To Jail ■	You rolled doubles three times!	Go directly to Jail!	Don't worry! You can roll doubles or pay \$50 to get out.
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