# MONOPOLY

##### Property Trading Game from Parker Brothers"

#### AGES 8+

###### 2 to 8 Players

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Contents: Gameboard, 3 dice, tokens, 32 houses, I2 hotels, Chance

and Community Chest cards, Title Deed cards, play money and a Banker's tray.

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Now there's a faster way to play MONOPOLY. Choose to play by

the classic rules for buying, renting and selling properties or use the

Speed Die to get into the action faster. If you've never played the classic

MONOPOLY game, refer to the Classic Rules beginning on the next page.

If you already know how to play and want to use the Speed Die, just

read the section below for the additional Speed Die rules.

###### SPEED DIE RULES

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Learnins how to Play with the S~eed Die IS as

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### / fast as playing with i't.

1. When starting the game, hand out an extra $1,000 to each player

(two $5005 should work). The game moves fast and you'll need

the extra cash to buy and build.

2. Do not use the Speed Die until you've landed on or passed over

GO for the first time. Once you collect that first $200 salary, you'll

use the Speed Die for the rest of the game. This means that some

players will start using the die before others.

3. Once you start using the Speed Die, roll it along with the two

white dice on your turn. Then do the following depending on

what you rolled.

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1, 2, or 3: Add this number to the roll of the two white

dice. You'll zoom around the board.

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Bus: This lets you "get off the bus early." Look at the two white

dice. You can move the value of one die, the other die, or the

sum of both dice. So if you rolled a 1 and a 5, you can move

1 space, 5 spaces, or 6 spaces: \t's your choice.

Mr. Monopoly: First, move the sum of the two white dice

and resolve the space you land on (such as drawing a card,

buying the property, paying rent, etc.). Then, one of two

things will happen depending on whether or not there is still

property in the bank.

YES, there is property in the bank -Advance to the NEXT

property that the bank still holds and buy it if you wish. If you

don't want to buy this property, move to the space anyway

and put the property up for auction.

NO, there are no more properties in the bank - Advance to the

NOCT property on which you will owe another player money.

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A few minor details:

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Only the white dice are used when determining if you rolled doubles.

Do not look at the Speed Die.

If you roll a three-of-a-kind (all of the dice show the same number),

you can move anywhere you want on the board!

If you get sent to jail during your move (either by landing on the "Go

to Jail" space or by rolling doubles three times in a row) then your turn

is over and you do not get to use the Speed Die for that turn.

Use the white dice ONLY when rolling to get out of jail.

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Use the sum of all three dice when determining how much to pay on

a utility. Note: The Bus and Mr. Monopoly are valued at 0.

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###### CLASSIC MONOPOW RULES

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OBJECT: The object of the game IS to become the

wealthiest player through buying, renting and selling

property.

PREPARATION: Place the board on a table and put

the Chance and Community Chest cards facedown on

their allotted spaces on the board. Each player chooses one token to

represent himther while traveling around the board.

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Each player is given $1,500 divided as follows: P each of $500s,

$100~ and $50~; 6 $40~; 5 each of $105, $5~ and $Is.

All remaining money and other equipment go to the Bank. Stack the ..

Bank's money on edge in the compartments in the plastic Banker's tray.

BANKER. Select as Banker a player who will also

make a good Auctioneer A Banker who plays

~n the game must keep hislher personal funds

separate from those of the Bank. When more than

f~ve persons play, the Banker may elect to act only

as Banker and Auctioneer.

THE BANK: Besides the Bank's money, the Bank

holds the Title Deed cards and houses and hotels prior to purchase

and use by the players. The Bank pays salaries and bonuses. It sells

and auctions properties and hands out the~r proper Title Deed cards;

it sells houses and hotels to the players and loans money when

required on mortgages.

The Bank collects all taxes, fines, loans and interest, and the price of

all properties which it sells and auctions.

The Bank nwer "goes broke." If the Bank runs out of money, the Banker

may issue as much more as needed by writing on any ordinary paper.

THE PLAY: Starting with the Banker, each player in turn throws the dice.

The player with the highest total starts the play: Place your

token on the corner marked "GO," throw the dice and move

your token in the direction of the arrow the number of

spaces indicated by the dice. After you have completed

your play, the turn passes to the left. The tokens remain

on the spaces qccupied and proceed from that point on

the player's next turn. Two or more tokens may rest on the

same space at the same time.

According to the space your token reaches, you may be entitled to

buy real estate or other properties - or obliged to pay rent, pay taxes,

draw a Chance or Community Chest card, "Go to Jail," etc.

If you throw doubles, you move your token as usual, the sum of the

two dice, and are subject to any privileges or penalties pertaining to

the space on which you land. Retaining the dice, throw again and move

your token as before. If you throw doubles three times in succession,

move your token immediately to the space marked "In Jail" (see JAIL).

"GO": Each time a player's token lands on or passes over

GO, whether by throwing the dice or drawing a card,

the Banker pays himther a $200 sala,ry.

The $200 is paid only once each time kound

the board. However, if a player passing GO on

the throw of the dice lands 2 spaces beyond it

on Community Chest, or 7 spaces beyond

it on Chance, and draws the "Advance to GO" card, helshe collects

$200 for passing GO the first time and another $200 for reaching it the

second time by instructions on the card.

BUYING PROPERTY: Whenever you land on an unowned property you

may buy that property from the Bank at its printed price. You receive the

Title Deed card showing ownership; place it faceup in front of you.

If you do not wish to buy the property, the Banker sells it at auction

to the highest bidder. The buyer pays the Bank the amount of the bid

in cash and receives the Title Deed card for that property. Any player,

including the one who declined the option to buy it at the printed

price, may bid. Bidding may start at any price.

PAMNG When you land on property owned by another player,

the owner collects rent from you in accordance with the list printed on

its Title Deed card.

If the property is mortgaged, no rent can be collected. When a

property is mortgaged, its Title Deed card is placed facedown in front

of the owner. L

It is an advantage to hold all the Title Deed cards in a color-

group (e.g., Boardwalk and Park Place; or Connecticut, Vermont and

Oriental Avenues) because the owner may then charge double rent

for unimproved properties in that color-group. This rule applies to

unmortgaged properties even if another property in that color-group is

mortgaged.

It is even more advantageous to have houses or hotels on properties

because rents are much higher than for unimproved properties.

The owner may not collect the rent if he/she fails to ask for it before

the second player following throws the dice.

"CHANCE" AND "COMMUNITY CHEST": When you land on either of

these spaces, take the top card from the deck indicated, follow the

instructions and return the card facedown to the bottom of the deck.

The "Get Out of Jail Free" card is held until used and then returned to

the bottom of the deck. If the player who draws it does not wish to use

it, helshe may sell it, at any time, to another player at a price agreeable

to both.

"INCOME TAX": If you land here you have two options: You may

estimate your tax at $900 and pay the Bank, or you may pay 10% of

your total worth to the Bank. Your total worth is all your cash on hand,

printed prices of mortgaged and unmortgaged properties and cost

price of all buildings you own.

You must decide which option you will take before you add up

your total worth.

"JAIL": You land in Jail when. ..(I) your token lands on the space

marked "Go to Jail"; (2) you draw a card marked "Go to JailN; or

(3) you throw doubles three times in succession.

When you are sent to Jail you cannot

collect your $200 salary in that move

since, regardless of where your token

is on the board, you must move it

directly into Jail. Your turn ends when

you are sent to Jail.

If you are not "sent" to Jail but in the ordinary course of play land on

that space, you are "Just Visiting," you incur no penalty, and you move

ahead in the usual manner on your next turn.

You get out of Jail by.. .(I) throwing doubles on any of your next

three turns; if you succeed in doing this you immediately move forward

the number of spaces shown by your doubles throw; even though you

had thrown doubles, you do not take another turn; (2) using the "Get

Out of Jail Free" card if you have it; (3) purchasing the "Get Out of Jail

Free" card from another player and playing it; (4) paying a fine of $

before you roll the dice on either of your next two turns.

If you do not throw doubles by your third turn, you must pay the $

fine. You then get out of Jail and immediately move forward the number

of spaces shown by your throw.

Even though you are in Jail, you may buy and sell property, buy and

sell houses and hotels and collect rents.

"FREE PARKING": A player landing on this place does not

receive any money, property or reward of any kind. This is just a "free"

resting place.

HOUSES: When you own all the propert~es in a color-group

you may buy houses from the Bank and erect them on those properties.

If you buy one house, you may put it on any

one of those properties. The next house you

buy must be erected on one of the unimproved

properties of this or any other complete color-

group you may own.

The price you must pay the Bank for each

house is shown on your ltle Deed card for the

property on which you erect the house.

The owner still collects double rent from an opponent who lands on

the unimproved properties of hisher complete color-group.

Following the above rules, you may buy and erect at any time as

many houses as your judgement and financial standing will allow. But

you must build evenly, i.e., you cannot erect more than one house on

any one property of any color-group until you have built one house on

wery property of that group. You may then begin on the second row

of houses, and so on, up to a limit of four houses to a property. For

example, you cannot build three houses on one property if you have

only one house on another property of that group.

As you build evenly, you must also break down evenly ifyou sell

houses back to the Bank (see SELLING PROPERTY).

HOTELS: When a player has four houses on each property of a

complete color-group, hdshe may buy a hotel from the Bank and erect

it on any property of the color-group. Hdshe returns the four houses

from that property to the Bank and pays the price for the hotel as shown

on the Ttle Deed card. Only one hotel may be erected on any one

property.

BUILDING SHORTAGES: When the Bank has no houses to sell, players

wishing to build must wait for some player to return or sell histher

houses to the Bank before building. If there are a limited number of

houses and hotels available and two or more players wish to buy more

than the Bank has, the houses or hotels must be sold at auction to the

highest bidder.

SELLING PROPERN: Unimproved properties, railroads and util~ties

(but not buildings) may be sold to any player as a private transaction

##### for any amount the owner can get; however, no property can be sold to -

another player if buildings are standing on any properties of that color-

group. Any buildings so located must be sold back to the Bank before

the owner can sell any property of that color-group.

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Houses and hotels may be sold back to the Bank at any time for one-

half the price paid for them.

All houses on one color-group must be sold one by one, evenly, in

reverse of the manner in which they were erected.

All hotels on one color-group may be sold at once, or they may be

sold one house at a time (one hotel equals five houses), evenly, in

reverse of the manner in which they were erected.

MORTGAGES: Unimproved properties can be mortgaged through the

Bank at any time. Before an improved property can be mortgaged, all

the buildings on all the properties of its color-group must be sold back

to the Bank at half price. The mortgage value is printed on each Title

Deed card.

No rent can be collected on mortgaged properties or utilities,

but rent can be collected on unmortgaged properties in the

same group.

In order to lift the mortgage, the owner must pay the Bank the

amount of the mortgage plus 10% interest. When all the propert~es of

a color-group are no longer mortgaged, the owner may begin to buy

back houses at full price.

The player who mortgages property retains possession of it and

no other player may secure it by lifting the mortgage from the Bank.

However, the owner may sell this mortgaged property to another player

at any agreed price. If you are the new owner, you may lift the mortgage

at once if you wish by paying off the mortgage plus

10% interest to the Bank. If the mortgage is not lifted

at once, you must pay the Bank 10% interest when

you buy the property and if you lift the

mortgage later you must pay the Bank

an additional 10% interest as well

as the amount of the mortgage.

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BANKRUPTCY.. You are declared bankrupt if you owe more than you

can pay either to another player or to the Bank. If your ,

debt is to another player, you must tum over to that

player all that you have of value and retire from the

game. In making this settlement, if you own houses or

hotels, you must retum these to the Bank in exchange

for money to the extent of one-half the amount paid

for them; this cash is given to the creditor. If you have

mortgaged property you also turn this property over

to your creditor but the new owner must at once pay.

the Bank the amount of interest on the loan, which is 10% of the value of

the property. The new owner who does this may then, at hislher option,

pay the principal or hold the property until some later turn, then lift the

mortgage. If helshe holds property in this way until a later turn, helshe

must pay the interest again upon lifting the mortgage.

Should you owe the Bank, instead of another player, more than you

can pay (because of taxes or penalties) even by selling off buildings

and mortgaging property, you must turn over all assets to the Bank. In

this case, the Bank immediately sells by auction all property so taken,

except buildings. A bankrupt player must immediately retire from the

game. The last player left in the game wins.

MISCEUANEOUS: Money can be loaned to a player only by the Bank

and then only by mortgaging property. No player may borrow from or

lend money to another player. L

We will be happy to hear your questions or comments about this game. Write to: Hasbro

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