

THE BOARD SPACES

PROPERTIES

Unowned Properties

When you land on an unowned street, you must buy it or auction it.

Want to buy it?

Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to buy it?

The Banker must auction it. Bidding starts at \$10, and anyone can increase the bid by as little as \$10. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!

When you own each street in a color set:

- You can double the rent for those streets!
- You may build Hotels and charge even more rent! See HOTELS.

Owned Properties

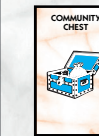
When you land on a property that someone else owns, the owner must ask you for the rent shown on the Title Deed card. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!

ACTION SPACES



GO

When you pass or land on the GO space, collect \$200 from the Bank. If you have any red decoder chips, flip them so the green side is up. They're reactivated and ready to be used again!



Community Chest

Take the top card from the Community Chest deck. If the card says to do something immediately, read the card aloud, and do what it says. Otherwise, you may hold onto the card until you're ready to use it. Place the card at the bottom of the deck when done.



Chance

When you land on the Chance space, take any one of the Chance cards in the middle of the board. Then draw another from the Chance deck, and place it faceup on the board to replace the one you took.

You may keep the card you chose until you're ready to use it. After you use it, place it at the bottom of the Chance deck.

You can have only one Chance card at a time. If you land on a Chance card space and you already have a Chance card, you may discard the one you have and choose another from the middle of the board.

Remember, before you use a Chance card, any other player may flip a green decoder chip to check it.

See **Checking for Fake Chance Cards**.



Trains

When you land on a Train space, advance to the next unowned property. You must buy it or auction it.



Free Parking

Relax! Nothing happens.



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail

Move your token to the In Jail space immediately! Do not collect \$200 for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Hotels, use Chance and Community Chest cards, and trade while you are in Jail. You may not use Mr. Monopoly's decoder.

How do I get out of Jail?

You have 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** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck, then roll and move.
- Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay \$50, then roll again and move.

HOTELS



Building Hotels

As soon as you get a color set, you can start buying Hotels (you don't have to wait for your turn).

Pay the Hotel cost on the Title Deed card.

You can have only 1 Hotel per street.

Note that some Chance and Community Chest cards will allow you to place Hotels on properties that are not part of a complete set.

Not enough Hotels?

If multiple players want to buy the last Hotel, the Banker must auction it. Bids start at \$10 and anyone can increase the bid by as little as \$10. You don't need to follow turn order. Payment goes to the Bank.

No Hotels left?

You can't buy any until someone sells theirs back.

DEALS & TRADES

You can buy, sell, or swap property with other players at any time.

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

HELP! I CAN'T PAY!

1. Try to raise money.

If you owe money and can't pay, try to raise money by selling properties back to the Bank for the price shown on the board space. For properties with a Hotel, first sell the Hotel back to the Bank for half its cost price. Round up if needed.

2. If you're still in debt, you are bankrupt and out of the game!

Do you owe another player?

Give them any Chance and Community Chest cards.

Do you owe the Bank?

Return any Chance and Community Chest cards to the bottom of the appropriate deck.

THE END OF THE GAME

The game ends when all properties have been purchased. Then all players collect rent from the Bank for each of their properties.

- For properties in a set, collect double rent.
- For properties with a Hotel, collect rent for a Hotel.

Then all players count up their cash. You don't need to decode your cash to see if it's fake.

The player with the most cash—real or fake—wins!

The HASBRO GAMING and MONOPOLY names and logos, the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro, Inc. for its property trading game and game equipment. © 1935, 2021 Hasbro. TM & © denote U.S. Trademarks.

Hasbro, Pawtucket, RI 02861-1059 USA. Retain this information for future reference.

Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

Australia consumer service: <https://consumercare.hasbro.com/en-au>

New Zealand consumer service: <https://consumercare.hasbro.com/en-nz>

PARENTS:
www.monopoly.com



4150B6412000000

◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

CROOKED CASH



This is a version of MONOPOLY you just can't trust!

You'll go around the board buying properties and trying to make your fortune, but watch out! At any time, you might be using fake cash or fake Chance cards—and you won't even know it! Spend decoder chips for a chance to use Mr. Monopoly's decoder to catch other players with fakes and make them pay!

CONTENTS

- Gameboard
- Plastic Decoder
- 6 Tokens
- 22 Title Deed Cards
- 14 Community Chest Cards
- 24 Chance Cards
- 12 Cardboard Decoder Chips
- 12 Hotels
- 2 Dice
- Money Pack

8+

F2674

2-6

WHAT'S DIFFERENT ABOUT MONOPOLY CROOKED CASH?



Fake



Real

Find the fake cash!

All bills have a hidden pattern with Mr. Monopoly faces that you can only see with Mr. Monopoly's decoder. On some of those bills, Mr. Monopoly is wearing a mask which means that bill is fake.

Whenever any player pays for something or makes change with the Bank or another player, you can spend a decoder chip then use the decoder to check one of their bills. If you find a fake, you get to keep it! It's worth money at the end of the game!

There are fake Chance cards, too!

You'll place Chance cards faceup in the middle of the board. You'll notice they all look pretty helpful; they let you do things like skip out on rent or get a free Hotel. But watch for fakes!

Whenever another player tries to use a Chance card, you can spend a decoder chip to use the decoder and check that card. If you find Mr. Monopoly wearing a mask, that card is fake! That player must discard it, and you get to collect a \$100 reward from the Bank!

The board spaces are a little different.

You won't find any taxes or utilities, and instead of buying railroads, you can hop on a train and advance to the next unowned property. That'll help you to spend that cash as fast as you can—hopefully before you get caught with any fakes!



SET IT UP!

- Choose someone to be the Banker. The Banker's in charge of:
 - The Bank's money
 - Title Deeds
 - Hotels
 - Auctions

The Banker can play too but must keep their money separate from the Bank.

- Banker, **shuffle each denomination.** Then, give each player:



- Shuffle the Community Chest cards, and place them facedown here.

- Shuffle the Chance cards, then draw three and place them faceup here, one in each spot.

- Place the rest of the Chance deck facedown here.

- Each player chooses a token and places it on GO.

- Each player takes two decoder chips. Place yours with the green side up in front of you.

- Put the decoder here.



- Put the dice by the gameboard.

PLAY!

How to win

Move around the board trying to make as much money as you can! Try to catch other players with fake cash and Chance cards, and avoid getting caught yourself.

The game ends when all of the properties have been purchased. Then the player with the most money—real or fake—wins!

Who goes first?

Each player rolls both dice. The highest roller starts, and play moves to the left.

On your turn

- Roll both dice.
- Move your token clockwise that number of spaces.
- Where did you land? Carry out the rules of that board space. See THE BOARD SPACES. **Did you roll doubles?** Roll the dice again, and take another turn. **Watch out!** If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.
- Your turn ends. Pass the dice to your left.

Because you'll be checking for fake cash throughout the game, whenever you pay money to the Bank, place it at the bottom of the appropriate pile.

MR. MONOPOLY'S DECODER

Throughout the game, you'll spend decoder chips to use Mr. Monopoly's decoder to find fake cash and fake Chance cards.

Decoder Chips

To use Mr. Monopoly's decoder, you must spend one of your decoder chips. Each chip has a green side and a red side. Each player starts the game with their two decoder chips green-side-up. Chips that are green-side-up are active, meaning a player may use one to check another player's cash or Chance card. After you use a chip, you must flip it so the red side is facing up. It then becomes inactive and can't be used until you reactivate it. You'll get to reactivate your red decoder chips every time you pass GO!



Green means you can use it!

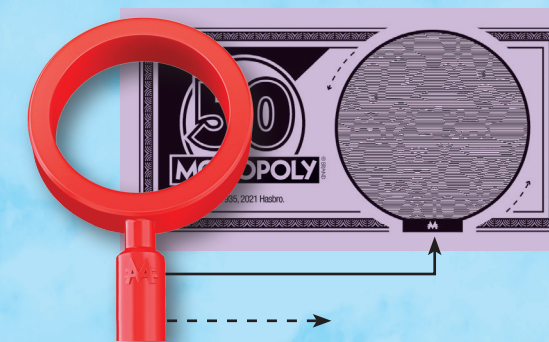


Red means you must wait until you pass GO to reactivate it.

Using the Decoder

To use the decoder, you'll place its lens over a bill or Chance card so that it reveals clear symbols beneath the scrambled pattern.

- Always lay bills or cards against a flat surface when using the decoder.
- With the \$ symbol on the decoder facing up, line up the M on the decoder with the \$ on cash and Chance cards.
- If you don't see a clear pattern being revealed, rotate the decoder a little to the left or right until you clearly see what's beneath the scrambled pattern.



Checking for Fake Cash

Whenever any player pays the Bank or another player, or makes change with the Bank or another player, any other player may spend a decoder chip and use the decoder to check one of those bills. You can never check your own money.

When you want to check another player's CASH:

- Quickly announce it once they have the bills they're using in their hand. You must announce it before they finish paying or making change.
- Flip one of your green decoder chips to its red side.
- Choose one bill from the money that player is attempting to use.
- Place Mr. Monopoly's decoder lens over the scrambled pattern on that bill.

If you found a fake, tell everyone, then keep it!

The player whose bill you checked must then use more of their bills to complete their payment.

For example, if a player was paying the Bank \$100 using two \$50 bills and you found that one was fake, you would keep the fake bill, and that player must use 50 more of their Monopoly dollars in any denomination to complete their payment.

Any player, including you, may flip over a green decoder chip to check that bill, too!

If you found a real bill, say so, then nothing happens. The player completes their turn.

TIPS FOR USING FAKE CASH

Once you know you have a fake bill, try to keep it until the end of the game. It'll be worth face value! It's also a good idea to keep those fake bills a secret so other players won't know if you do try to use them. You can do this by rearranging your bills in your hand or in front of you so you know which are fake but other players don't.

Checking for Fake Chance Cards

Whenever any player is about to use a Chance card, any other player may spend a decoder chip and use the decoder. You can never check your own Chance card.

When you want to check another player's CHANCE CARD:

- Quickly announce it before they carry out its action!
- Flip one of your green decoder chips to its red side.
- Place Mr. Monopoly's decoder lens over the scrambled pattern on the Chance card.
- If you found a fake, tell everyone.** Then place that card at the bottom of the Chance deck, and collect a \$100 reward from the Bank!

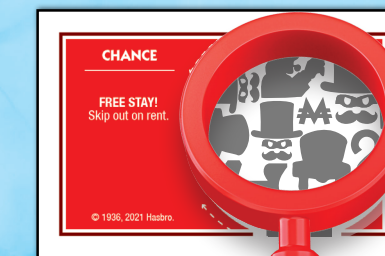
If you found a real card, the player who drew the card gets to use it. Nothing happens to you.



Fake cash looks like this! Mr. Monopoly is wearing a mask!



Real cash looks like this!



Fake cards look like this! Mr. Monopoly is wearing a mask!