

MORTGAGES

TO MORTGAGE A PROPERTY

First sell any buildings, then turn the street's Title Deed card face down and collect the mortgage amount shown on the back of the card from the Bank. You cannot collect rent on mortgaged property, although you can collect it for other properties in the set, as long as they are not mortgaged. No other player can pay off your mortgage to take the property from you against your will.

TO UNMORTGAGE

Pay the Bank the original mortgage amount plus 10% interest, and then turn the Title Deed card face up. You can now collect rent again.

SELLING MORTGAGED PROPERTY

You can sell mortgaged property to other players at any agreed price. The buyer can either repay the mortgage to the Bank immediately, or pay only the 10% interest and keep it mortgaged until later in the game.

When all streets in a colour set are mortgage-free, the owner can buy back Houses and Hotels at full price.

BANKRUPTCY

If you owe more money than you can raise, you are declared bankrupt and are out of the game.

If you owe **the Bank** when you go bankrupt, return your Title Deed cards to the Banker, who auctions off each property to the highest bidder. All mortgages are cancelled.

If you owe **another player**, sell any Houses and Hotels you have left back to the Bank at half the price printed on their Title Deed cards. Give the player who

bankrupted you any Get Out of Jail Free cards you have, your Title Deed cards, and any money you have left.

CHANCE AND COMMUNITY CHEST

When you land on one of these spaces, **roll three dice**. Do the Chance or Community Chest task that matches what you rolled. For example, you land on Chance and roll 8. Your task is number 8 on the Chance list: Go To Jail.

- If you roll Get Out of Jail Free, take a Get Out of Jail Free card. You can keep it to use yourself or sell/trade it to another player.
- All fines and taxes are paid to the Bank.



FREE PARKING

This is a free resting place.



PASSING GO TWICE IN ONE TURN

You can collect \$200 twice in one turn. For example, if you land on a Chance or Community Chest space immediately after passing GO and you get a task that tells you to advance to GO.



JAIL

GOING TO JAIL

You will be sent to jail if you land on the Go To Jail space, roll a Chance or Community Chest task which tells you to Go To Jail, or roll a double three times in a row on your turn. Move onto the In Jail space and do not collect \$200 for passing GO. Your turn

is over. While in jail you can collect rent on properties provided they are not mortgaged.

GETTING OUT OF JAIL

On your next turn, you can get out of jail by rolling a double, using a Get Out of Jail Free card, or paying a \$50 fine. Once you're out, roll and move as normal.

If you roll a double, move that number of spaces. If you fail to roll a double on your third turn in jail, pay the Bank \$50, and move that number of spaces immediately.

JUST VISITING

If you land on the In Jail space, you are Just Visiting.

QUICK GAME

- Before you start, the Banker shuffles the Title Deed cards and deals two to each player. Players pay the Bank for these properties. Now start the game as normal.
- You only need three Houses on each street of a colour set (instead of four) to buy a Hotel.

As soon as a second player goes bankrupt, the game ends. Each player adds together their money, properties at the price shown on the board, mortgaged property at half the price shown on the board, Houses (valued at the price you paid for them), and Hotels (valued at the price you paid plus the value of three Houses).

The richest player wins the game!

TIMED MONOPOLY

Before you start, agree on a time to finish the game. Whoever is the richest player at this time wins!

♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

AGES 8+

2-4 PLAYERS



ADULT ASSEMBLY REQUIRED

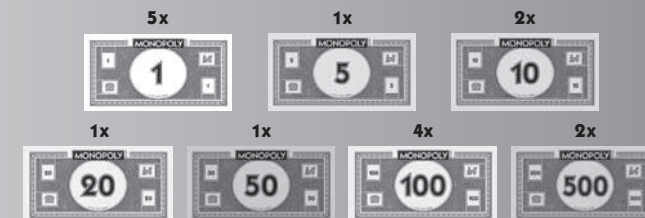
AIM OF THE GAME

To be the only player left in the game after everyone else has gone bankrupt.

CONTENTS

Gameboard, gameboard label, card sheet (Title Deed cards, Chance and Community Chest lists, and 4 Get Out of Jail Free cards), 4 plastic playing tokens, MONOPOLY money, 3 dice (you need 3 dice for Chance and Community Chest), 32 Houses, and 12 Hotels.

Each player starts the game with:



The rest of the money stays as the Bank.

MONEY

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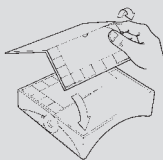
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THE FIRST TIME YOU PLAY



- Stick the gameboard label to the board. Remove the backing first, and use the MONOPOLY logo in the middle to help you line up the two halves.
- Remove the Title Deed cards, the Get Out of Jail Free cards, and the Chance and Community Chest card from the cardboard sheet.
- Carefully remove the tokens from the plastic frame. If needed, use an emery board or sandpaper to remove the excess plastic from the game pieces. Please dispose of the frame responsibly after removing the tokens.

HOW TO PLAY!

1. Choose one player to be Banker. The Banker is in charge of the Bank, Title Deed cards, Houses and Hotels, and auctions.
2. Choose your token, and place it on GO.
3. Roll two dice. The highest roller starts. Play continues clockwise.
4. On your turn, **roll two dice** and move that number of squares clockwise around the board. Two or more playing pieces can stop on the same space. Do one of the following, depending on the space you land on:
 - Buy the unowned property
 - Get the Banker to auction it
 - Pay rent to the player who owns it
 - Pay taxes
 - Roll for a Chance or Community Chest task
 - Go to Jail
5. Whenever you land on or pass GO, collect **₹200**.
6. Keep playing until only one player is left in the game. **This player is the winner!**

THINGS TO KNOW

- Once you own a complete colour set, you can build Houses and Hotels on its streets and collect higher rents.
- If you run out of money, mortgage or sell property to pay off your debts. If you can't raise enough money, you go bankrupt and are out of the game.
- You can't borrow money from, or lend money to, another player. However, you can accept property as payment from another player.
- If you roll a double, take your turn as normal, and then roll again. Roll three doubles in one turn and you go to jail!

THE FINER POINTS

BUYING PROPERTY

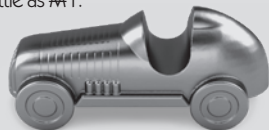
There are three types of property: streets, stations, and utilities.



If you land on an unowned property, you have the first choice to buy it. To buy, pay the Banker the price shown on that space and put its Title Deed card face up in front of you. You can now collect rent from any player who lands on that space. If you decide not to buy, the Banker must **auction** it.

AUCTIONS

If you decide not to buy a property you land on, the Banker auctions it to the highest bidder, starting at **₹10**. Even if you decided not to buy it at the original price, you can join in the bidding. Bids can be increased by as little as **₹1**.



PAYING RENT ON STREETS

If you land on an unmortgaged street that is owned by another player, you should pay rent. The owner must ask you for rent before the next player rolls the dice, or they miss their chance! The amount you pay is shown on the Title Deed card and changes depending on the number of buildings on that street. If you own a complete colour set, you can charge double rent for any undeveloped street in that set (i.e., without Houses or Hotels).

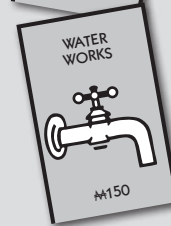
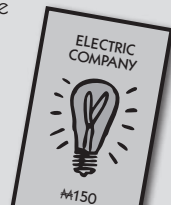
If one street in a colour set is mortgaged, you can still collect the increased rent for the street without a mortgage.

UTILITIES

Utilities are bought and auctioned in the same way as streets.

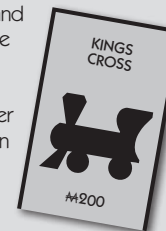
If you land on an owned utility, the rent you pay is linked to the dice you rolled to get there.

- If the owner has **one** utility, pay **four times** your dice roll.
- If the owner has **both** utilities, pay **ten times** the amount of your dice roll.



STATIONS

Stations are bought and auctioned in the same way as streets. If you land on an owned station, pay the owner the amount shown on the Title Deed card. The amount you pay depends on the number of other stations that player owns.



BUILDING HOUSES

Once you own all streets in a colour set, you can buy Houses to put on the board. Pay the house price shown on the street's Title Deed card.

You can buy Houses (or Hotels) on your turn or in between other players' turns but you must build evenly: you can't build a second House on a street until you have built a House on every street in that set. You can buy as many buildings as you want, as long as you can afford them, but you can't build on a street if any street in that colour set is mortgaged.

BUILDING HOTELS

Once you have four Houses on each street of a complete colour set, you can upgrade to a Hotel. Pay the Banker the Hotel price shown on the Title Deed card. You can only build one Hotel per street.

RUNNING OUT OF BUILDINGS

If the Banker has no Houses left, you can't buy any until other players return theirs to the Bank.

If a number of players want to buy more Houses than the Banker has left, the Banker auctions them off individually to the highest bidder, starting at the lowest price shown on the relevant Title Deed card(s).

RUNNING OUT OF MONEY

If you are low on funds, you can raise more money by selling buildings and/or mortgaging or selling streets, utilities, or stations to another player for an agreed sum (even if the site is mortgaged).

SELLING PROPERTY

You can sell undeveloped streets, stations, and utilities to another player for a price you both agree on. You cannot sell a street if there are any buildings on any of the streets in that colour set. You must first sell all the buildings on those streets to the Bank.

Sell Houses and Hotels to the Bank at half their original purchase price (shown on the Title Deed card). You can sell on your turn or in between other players' turns.

- You must sell Houses evenly across the colour set.
- When you sell a Hotel, the Banker pays you half the price of the Hotel plus half the price of the four Houses you swapped it for.
- You can also break Hotels back down into Houses. To do this, sell a Hotel back to the Bank for half its cost and put four Houses onto the space.