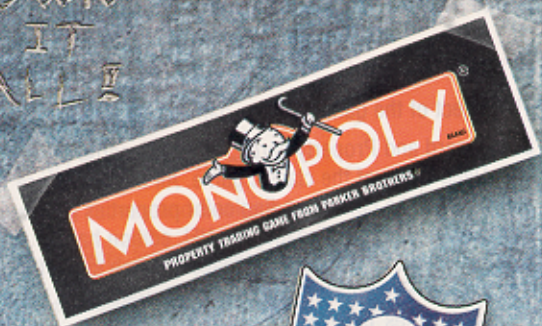


GRID
IRON
EDITION

OWN
IT
ALL!



RULES



BASIC MONOPOLY® GAME RULES PLUS SPECIAL RULES FOR THIS EDITION

FOR AGES 8 AND UP

The entire League is on the field—are you ready to play? It's the Monopoly® NFL 1999 Limited Gridiron Edition, where you buy football franchises, then build them their own stadiums!

If you have never played the basic Monopoly Game, read the rules on pages 4-10. Then turn back to these two pages to learn about the extra features of this Edition and the slight differences between this and the standard game.

What's the same?

- The object of the game and the game rules.
 - Gameboard and Property cards: The team cards are the Title Deed cards of the classic game. All the values are the same as the corresponding color properties in the classic. In place of Railroads, the NFL edition has "Double Teams" on the center space on each side of the board. Also, Electric Company becomes Radio and Water Works becomes Television.
- By the way, the gameboard is arranged in order of the 1999 draft, which is based on the teams' performance during the regular season and the play-offs.
- Cleveland Browns: Back in the Game replaces Luxury Tax. Exceed Salary Cap replaces Income Tax.
 - Pick from 8 pewter tokens of football icons.

What's different?

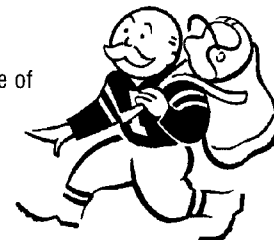
- With the brass NFL coin, flip "Heads or Tails" at the beginning of each game to determine who goes first. Two players flip; the winner of that flip flips against the next player, and so on.
- Use the Helmet-shaped dice cup to shake the 2 football-shaped dice.
- Use the miniature red seating sections (in place of standard green houses) and the blue stadiums (in place of red hotels) to improve your properties.
- NFC and AFC spaces and cards replace the classic Chance and Community Chest.

Play Football!

EQUIPMENT...

- Gameboard
- NFL Team property cards
- Play money and Banker's tray
- 8 Pewter football-icon tokens
- Football helmet dice cup
- 2 Football dice
- Collector's NFL coin
- Decks of NFC and AFC cards
- Seating sections and Stadiums

ASSEMBLY...Apply a label to each side of the Helmet Dice Cup. See the photo on the box bottom for the approximate location.



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 face down 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, he/she 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 \$200 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.

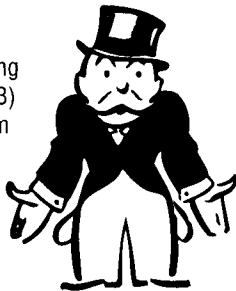
You must decide which option you will take before you add up your total worth.

“JAIL”...You land in Jail when: (1) your token lands on the space marked “Go to Jail”; (2) you draw a card marked “Go to Jail”; 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: (1) 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; or (4) paying a fine of \$50 before you roll the dice on either of your next two turns.



If you don't throw doubles by your third turn, you must pay the \$50 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 or sell property, buy or sell houses and hotels and collect rents.

“FREE PARKING”...A player landing on this space does not receive any money, property or reward of any kind. This is just a “free” resting place.

HOUSES...When you own all the properties 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 Title 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 his/her complete color-group.

Following these 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 every 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 if you sell houses back to the Bank (see SELLING PROPERTY).

HOTELS...When you have four houses on each property of a complete color-group, you may buy a hotel from the Bank and erect it on any property of that color-group. You return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card. You may erect only one hotel on any one property.

BUILDING SHORTAGES...When the Bank has no houses to sell, players wishing to build must wait for some player to turn back or to sell his/her 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 PROPERTY...Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount that 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.

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 properties 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.

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 turn 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 return these to the Bank in exchange for money to the extent of one-half the amount paid for them and 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 his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If he/she holds property in this way until a later turn, he/she 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.

MISCELLANEOUS...Money can only be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.



RULES for a SHORT GAME (60 to 90 minutes)

There are five changed rules for this first Short Game.

1. During PREPARATION, the Banker shuffles then deals three Title Deed cards to each player. These are Free — no payment to the Bank is required.
2. You need only three houses (instead of four) on each lot of a complete color-group before you may buy a hotel. Hotel rent remains the same.

The turn-in value is still one-half the purchase price, which in this game is one house less than in the regular game.
3. If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; or (2) rolling doubles; or (3) paying \$50. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the \$50 on the same turn.
4. The penalty for landing on "Income Tax" is a flat \$200.
5. END OF GAME: The game ends when one player goes bankrupt. The remaining players value their property: (1) cash on hand; (2) lots, utilities and railroads owned, at the price printed on the board; (3) any mortgaged property owned, at one-half the price printed on the board; (4) houses, valued at purchase price; (5) hotels, valued at purchase price including the value of the three houses turned in.

The richest player wins!



ANOTHER GOOD SHORT GAME

TIME LIMIT GAME... Before starting, agree upon a definite hour of termination, when the richest player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the price of the properties dealt to them.

[www. Monopoly.com](http://www.Monopoly.com)

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We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free).





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