

MORTGAGES

MORTGAGING PROPERTY

First sell any buildings, then turn the property'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 that color group, as long as they are not mortgaged. No other player can pay off your mortgage to take the property from you against your will.

REPAYING A MORTGAGE

Pay the bank the original mortgage amount plus 10% interest, 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 properties in a color group 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 money to the bank when you go bankrupt, return your Title Deed cards to the banker, who auctions off each property to the highest bidder.

If you go bankrupt to 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 keys 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 15. Your task is number 15 on the Chance list: Go to JAIL!

- If you roll 'Get out of Jail Free', take a plastic key. You can keep it to use yourself or sell to another player.
- If you have to pay a fine, pay the money to the bank.



PASSING GO TWICE IN ONE TURN

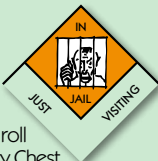
You can collect \$200 twice in one turn. For example, if you land on a Chance or Community Chest space immediately after passing GO and you get a task that tells you to "Advance to GO".



JAIL

GOING TO JAIL

You will be sent to jail if you land on the "Go to Jail" space, you roll a Chance or Community Chest task which tells you to "Go to jail" or you roll a double three times in a row on your turn.



Move onto the jail space and do not collect \$200. Your turn is over. While in jail you can collect rent on properties provided they are not mortgaged.

GETTING OUT OF JAIL

You can get out of jail by rolling a double, using a "Get out of jail free" card or paying a \$50 fine. If you pay the fine, end your turn, then roll and move as normal on your next turn.

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

"JUST VISITING" JAIL

If you land on the jail space, you are "Just visiting".

QUICKER GAME

1. Before you start, the banker shuffles the Title Deed cards and deals two to

each player. Players pay the bank for their properties. Now start the game as normal.

2. You only need three houses on each property of a color group (instead of four) to buy a hotel.

As soon as a second player goes bankrupt, the game ends. Each player adds together their money, title deeds 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!

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◆ The Fast-Dealing Property Trading Game ◆



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 and Chance and Community Chest list), 6 plastic playing pieces, 6 plastic keys, MONOPOLY® money, 3 dice (one is spare) 32 houses and 12 hotels.

Each player starts the game with:



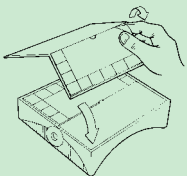
Give the rest of the money to the banker.

Choose your piece and place it on GO.

MONEY

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THE FIRST TIME YOU PLAY



Peel the Mr Monopoly® label off the front of the gameboard and throw it away. 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 and the lists of tasks from the card sheet. Carefully remove the playing pieces and keys from the plastic frame. If needed, use an emery board or sandpaper to

remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.

HERE'S HOW TO PLAY!

Choose one player to be the banker. The banker is in charge of the bank, Title Deed cards, houses and hotels and auctions.

PLAYING

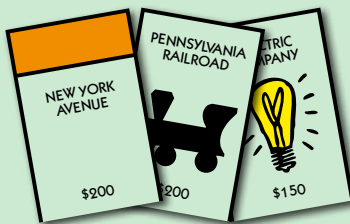
1. Roll both dice, the highest roller starts. Play continues clockwise.
2. On your turn, roll the dice and move that number of squares clockwise around the board. Two or more playing pieces can stop on the same space. Do one of the following, depending on the space you land on:
 - Buy the unowned property
 - Get the banker to auction it
 - Pay rent to the player who owns it
 - Pay taxes
 - Read a Chance or Community Chest task
 - Go to jail
 - Collect \$200 for passing GO

3. Once you own a whole color group, you can build houses and hotels on its properties and collect higher rents.
4. 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.
5. You can't borrow money from, or lend money to, another player. However, you can accept property as payment from another player.
6. If you roll a double, take your turn as normal and roll again. Roll three doubles in one turn and you go to jail!
7. Keep playing until only one player is left in the game. **This player is the winner!**

THE FINER POINTS

BUYING PROPERTY

There are three types of property site: properties, railroads and utilities.



If you land on an unowned site, 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. If you decide not to buy, it is up for grabs (see **Auctions**).

You can now collect rent from any player who lands on that space.

AUCTIONS

If you decide not to buy a property you land on, the banker auctions it to the highest bidder, starting at \$1.

Even though you decided not to buy it at the original price, you can join in the bidding too.



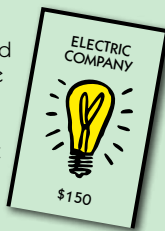
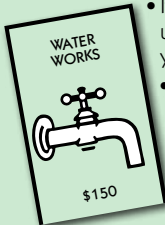
PAYING RENT

If you land on an unmortgaged property that is owned by another player, you may have to 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 property. If you own a complete color group, you can charge double rent for on any undeveloped property in that group (i.e. without houses or hotels). If one property in a color group is mortgaged, you can still collect double rent for the properties without a mortgage.

UTILITIES

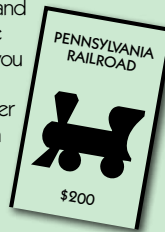
Utilities are bought and auctioned in the same way as properties. If you land on an owned utility, the rent you pay is linked to the dice you rolled to get there.

- 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



RAILROADS

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



BUILDING HOUSES

Once you own all properties in a color group, you can buy houses to put on the board. Pay the house price shown on the property'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 property until you have built a house on every property in that group.

You can buy as many buildings as you want, as long as you can afford them, but you can't build on a property if any property in that color group is mortgaged.

BUILDING HOTELS

Once you have four houses on each property of a complete color group, you can swap them for a hotel. Pay the banker the hotel price shown on the Title Deed card. You can only build one hotel per property.



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, mortgaging property or selling property, utilities or railroads to another player for an agreed sum (even if the site is mortgaged).

SELLING PROPERTY

You can sell undeveloped properties, railroads and utilities to another player for a price you both agree on. You cannot sell a property if there are any buildings on any of the properties in that color group. You must first sell all the buildings on those properties to the banker.

Sell houses and hotels to the banker 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, in the same way as they were bought.
- 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 raise money. To do this, sell a hotel to the bank for half its cost plus four houses.