The Fast-Dealing Property Trading Game

Contents

110 cards (35 Property cards, 40 Action cards, 31 Money cards and 4 Quick Start cards).

HOW TO PLAY

1. Remove the 4 Quick Start cards and give one to each player. Then shuffle the rest of the cards and deal 5 to each player (facedown). Keep your own cards secret from other players.

2. Put the rest of the pile facedown in the middle. This is the draw pile.

1. Pick up 2 cards from the draw pile.

2. Play UP TO 3 cards onto the table in front of you. (You don't have to play any if you don't want to.) Play any combination of Money, Action and Property cards, in any order.

3. Just before the next player's turn, check how many cards you have left in your hand.
   - More than 7? Throw any extras on the play pile.
   - 0 – at the start of your next turn, pick up 5 cards instead of 2.
   - 1-7 – perfect!

4. Your turn is over. The player on the left goes next.

Keep playing like this until someone wins by having £1m in their bank pile!

ESSENTIALS

- Play your own cards right in front of you, on the table. Put Money cards in your own bank pile and keep Property cards all together, next to your bank pile.
- Play Action cards from your hand onto the play pile to use them.
- Once a card has been played onto the table (into your bank, as a property or onto the play pile) it can NEVER go back into anyone's hand.
- If you have to pay another player, or if they steal a card from you, the card goes into their bank pile or property area, never into their hand.
- NEVER give cards to another player directly from your hand – they're useless, remember? ALWAYS use cards you've already played onto the table.
- Change is not given in this game! If you owe £50 and you only have a £100 card in your bank, too bad! You lose out by £50!

Get £1m in your bank pile to win
**PROPERTY**

Build up property sets to increase the amount of rent you can charge other players.

Properties do not count towards your cash total!

- Property cards show you how much rent you can charge other players, and how many cards of that color make a full set (two or three).
- The more cards you have of the same color, the more rent you can charge when you play a matching-color Rent card.
- If you owe money and have no money cards in your bank pile, use Property cards from your sets on the table as cash. Never use cards from your hand. The value of a property when used as payment is shown in the corner.

**Property Wild Cards**

There are two types of Property wild card – standard two-colored and multi-colored.

- Standard two-colored wild cards: Use as a property of either color shown. They count for rent and can be stolen.
- Multi-colored wild cards: Use as a property of any color except gold.
- Treat Property wild cards just like the other properties in a set (e.g. they do count for rent and they can be stolen!)
- You can swap a wild card for a ‘real’ property of that color, if you want to.
- You can move a wild card around between sets on any turn.
- You can replace a wild card with a property card of the right color and use it as part of another set, leaving it in your property card area – you might need it later!

**ACTION CARDS**

- To use an Action card, play it from your hand onto the play pile. After playing an Action card, follow the instructions on it.

Each Action card tells you what to do. Here are some of the most important ones.

- **Sports Car** – Play this as the third card on your turn to take another turn right away!
- **Sly Deal** – Steal a property from any other player and add it to your properties on the table. You can steal a wild card. You can’t steal from a complete property set.
- ** Forced Deal** – Swap another player’s property card with one from your property collection. You can swap a wild card. You can’t swap from a complete property set.
- **Deal Breaker** – Steal a full set of properties from any other player and add it to your property collection. Brutal!
- **Just Say No** – Use this card at any time to block an Action card another player plays against you. If that player also has a Just Say No card, they can use it to cancel yours… sorry! This is the only card you don’t have to use on your own turn!