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 the 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 upon price. The buyer can either repay the mortgage to the bank immediately, or pay only the 10% interest and keep the mortgaged property 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 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 number is one. Go to Jail. If you roll a Get Out of Jail Free card, 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.

FREE PARKING
This is a free parking space.

PASSING GO
Twice in one turn
You can collect $100 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 “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, 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 $100. Your turn is over. While in jail you can collect rent on any properties provided you 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 the $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.

The Hasbro, Parker Brothers and MONOPOLY names and logos, as well as the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, and each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment. © 1935, 2010 Hasbro, Pawtucket, RI 02861. All Rights Reserved. TM & © denote U.S. Trademarks. Hasbro Canada, 2350 De La Province, Longueuil, QC, Canada J4G 1G8. Questions? 1-888-836-7055. 29188 PN: 71305800

Each player starts the game with:

1x 1x 1x 1x 2x 1x 2x 5x 10x 20x 50x 100x 200x 500x

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

Contents
Gameboard, gameboard laces, English and French card sheets (Title Deed cards and Chance and Community Chest list), 6 plastic playing pieces, 6 plastic keys, MONOPOLY® money, 3 dice, 39 houses and 19 hotels.

PROOF OF PURCHASE
PREUVE D’ACHAT

29188

Give the rest of the money to the banker.

Choose your piece and place it on Go.

MONOPOLY

+ The Fast-Dealing Property Trading Game +

games
to go

ADULT ASSEMBLY REQUIRED

8+

Black Diecut

16-11-10 Hasbro T11-1-6-124 13 PG X Server 291880920_Monopoly_B Eng OL.indd v175

11/17/10 9:59 AM
**The First Time You Play**

Peel the Monopoly® label off the front of the gameboard and throw it away. Stick the gameboard label to the board. Remove the banking 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 necessary, use an eraser 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 charged for the Bank, Title Deed cards, houses and hotels and auctions.

**Playing**
1. Roll two dice, the highest roller starts. Play continues clockwise.
2. 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 tax
   - 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!

**Buying Property**

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

**The Finer Points**

**Buying Property**

- New York Avenue
- Illinois Avenue
- Hudson Avenue
- Kansas Avenue
- Boardwalk
- Virginia Avenue
- Pennsylvania Avenue
- Park Place

**Renting**

- If you land on an unowned property that is owned by another player, you may have to pay rent. The Owner must ask you to pay rent before the next player rolls the dice, or they may insist. 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 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**

When you own all properties in a color group, you can build houses to put on the board. Pay the house price shown on the property’s Title Deed card. You can build houses (or hotels) on your turn or in between other players’ turns but you must build exactly: you can’t build a second house on a property until you have built a house on every property in that group. You can build 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**

When 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.

**Running Out of Money**

If you are out of 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).
THE FIRST TIME YOU PLAY

Peel the 8 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 necessary, use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the same pieces.

THE FINER POINTS

BUYING PROPERTY
There are three types of property sites: properties, railroads, and utilities.

1. **Properties**
   - 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 card
   - Go to jail
   - Collect $200 for passing GO

2. **Railroads**
   - If you land on an unowned railroad, pay the owner the amount shown on the Title Deed card. You can collect double rent for any railroad that owner owns. You can collect triple rent in a color group of railroads owned by the same player.

3. **Utilities**
   - Utilities are bought and auctioned in the same way as properties. The utility is sold to the highest bidder. If the owner has both utilities, pay 10 times the amount of your dice roll. If the owner has both utilities, pay 4 times the amount of your dice roll if you have an unowned utility. Then you pay the rent on the property for the utility.

PAYING RENT
If you land on an owned property or railroad, pay the owner rent. The amount you pay is shown on the Title Deed card and changes depending on the number of buildings on the property. If you own a complete color group, you can charge double rent for 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 in that color group that are not mortgaged.

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 every: you can only build a second house on a property until you have built a house on every property in that group.

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 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.

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 own only 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 out of funds, you can raise more money by selling buildings, mortgaging property or selling property, utilities or roadways to another player for an agreed upon price (if the site is mortgaged).

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 hotel and auctions.

PLAYING
1. Roll two dice, the highest roller starts. Play continues clockwise.
2. 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
   - Read a Chance or Community Chest card
   - 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!
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 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 number is 8 on the Chance list. Go to JAIL. • If you roll a 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.

FREE PARKING
This is a free parking space.

PASSING GO TWICE IN ONE TURN
You may 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” key 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, properties sold, 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!

The HASBRO PARKER BROTHERS and MONOPOLY names and logos, as well as the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, and each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment. ©1935, 2010 Hasbro, Parker Bros., the Parker Bros. logo, and all related characters and elements are trademarks of and © Hasbro, Inc. All Rights Reserved. TM & © denote U.S. Trademarks. HASBRO CANADA, 2350 DE LA PROVINCE, LONJUEIL, QC, CANADA J4G 1G9. (Questions?) 1-888-836-7085. 29188 PN 71305800