Set It Up!

Choose a player to be the Banker who will look after the Bank and take charge of auctions.

Holds all money and Title Deed cards not owned by players.

Pays salaries and bonuses to players.

Collects taxes and fines from players.

Sells and auctions properties.

Sells houses and hotels.

Loans money to players who mortgage their property.

The Bank can never ‘go broke’. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.

The Banker

Choose a player to be the Banker who will look after the Bank and take charge of auctions.

It is important that the Banker keeps his personal funds and properties separate from the Bank's.

Each player chooses a token and puts it on the GO space.

Shuffle the COMMUNITY CHEST cards and place face down here.

Shuffle the CHANCE cards and place face down here.

Do You Like to Play Fast?

To speed up your game, just follow these steps...

1. At the start of the game, each player takes an extra $1000.
2. Do not use the Speed Die until you pass GO for the first time.
3. When using the Speed Die, roll it with the two white dice on your turn. If you roll a 1, 2 or 3, add this to the roll of the two white dice. If you roll 4, 5 or 6, you can choose to move the value of one or both of the white dice. So if you rolled a 1 and a 5, you could move 1 space, 5 spaces or 6 spaces.

What Else?

Only the white dice are counted when rolling doubles.

If you roll three-of-a-kind (each die shows the same number), you can move your token to any space on the board.

If you are sent to Jail during your move, your turn ends and you do not use the result of the Speed Die.

Only roll the white dice when attempting to get out of Jail.

Roll all 3 dice to determine the rent for a utility. The Bus and Mr. Monopoly count as zero.
HERE’S HOW TO PLAY

ON YOUR TURN

1. Roll the two dice.
2. Move your tokens clockwise around the board, number of spaces shown on card.
3. You may still take a turn depending on what space you land on. See When Do You Land on This Space?
4. Pass Go.
5. If you pass Go, collect $200.
6. Go to Jail.
7. If you choose to stop: Go to Jail.
8. Read the top card.
9. Follow the instructions on it immediately, then draw two new cards.

WHO GOES FIRST?

Each player rolls the two dice. The highest roll takes the turn.

WHAT DO I WIN?

You can win the following rewards in the game:

- Money
- Property
- Title Deeds
- Chance/Community Chest cards
- Go to Jail cards
- Collect $200 for passing Go

WHO WINS?

The last person in the game is the winner.

WHERE DID I GET IT?

Buy property and place it near you, face up.

HOW DO I WIN?

To win, become the only player left in the game by buying properties and charging other players rent for landing on them.

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WHERE DID I GET IT?

Buy property and place it near you, face up.

HOW DO I WIN?
**WHERE DID YOU LAND?**

- Property and place it near you, face up.
- Then take the Title Deed card that matches the space.

**WHO GOES FIRST?**

- Each player rolls the two white dice.
- The highest roller starts the game.

**1: AN UNOWNED PROPERTY**

- Each player rolls the two white dice.
- The player to the left of the player rolling the dice may go first, or you may allow them to auction for a property.

**2: AUCTION**

- Allow a property to be auctioned. These properties are always put up for auction. The highest bidder wins.

**3: BUILD**

- A player lands on an unowned property.
- They may build on the site. Each site has a maximum of 4 houses.
- You may build a hotel on a single site.
- You must build a single house on the first unowned site you land on.

**4: SELL BUILDINGS**

- Property can be traded for any combination of cash, other properties, or buildings.

**5: CHANCE OR COMMUNITY CHEST**

- Draw a card. There are 8 Chance cards and 8 Community Chest cards.

**6: DO A DEAL**

- You have the following options when you're on your turn:
  - **Selling buildings:** Sell the buildings on your site to the Bank.
  - **Mortgaging properties:** Mortgage a property to the Bank. Mortgaged properties are auctioned off to the highest bidder. Mortgaged property can be sold to the Bank for the listed price.
  - **Trade with someone else:** Change the order of the dice by trading with another player.

**6: JAIL (JUST VISITING)**

- You are in Jail and cannot move. You do not pay rent to the Bank.

**7: FREE PARKING**

- A player lands on this space, they receive $200.

**DON'T WAIT FOR THE DICE!**

- If you don’t roll the dice, you lose your turn. You lose more money if you don’t.

**HOW DO I WIN?**

- As the last player to own all the properties in a color group, you win the game.

**WHO WINS?**

- The player with the most money at the end of the game.

**DEBT**

- If you can’t afford to pay rent or mortgaging a property, you must sell a building or a house to the Bank.

**FREE PARKING**

- A player lands on Free Parking and receives $200.

**INCOME TAX / LUXURY TAX**

- A player lands on Income Tax or Luxury Tax and pays $100 or $200, respectively.

**IN THE BANK**

- If you land on one of these spaces, you receive $200.

**JAIL JUST VISITING**

- A player lands on JAIL JUST VISITING and receives $200.

**PROPERTY OWNED BY ANOTHER PLAYER**

- A property owned by another player may be purchased in its entirety for the listed price.

**RENT**

- The rent for a group is printed on the Title Deed card. If the owning player owns both properties, the rent is doubled.

Important: You may not build on an unowned site in that group.

**SLEEPING BEAUTY**

- A player lands on this space and receives $200.

**RELAX!**

- Nothing bad happens. Make sure you put your Title Deed card face down.

**YOU OWN ALL THE PROPERTIES IN (COLOR)**

- You own all the properties in a color group and are entitled to double the rent from any of the properties in that group.
WHERE DID
property and place it near you, face up.
on the board space. Pay the Bank,
You can buy the property you land on for the
1: AN UNOWNED PROPERTY
The highest roller takes the first turn.
buying properties and
landing on them.
Sites        Railroads     Utilities
AVENUE
NORTH
$300
WORKS
WATER
should plan to acquire groups.
When buying property you
.auction
If you
3.
5.
6.
4.
2.
1.
ON YOUR TURN
You are the following: 

1. COLLECT RENT
If another player lands on one of your mortgaged properties, you must pay him or her the rent listed below. Play before.
2. BUILDER
If a building is already on the site, collect $200.
RENT: $200
3. RAILROAD
If a railroad is already on the site, collect $200.
RENT: $200
4. INCOME TAX / TAX LEE
If you land on one of these
collect $200 for
5: MORTGAGE PROPERTIES
important
After buying a mortgaged property, you
morgaged properties to the Bank, which are auctioned
 popularity.

Consider
and collect the listed value (shown on the back of the card)
and cannot be collected on mortgaged properties.
rent for an
site is printed on the matching
owner must
ask
Important
If you land on another player's property you must pay rent to
with the dice. On your third roll, you
2 times

JAIL FREE cards. The player must pay 10%
property or
sell
another player at any agreed price.
May I have a

BUILD
If you own all the sites in a group, you can sell
property to the Bank and then do a
Mortgaged property
are sold unmortgaged (face up).
properties to the Bank, which are auctioned
This situation can happen when you buy a mortgaged
rent plus 10%
 eldest player to bid must buy the property.
Mortgaged property
and sell
banker.

V: you cannot build a set of 12 houses in one color
property or group.
Holding intercourse during the
Bank or other players will have
rent plus 10%
other players own.
You can buy
rent plus 10%
rent plus 10%.

As the game
rent.

Don't Wait For the Dice!
Don't Wait For the Dice!

Rent depends on how many railroads the
other player owns.
You must either
repay
rent plus 10%.
If the owning player owns both
utilities, multiply the result by
important
If you land on a railroad,
rent plus 10%
rent plus 10%.

Building shortage:
If there are no buildings left in the Bank, you must either

build additional houses on a site with a hotel.

Important:
Auction bids can only be made in cash. Any player can start
the bidding for as little as $1. If no one makes a higher bid,
the last player to bid must buy the property.

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WHERE DID YOU LAND?

You can buy the property you land on for the listed price, the property goes up in value $150, and you may later decide to repay to the Bank the mortgage you took out. Remember! A property may be traded for any combination of cash, other property, or property mortgaged, on any combination of cash, other property, or property mortgaged. (Read the back of the Title Deed card to see how much money you can make from a property.)

HOW DO I WIN?

To win, you must be the only player left in the game. You do this by buying properties and houses/hotels to really boost your income. When buying property you must pay the listed price. If you want to pay the listed price, the property goes up in value $150. If you don’t want to pay the listed price, don’t pay the asking price. You will need to take action depending on the property. For example: if you buy a green site, you should try to get the Title Deed card. This is very important! The owner must ask if the property is mortgaged (its Title Deed is face down). If another player lands on one of your unmortgaged sites, you collect the rent they pay. If they don’t want to pay off the mortgage yet, they have to put the Title Deed to the bottom of the appropriate pile. Important: you cannot build a set of any type in a color group mortgaged. Buildings can only be sold to the Bank if the Bank has the title deed. A property can be traded for any combination of cash, other property, or property mortgaged. (Read the back of the Title Deed card to see how much money you can make from a property.)

DON’T WAIT FOR THE DICE!

If you rolled a double (or a double on the dice) you can take another turn. Watch out! If you roll a double on the dice, you must pay the Bank $50. You will still take a move, and may even pay the Bank money. Be the only player left in the game. Owning groups earns you more rent when other players land on them and lets you build houses and hotels to really boost income. Each player rolls the two white dice.

WHO GOES FIRST?

There are three types of property:

- Houses cost $200 each
- Hotels cost $300 each
- Railroads cost $150 each

Each player rolls the two white dice. The player with the highest roll goes first. If there is a tie, roll again. Be the only player left in the game.
Set It Up!

The Bank
Choose a player to be the Banker who will look after the Bank and take charge of its assets. The Banker holds and guards the following:

- Holds all money and Title Deed cards not owned by players.
- Pays salaries and bonuses to players.
- Collects taxes and fines from players.
- Collects mortgage payments when a property is sold or auctioned.
- Sells houses and hotels.
- Loans money to players who mortgage their property.

The Bank can never ‘go broke’. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.

The Banker
Choose a player to be the Banker who will look after the Bank and take charge of its assets. It is important that the Banker keeps his personal funds and properties separate from the Bank’s.

Each player chooses a token and puts it on the GO space.

Shuffle the CHANCE and COMMUNITY CHEST cards and place face down here.

Each player starts the game with:

- $300
- 2 of each color of the following houses and hotels:
  - Blue
  - Red

Do You Like to Play Fast?

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   - Mr. Monopoly: Move the sum of the white dice as normal and take the action for the space you land on. Then advance to the next unowned property and either buy it or put it up for auction. If there are no unowned properties left, advance to the next property owned by another player and pay rent.

What else?
- Only the white dice are counted when rolling doubles.
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- Only roll the white dice when attempting to get out of Jail.

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- 28 Title Deed cards
- 16 Chance cards
- 16 Community Chest cards
- 1 pack of MONOPOLY® money
- 32 blue houses
- 12 red hotels
- Banker’s tray
- Title Deed carousel
- 2 translucent white dice
- 1 Speed Die

PLAY IT RIGHT!
Many players like to devise their own ‘house’ Monopoly rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other money or trade ‘promises’ not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

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The Fast-Dealing Property Trading Game

Ages 8+
2-8 players

Platinum Edition

Proof of Purchase

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THE BANKER
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THE BANK
◆ Holds all money and Title Deed cards for players.
◆ Pays salaries and bonuses to players.
◆ Collects taxes and fines from players.
◆ Collects rents from players.
◆ Collects mortgage payments from players.
◆ Loan money to players who mortgage their property.

The Bank can never ‘go broke’. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.

Each player chooses a token and puts it on the GO space.

Shuffle the COMMUNITY CHEST cards and place face down here. Shuffle the CHANCE cards and place face down here.

Each player starts the game with:

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PLAY IT RIGHT!
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AGES 8+
2-8 PLAYERS

PLATINUM EDITION

PROOF OF PURCHASE

29213

Platinum Edition

THE FAST-DEALING PROPERTY TRADING GAME
**Set It Up!**

**The Bank**
Choose a player to be the Banker who will look after the Bank and take charge of all money and Title Deeds not owned by players.

- **Holds all money and Title Deeds.**
- **Pays salaries and bonuses to players.**
- **Collects taxes and fines from players.**
- **Sells and auctions properties.**
- **Sells houses and hotels.**
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**Platinum Edition**

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**AGES 8+**
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**SPEED DIE**
To speed up your game, just follow these steps...
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