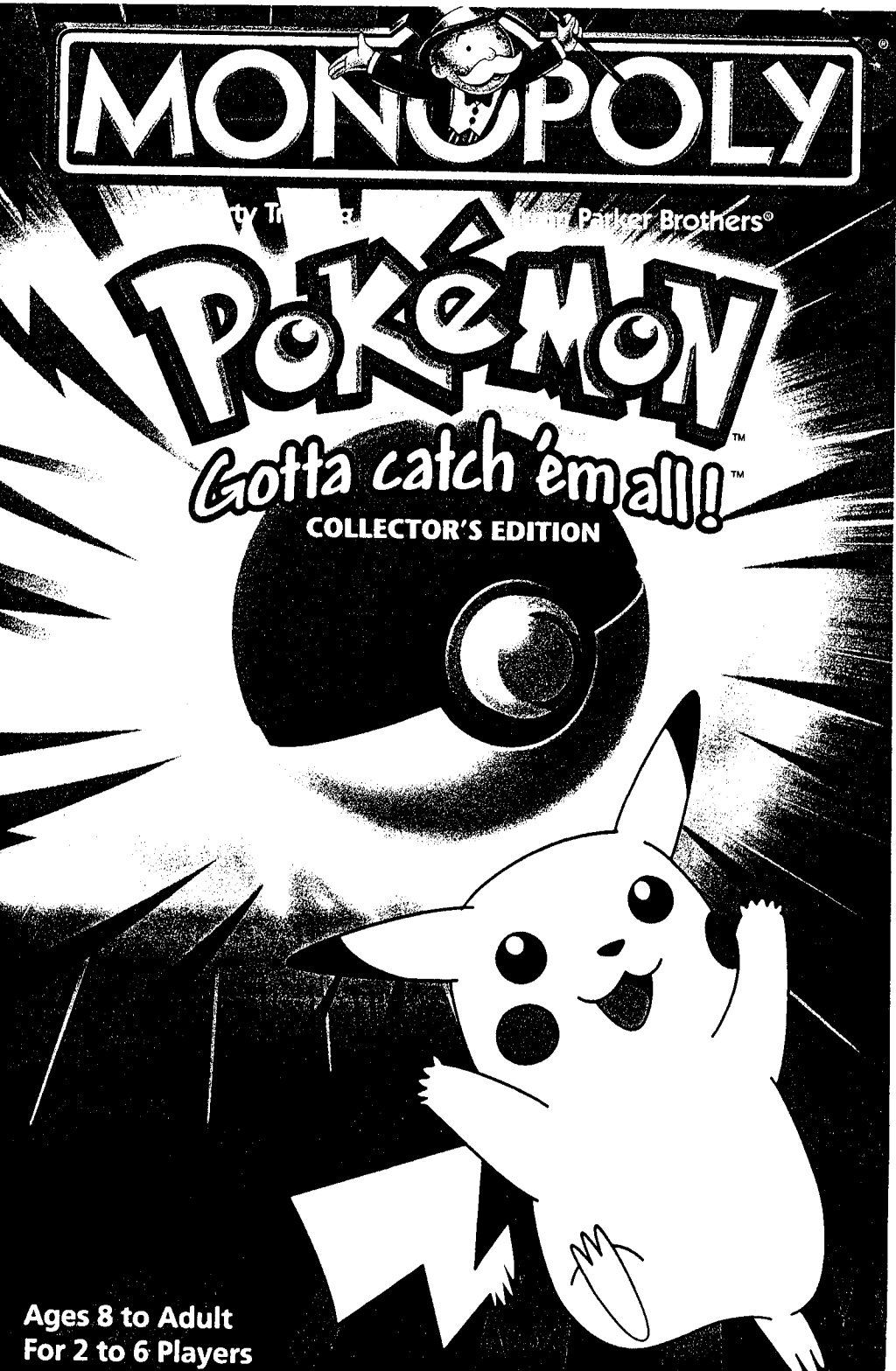

MONOPOLY
Parker Brothers®
POKÉMON
Gotta catch 'em all!
COLLECTOR'S EDITION
Ages 8 to Adult
For 2 to 6 Players

In this special edition of the classic MONOPOLY® game, you'll travel from gym to gym — and battle all kinds of Pokémon. Trainer Battle and Professor Oak cards might reward you for Pokémon fights, or bring an unexpected surprise. Bargain, trade and fight with other trainers to collect the most powerful Pokémon team and win the game!

If you have never played the basic MONOPOLY game, refer to the standard rules of the classic game, on pages 5–11. Then turn back to pages 2–4 to learn about the extra features of this edition and the differences between this and the standard game.

What's the same?

The object of the game and the standard game rules.

What's different?

- Earn "Poké Money" (₽) instead of dollars.
- Houses have been replaced by Poké Centers, and Hotels have been replaced by Poké Marts. Use these to improve your Pokémon gyms and earn more "Poké Money."
- Professor Oak and Trainer Battle spaces and cards replace the classic Chance and Community Chest spaces and cards.

- Gameboard spaces and corresponding Title Deed cards contain the name and number of the Pokémon you are catching. All the values are the same as the corresponding deeds in the standard game.
- If you catch all of the Pokémon (own all of the lots) in one color-group, it is as if you've earned the badge for that gym.
- In place of the traditional railroads, this edition has four types of Poké Balls.
- Choose from 6 collectible Pokémon movers.
- Play with special Pokémon optional rules (see pages 3 & 4).

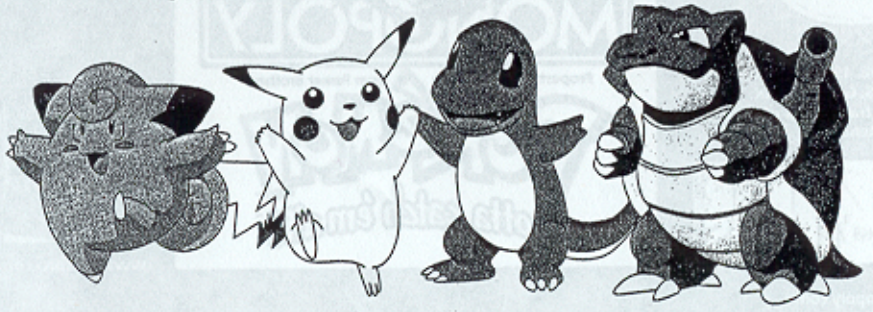
Equipment... Gameboard • Pokémon deeds • Play "Poké Money" and Banker's tray • 6 Collectible Pokémon movers • 2 Dice • 16 Professor Oak cards and 16 Trainer Battle cards • Poké Centers and Poké Marts

Special Optional Rules

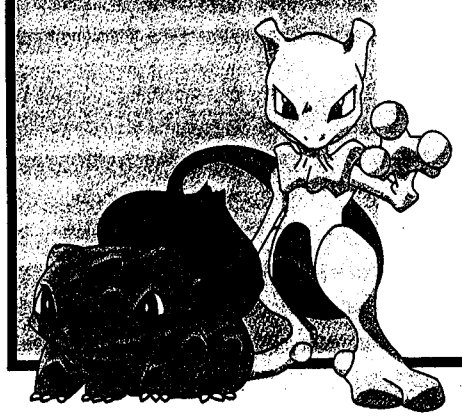
To make this special collector's edition feel even more like the Pokémon experience, use the following rules when rolling doubles. (These replace the standard doubles rules on page 6.)

Pokémon Power Doubles

If you throw doubles, you move your token as usual (the sum of the two dice) and are subject to any privileges or penalties pertaining to the space on which you land. At this point, you have two options: You may throw the dice again (as in the standard game) OR you may use a Pokémon Power based on your doubles roll (see chart on page 4). Once you use a Pokémon Power, your turn is over. **NOTE:** If you throw doubles to get out of Jail, you may not roll again or use a Pokémon Power.



If you rolled:	The Power you may use is:
Double 1s	**Teleport like #150 Mewtwo and go anywhere.** If you pass GO, collect ₽200. You may not teleport yourself to Jail.
Double 2s	**Rest like #35 Clefairy and collect ₽200 from the Bank.**
Double 3s	**Use Leech Seed like #01 Bulbasaur and collect ₽50 from each player.**
Double 4s	**Meet Professor Oak** (draw a Professor Oak card).
Double 5s	**Fight in a Trainer Battle** (draw a Trainer Battle card).
Double 6s	**Attack to control one of another player's gym lots:** Each player rolls both dice. The player who rolls the higher number takes (or keeps) control of the lot. In the event of a tie, both players reroll their attack. **NOTE:** You may not break up a color-group (if a player owns all the lots in a gym).



MONOPOLY® GAME RULES OF PLAY

OBJECT... The object of the game is to become the wealthiest player through buying, renting and selling property.

PREPARATION... Place the board on a table, and put the Chance and Community Chest cards face down on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given $1500 divided as follows: 2 each of $500s, $100s and $50s; 6 $20s; 5 each of $10s, $5s and $1s.

All remaining money and other equipment go to the Bank. Stack the Bank's money on edge in the compartments in the plastic Banker's tray.

BANKER... Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal funds separate from those of the Bank. When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.

THE BANK... Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells houses and hotels to the players and loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest, and the price of all properties that it sells and auctions.

The Bank never "goes broke." If the Bank runs out of money, the Banker may issue as much more as may be needed by merely writing on any ordinary paper.

THE PLAY... Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play: Place your token on the corner marked "GO," throw the 2 dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space your token reaches, you may be entitled to buy real estate or other properties — or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail," etc.

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the "In Jail" part of the "IN JAIL — JUST VISITING" corner space (see JAIL).

"GO"... Each time a player's token lands on or passes over GO, whether by throwing the dice or by drawing a card, the Banker pays him/her a $200 salary.

The $200 is paid only once each time around the board. However, if you pass GO on the throw of the dice and land 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and you draw the "Advance to GO" card, you collect $200 for passing GO the first time and another $200 for reaching it the second time by instructions on the card.

BUYING PROPERTY... Whenever you land on an unowned property, you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership; place it face up in front of you.

If you do not wish to buy the property, the Banker sells it at auction to the highest bidder. The buyer pays to the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.

PAYING RENT... When you land on property owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed face down in front of the owner.

It is an advantage to hold all the Title Deed cards in a color-group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues)

because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged.

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 place 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 the above rules, you may buy and erect at any time as many houses as your judgment 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 the 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 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; 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.

We will be happy to hear your questions or comments about this game.
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