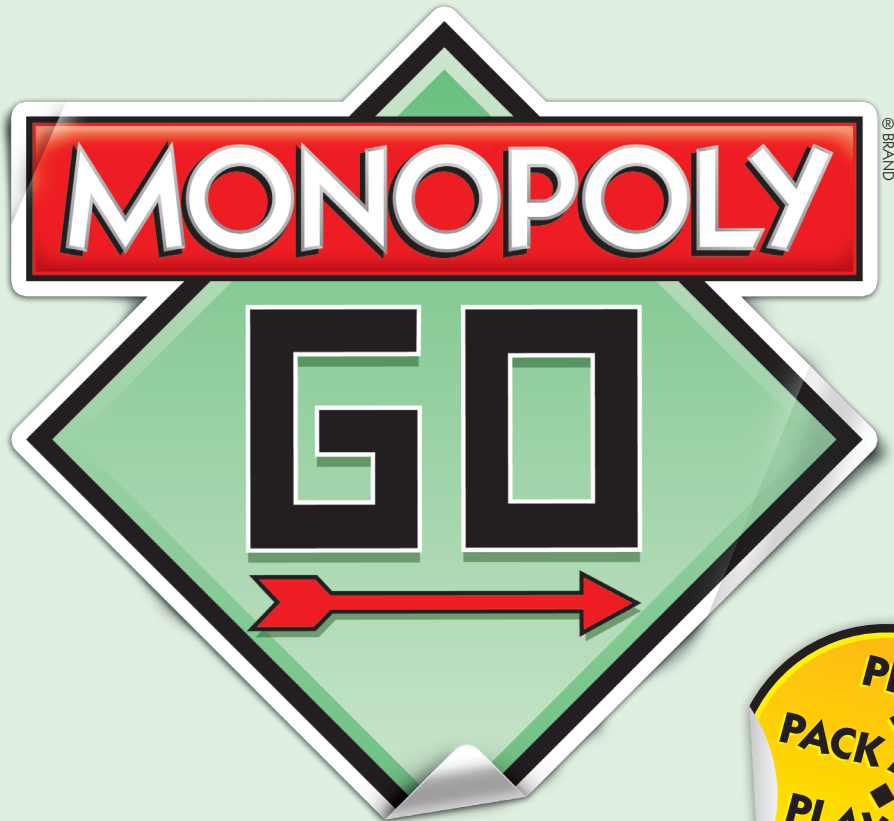


AGES 8+



#### AIM OF THE GAME

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

#### CONTENTS

1 compact gameboard, 6 movers, 6 location clips, 6 money clips, 28 full size Title Deed cards, 16 full size Chance cards, 16 full size Community Chest cards, 1 pack of MONOPOLY money, 32 green house clips, 12 red hotel clips and 2 dice.

Family



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Mortgage a property.  
See page 6.

Pick up a Community Chest card.  
See page 7.



### PAUSE!

Clip your money and title deed cards together using your money clip, then store everything in the case.

Collect \$200 as you pass GO.  
See page 7.

## MONEY

Each player starts the game with:

2 x



4 x



1 x



1 x



# MONOPOLY GO!

## WHAT'S THE SAME

How you play the game is exactly the same. This is a handy pause-&-play version of MONOPOLY.

## WHAT'S DIFFERENT

### Pause, Pack Up & Play Later

The house, hotel, location and money clips mean you can pack everything away mid-game and pick it up later without losing your place, for a truly movable property trading game.

### The Clips

House and hotel clips slide easily onto the board.

Each mover has its own location clip. Slide it on the board to mark where you were when you paused the game.

When you want to pause the game, count up your money and slide it, together with your title deeds, into the money clip that matches your mover. Store it in the case until you're ready to continue playing – just make sure you remember which mover you are.

### The Board

The MONOPOLY board is compact, so it fits onto smaller spaces.

### The Case

Fit everything into the slick carry case. Take it anywhere for a truly mobile game that you can pause and play.

Pay rent on other players' properties.  
See page 5.

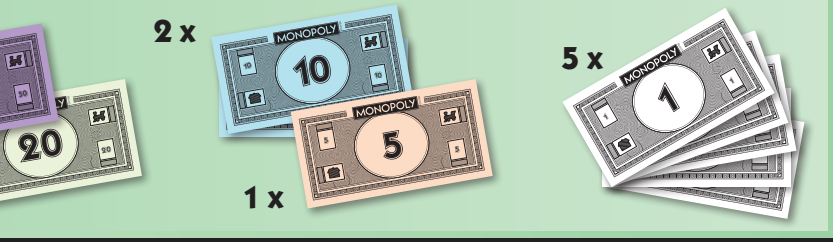
Go to jail.  
See page 7.

Build on your properties.  
See page 5.

Pick up a Chance card.  
See page 7.

## PAUSE!

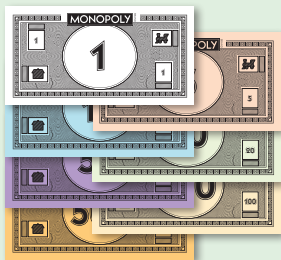
Mark where you were when you paused the game using your location clip.



# HERE'S HOW TO PLAY!

## THE BANKER

Choose one player to be the banker. If there are more than five players, the banker may choose to take on this role only. The banker is in charge of:



The money



Title Deed cards



Houses and hotels



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 movers may rest on the same space at the same time. According to the space you land on, either:
  - ◆ Buy the property (if it isn't owned by another player). **See page 5.**
  - ◆ Get the banker to auction the property (if you don't want to buy it for the asking price). **See page 5.**
  - ◆ Pay rent (if the property is owned by another player). **See page 5.**
  - ◆ Pay taxes
  - ◆ Draw a Chance or Community Chest card. **See page 7.**
  - ◆ Go to jail. **See page 7.**
3. Once you own a color group, build houses or hotels on those sites.
4. If you run out of money, mortgage or sell property to pay off your creditors. If you cannot raise enough money to pay rent, tax or a bill, you are declared bankrupt and are out of the game.
5. No player may borrow money from, or lend money to, another player. However, a player may choose to accept any of your property instead of money that is owed to them.
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:



1. Sites
2. Railroads
3. Utilities

If you land on an unowned property, you have the first choice to buy it. If you decide to buy, pay the banker the price stated on that space. You will receive that property's Title Deed card as proof of ownership. Keep it faceup in front of you. If you decide not to buy, an auction will be held (see **Auctions**).

Owning a property entitles you to collect rent from any players who land on that space. Once you own all the sites in one color group, i.e. you own a monopoly, you can build houses and hotels on sites in that group and collect more rent!

## AUCTIONS

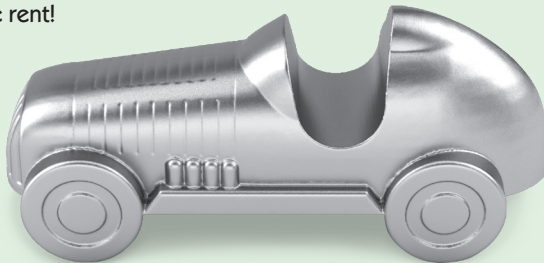
If you decide not to buy a property after landing on it, the banker must immediately auction it to the highest bidder, starting at any price another player is willing to pay. Even though you declined the option of buying at the original price, you may join in the bidding too.



## PAYING RENT

If your roll ends on a site that is owned by another player, you must pay rent (unless the site is mortgaged). The player who owns the site must ask you for rent before the next player rolls the dice. The amount payable is shown on the Title Deed card and varies according to the number of buildings on the site.

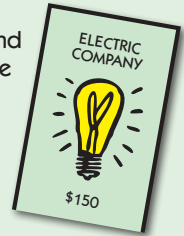
If you own a whole color group, the rent is doubled on any undeveloped site of that group (i.e. a site without houses or hotels). You can still collect double rent for the sites without a mortgage.



## UTILITIES

Utilities are bought and auctioned in the same way as properties.

If you land on an owned utility, pay rent to the owner according to the dice you rolled to



get there. If the owner has one utility, the rent will be four times your dice roll. If the owner has both utilities, you must 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 amount stated on the Title Deed card to the owner. The amount payable is shown on the Title Deed card and depends on the number of other railroads owned by that player.



## BUILDING HOUSES

Once you own all sites of a color group, you can buy houses to put on any of those spaces. The price of a house is shown on the Title Deed card.



You can buy houses (or hotels) on your turn or in between other players' turns but you must build evenly: you cannot build a second house on a site until you have built a house on every site in that group.

You may buy as many buildings as you wish, as long as you can afford them! Houses may not be built if any site of the same color group is mortgaged.

Clip your houses and hotels onto the board on the property you're building on.

## BUILDING HOTELS

To buy a hotel, you must first have four houses on each site of a complete color group. Exchange the four houses for a hotel and pay the banker the price shown on the Title Deed card. Only one hotel may be built on any one site.



## RUNNING OUT OF BUILDINGS

If the banker has no house clips left, you must wait for other players to return theirs before you can buy any.

If there are a limited number of house or hotel clips left and two or more players wish to buy more than the banker has, 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
- ◆ Selling property, utilities or railroads to another player for any agreed sum (even if the property is mortgaged).

## SELLING PROPERTY

You may sell undeveloped sites, railroads and utilities to another player for a mutually agreed price. You cannot sell a site if there are any buildings on any of the sites in that color group. You must first sell all the buildings on those sites to the banker.

Houses and hotels are sold to the banker at half their original purchase price, stated on the Title Deed card. You can sell on your turn or in between other players' turns.

## Selling houses

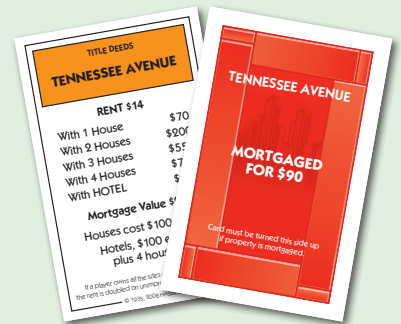
You must sell houses evenly, in the same way as they were bought.

## Selling hotels

The banker will pay half the price of the hotel plus half the price of the four houses that were exchanged for the purchase of the hotel.

Hotels can also be broken back down into houses to raise money. To do this, sell a hotel for half its cost and receive in exchange four houses.

## MORTGAGES



## Mortgaging property

First sell any buildings, then turn the site's Title Deed card facedown and collect your mortgage amount shown on the back of the card.

You keep all mortgaged property and no other player can pay off your mortgage to secure the property. Rent cannot be collected on mortgaged property although it can be collected for other properties in that color group.

## Repaying a mortgage

You must pay the original mortgage amount plus 10% interest. Once repaid, turn the Title Deed card faceup.

## Selling mortgaged property

You can sell mortgaged property to other players at any agreed price. The buyer can then either immediately repay the mortgage or pay 10% interest but retain the mortgage. The mortgage can be repaid as normal later in the game.

When all sites in a color group are mortgage-free, the owner may begin to buy back houses and hotels at full price.

## BANKRUPTCY

If you owe more money than you can raise from your assets, you are declared bankrupt and are out of the game.

## Owing the banker

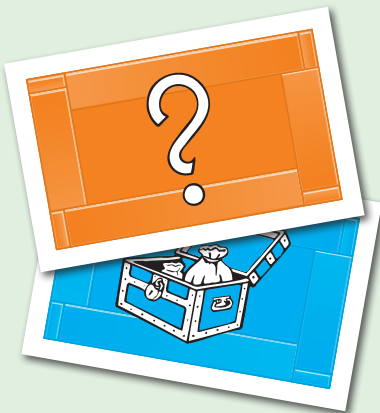
Return your Title Deed cards to the banker who will auction off each property to the highest bidder. Return any "Get out of jail free" cards to the bottom of the relevant pile.

## Owing another player

The other player receives any money left, your Title Deed cards and any "Get out of jail free" cards you own.

## CHANCE AND COMMUNITY CHEST

When you land on one of these spaces, take the top card from the relevant pile. Follow the instructions on the card before returning the card, facedown, to the bottom of the deck. If you pick a "Get out of jail free" card, you can keep it until you wish to use it or sell it to another player for an amount you both agree on.



If a card instructs you to move to another space, move there in the direction of the arrow. If you pass GO on the way, collect \$200. You do not pass GO if a card sends you to jail, or sends you back.

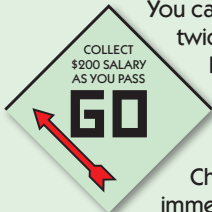
## FREE PARKING

There is no penalty for landing here and you may still undertake transactions as usual (collecting rent, building on sites you own, etc.).



## 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 picking a card 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 pick a Chance or Community Chest card which tells you to "Go directly to jail"
- ◆ You roll a double three times in a row on your turn.

Your turn ends when you are sent to jail. Move onto the jail space and do not collect \$200, regardless of where you were on the board.

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:

- ◆ Paying a \$50 fine and continuing on your **next** turn
- ◆ Using a "Get out of jail free" card
- ◆ Rolling a double.

If you haven't rolled a double after three turns, pay the banker \$50 before moving, according to your third dice roll.

### "Just visiting" jail

If you are not sent to jail but land on the jail space, you are "Just visiting" and incur no penalty.



# A QUICKER GAME

If you're familiar with MONOPOLY and want to play a quicker game:

1. To start, the banker shuffles the Title Deed cards and deals two to each player. Players immediately pay the banker the price for the properties they receive. Play then continues as normal.
2. You only need to build up three houses on each site of a color group before buying a hotel (instead of four). When selling a hotel, the value is half its purchase price.
3. As soon as a second player goes bankrupt, the game ends. Each remaining player adds together:
  - ◆ Their money
  - ◆ Owned sites, utilities and railroads at the price printed on the board
  - ◆ Any mortgaged property at half the price printed on the board
  - ◆ Houses, valued at purchase price

- ◆ Hotels, valued at the purchase price including the value of three houses.

The richest player wins the game!

## SPEEDY MONOPOLY

Agree on a definite time to finish the game. Whoever is the richest player at this time wins!

# STORAGE

Everything fits neatly back in the case for a truly portable MONOPOLY game.

To store the game mid-play:

- ◆ Leave house and hotel clips where they are.
- ◆ Slide your location clip onto the board where your mover was on your last turn.
- ◆ Clip your money and title deeds and any chance or community chest cards you have into your money clip.
- ◆ Store everything in the carry case.

**Tip:** If you're very rich, you may find your wad of money too fat to fit in the case! If this happens, change your money into the largest possible bills (e.g. swap 5 x 100 for 1 x 500).

Store everything in the case ready to continue playing later.

## PROOF OF PURCHASE



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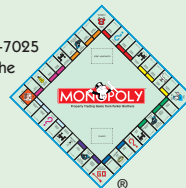


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