

MORE BOARD SPACES



GO

Every time you pass or land on GO, collect \$2 from the Bank.



CHANCE

Take the top card from the Chance pile, read it aloud, and follow the instructions. Return used cards to the bottom of the pile.



GO TO JAIL

Go straight to jail! Do not pass GO. Do not collect \$2. At the start of your next turn, pay \$1 or use a Get Out of Jail Free card if you have one. Then roll the dice and move as normal. You can collect rent while in Jail.



JUST VISITING

You are Just Visiting if you land here on your roll!



FREE PARKING

Do nothing. Just take a break.

3. After following the rules of the space you landed on, your turn is over! Pass the die clockwise. It's the next player's turn.

WIN!

If you don't have enough money to pay rent, buy a property you land on, or pay a Chance card fee, you're bankrupt! The game ends.

The other players count their cash, and the player with the most cash wins!

If there is a tie, each player counts how much their properties are worth and adds it to their total cash. The richest player wins!

ADVANCED!

Once you've mastered the standard rules, try playing the following way:

- If you don't have enough money to pay rent or a Chance card fine, complete the debt with property you own.
- If you owe another player, your property becomes theirs. If you owe the Bank, your property goes back on the market.
- If you still can't pay, then you are bankrupt and the game ends. Every player counts their cash to see who has won!

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◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

JUNIOR

OBJECT

Zoom around the board, buy property, pick up Chance cards, and earn money. When one player goes bankrupt, the others count their cash. The player with the most cash wins!

MY FIRST MONOPOLY GAME



WARNING:

CHOKING HAZARD - Small Parts.
Not for children under 3 years.

CONTENTS

Gameboard • 4 Junior Tokens • 20 Chance Cards • 48 Sold Signs • 90 Banknotes • Die • 4 Who's Your Token? Character Cards

AGES

5+



2-4 PLAYERS

A6984
ADULT ASSEMBLY REQUIRED

THE FIRST TIME YOU PLAY

1. Press the 48 sold signs from the die-cut sheet.
2. Remove the 90 Banknotes and Chance cards from their plastic. Please dispose of all waste responsibly.

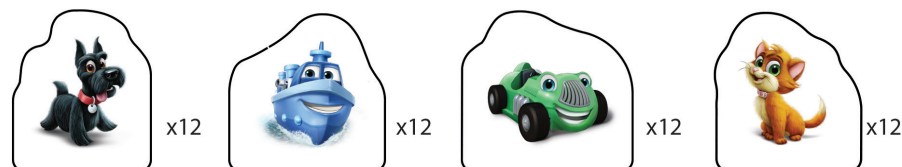
SET IT UP!

1. Open the gameboard, and put it in the center of play.
2. Separate the 4 token character cards from the Chance cards. Shuffle the deck of Chance cards, and place it facedown on the Chance space on the board.
3. Choose a token, and place yours on GO!

Who will you be?



4. Find the 12 sold signs that match your chosen token, and keep them in front of you.



5. Pick one player to be the Banker. The Banker is in charge of the money and hands out the cash like this:

- 2 player game: give each player \$20
- 3 player game: give each player \$18
- 4 player game: give each player \$16



PLAY!

How to win

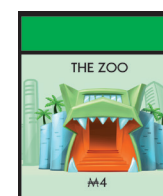
Have the most money when any other player goes bankrupt. In other words, when any player doesn't have the cash to pay rent, buy a property they land on, or pay a Chance card fee.

Who goes first?

The youngest player goes first, and play continues to the left.

On Your Turn

1. Roll the die, and move your token that number of spaces clockwise from GO.
 - Always move forward, never backward.
 - Every time you pass or land on the GO space, collect \$2!
2. Where did you land? Read about all the different board spaces before you start. If you land on:

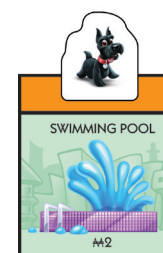


AN UNOWNED SPACE

If no one owns it, you must buy it!

Pay the Bank the price written on the space.

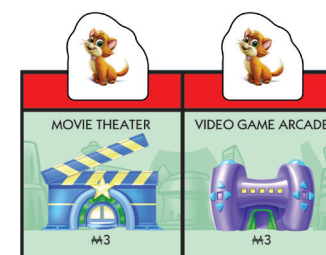
Put one of your sold signs on the colored band at the top of the space so everyone knows you own it!



AN OWNED SPACE

If another player owns it, you must pay them rent. Rent is the price written on the space.

If you own the space, **do nothing.**



A PAIR = DOUBLE RENT!

If a player owns both properties of the same color, rent is **double** the amount written on those spaces.

Turn over for info on the other board spaces.