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AGES 8+
2-4 PLAYERS



**First to a
million wins!**

CONTENTS

Board, 22 Title Deed cards, 4 sets of movers (3 per player),
22 Fortune cards, 14 Millionaire Lifestyle cards,
14 Chance cards, 32 houses, 12 hotels, 2 dice,
money, bank tray and 4 Reminder cards.

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HERE ARE FOUR THINGS THAT ARE DIFFERENT FROM STANDARD MONOPOLY

Read these to get an overview, then turn to set up on the next page. Detailed rules are found later in the book (when you need them).

1

You win when you have \$1 Million in cash.

No need to bankrupt everyone else.
Just make a million as fast as possible.



3

Property spaces start with Fortune cards on them.

You'll put a Fortune card facedown on every property space at the start of the game. When you land on a space with a Fortune card, you'll turn it over and follow its instructions.



2

You can upgrade your mover to give you a better chance of winning.

You start with the 1★ (Basic Wealth) but can upgrade to 3★ (Up-and-Coming) or 5★ (Living the High Life).

You have the option to upgrade your mover when you pass GO.



1★ Mover

3★ Mover

5★ Mover

4

There are Millionaire Lifestyle cards.

Take one of these cards when you land on the matching space and enjoy living the dream.



ESSENTIAL TIPS FOR A GREAT GAME!

- If you land on an unowned property, you must buy it OR auction it off (if you don't want it). Your turn isn't over until someone has bought it!
- It's great to deal! You can swap properties with each other or offer money to get something you want. Bargain with your opponents on your turn, on their turn, in between turns... whenever. Don't be shy – do what it takes to make that million first!

SET IT UP!

Set up your game to look like this:



Chance cards.

- Shuffle
- Put in a pile here, facedown

Unwrap the bank tray and each bundle of money. Put the bundles back in the tray.

What? No Banker?!

There's no need for a Banker – the money stays here! But you do need a Property Agent to take care of Title Deeds, Houses and Hotels.

Fortune Cards (stored under the plastic tray in the game box).

- Push each card out of the cardboard sheet
- Shuffle
- Randomly put one on each property space, facedown

Millionaire Lifestyle cards

- Shuffle
- Put in a pile here, facedown

All put your 1★ mover here.

Landing on or passing GO not only means payday; it also gives you the chance to upgrade your mover and your lifestyle! See page 8 to find out how!

Title Deeds

Property Agent: organize the cards into color sets so that they're easy to grab when people start buying properties!

- During the game, you will:
- sell and auction properties (Title Deeds)
 - sell houses and hotels

CHOOSE YOUR MOVERS!

In this game, you get not one mover, but three!

Choose your set:



GRAB YOUR CASH!

Each player starts with \$372k



HOW TO MAKE A MILLION AND WIN!

The aim of the game is to be the first player to make a million in cash!

All roll both dice – whoever rolls the highest goes first!

On your turn:

1. Roll both dice and move that number of spaces around the board.
2. Is there a Fortune card on the space where you landed?



Yes?

Take it! Read the instructions on the card to yourself. Some cards are to use now; others you can keep to use later. Just check what the card says. (See page 8 for more on Fortune Cards.)

No?

Keep reading!

3. Depending on where you land, do one of the following:



GO

Follow these instructions whether you **land on or pass GO**!

WANT TO PAY TO UPGRADE YOUR LIFESTYLE?

If you **DO**, collect your salary from the bank minus $\pounds 50k$. Then replace your mover with the next ★ grade up! (Swap your 1★ with your 3★ or your 3★ with your 5★.) If you **DON'T**, collect your salary and continue as normal.



AN UNOWNED PROPERTY:

Buy it for the price on the board or put it up for auction. It's good to buy lots of properties as soon as you can. More properties mean more rent. If you can collect full sets, even better. A full set means double rent!



OWNED PROPERTY:

Pay rent to the owner.



CHANCE OR MILLIONAIRE LIFESTYLE:

Take the top card and do what it says. Put the used card facedown at the bottom of the pile (unless the card says not to).



GO TO JAIL:

Go straight to jail. Do not pass GO. Do not collect your salary. Your turn is over.



JUST VISITING:

Do nothing.



FREE PARKING:

Do nothing.



4. If you rolled a double, roll the dice again and take another turn. Watch out! If you roll doubles three times in a row, you must go directly to Jail.

5. That's it! Your turn is over and the player to your left goes next.

During the game

On your turn, or between other player's turns, you can:

- buy houses and hotels (as long as you own a full set)
- do deals with other players

See the following pages to find out how!

GO & UPGRADING

Whenever you land on or pass GO, collect your salary and decide whether you'd like to upgrade to the next star rating.

Why should I upgrade?

It's a good idea to upgrade your lifestyle because it means your potential earnings (from your salary, Millionaire Lifestyle and Chance cards) will skyrocket!

How do I upgrade?

Upgrading costs $\$50k$, so first collect your usual salary minus $\$50k$.

Then swap your 1★ mover with your 3★ mover or your 3★ with your 5★ mover. (See page 5 if you're not sure which is which.) Replace one mover with the other on the gameboard. You must upgrade in order – you can't jump from a 1★ to a 5★ lifestyle.

What if I don't want to or can't upgrade?

Just collect your standard salary (the amount for each level is shown on the GO space) and continue your turn as normal.



FORTUNE CARDS

Read the card to yourself and follow the instructions. Pay special attention to whether the card says:

Use now

OR

Keep until needed

If it's a **use now** card, you should treat it as a two-part turn. Buy or Auction the property as directed on the card then follow the additional instructions.

If it's a **keep until needed** card, follow all the normal steps for the space you're on (buy or auction it) then keep your card facedown in front of you. You can use it at any point you want/need to during the rest of the game, but only once.

Start a discard pile for used Fortune cards.



MILLIONAIRE LIFESTYLE & CHANCE

If you land on one of these spaces, take the top card from the pile and follow the instructions. Some cards show different options depending on whether you're living the 1★, 3★ or 5★ lifestyle, so pay close attention to the figure that's relevant to you.



For example, if you're living the 3★ lifestyle and you get this card, collect $\$100k$.



Sometimes the outcome of the card depends on what you roll. If you're living the 3★ lifestyle and you get this card:



... you'd need to roll between 8 and 12 to collect the $\$150k$.

PROPERTY & RENT

Pay the amount shown on the space into the bank. Take the Title Deed card from the Property Agent and put it faceup in front of you. This property's now yours – charge rent to any player who lands on it! The rent value is shown on the card.

Landing on another player's property

Pay them rent. The amount you pay is shown on the property card.



Basic rent (with no houses)

Rent with houses

RENT $\$65k$
With 1 House $\$160k$
With 2 Houses $\$250k$
With 3 Houses $\$370k$
With 4 Houses $\$430k$

- If there are no houses, but the owner has all the properties of that color, pay **double** the basic rent.
- You don't pay rent on mortgaged properties.

AUCTIONS

If you decide not to (or can't) buy an unowned property when you land on it, you **MUST** auction it off. Auctions are a great way to get a property for less than the price on the board!

Bidding starts at \$1k and carries on until no one wants to bid any more. You can still bid even if you chose not to buy it originally. Highest bidder, pay the bank and take the property card.



HOUSES & HOTELS

- When you own ALL of the properties in a color group you can build houses, either on your turn or in between other players' turns. Pay the bank the house price shown on the property card.
- Each property in the group must have a house on it before you can build a second house on any of them. Always build evenly.
- Once you have four houses on a property, you can build one hotel on it. Pay the hotel price shown on the property card, give the four houses back to the property agent and replace them with a hotel. No other buildings can now be added.

JAIL

Go directly to Jail, do not pass Go, do not collect your salary. Stay in jail for three turns unless you can escape. To escape, when it comes to your turn:

- Roll a double on the dice. Use that roll to move, then end your turn.
- Use a Get Out Of Jail Free card. Put it to the bottom of the pile it came from, then roll the dice and move.
- Pay \$50k to the bank at the start of your turn, then roll and move.

If you have not escaped after three turns, pay the bank \$50k, then take your turn as normal.

You can still collect rent and bid in auctions while you're in jail.

BANKRUPTCY

If you do not have enough to pay for something, there are some ways to make money.

IMPORTANT: You can ONLY do these things if you're bankrupt, not under any other circumstances!

- **Sell houses** back to the bank for half the price you paid for them. Sell them one at a time across the properties in a color group
- **Sell hotels** for half the price you paid for them. You get four houses in return.
- **Mortgage a property.** Sell any buildings on that property first, then turn the property 'Mortgaged' side up. Take the mortgage value shown on the card back. You still own that property, but you can't collect rent on it until you pay off the mortgage.
- **Sell properties** to another player. Sell any buildings on that property back to the bank. Then negotiate a deal with another player. You could trade cash, other properties, Get Out Of Jail Free cards or any combination of these.

You can **buy or sell mortgaged properties** at any price you agree with another player. When you **buy** a mortgaged property from another player, you must either:

- repay the mortgage value on the card to the bank. Turn the card faceup. You can now collect rent on it.

or

- leave it mortgaged.

I want to repay a mortgage

Pay the value shown on the reverse of the card to the bank and turn the card over. You can collect rent when another player lands there and build houses (if you own the full color group).

