

## BUILDINGS

### Building Dev Home Offices

As soon as you get a colour set, you can start buying Dev Home Offices (you don't have to wait for your turn).

Pay the Bank the cost on the Property card, and place a Dev Home Office on that Game's space. You must build evenly. You cannot build a second Dev Home Office on a Game until you've built one on each Game in the set. You can only have four Dev Home Offices on a Game's space.

### Building Dev Studio Offices

Once you have four Dev Home Offices on all Games in a colour set, you can pay to upgrade to a Dev Studio Office.

Pay the Dev Studio Office cost on the Property card, return all four Dev Home Offices to the Bank, and put a Dev Studio Office on that Game's space.

You can only have one Dev Studio Office per Game space. You can't add any more Dev Home Offices. You cannot build on a Game if any Game in its colour set has been taken down for updates.

### Not enough buildings?

If multiple players want to buy the last Dev Home Office or Dev Studio Office, the Banker must auction it. Bids start at €10 and anyone can increase the bid by as little as €1. You don't need to follow turn order. Payment goes to the Bank.

### No buildings left?

You can't buy any until someone sells theirs back.

## DEALS & TRADES

You can buy, sell or swap property with other players at any time.

You must sell all buildings on a colour set to the Bank before you can sell or trade a Game. You cannot sell or trade buildings to another player. See 'Selling Buildings'.

Property can be traded for cash, other property or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Property that has been taken down for updates can be traded at any agreed-upon price.

The new owner must immediately:

**Send the update** (pay the Bank the cost to send the update).

**Or keep the property down for updates** (just pay the Bank 10% of the take down for updates value now).

## HELP! I CAN'T PAY!

### 1 Try to raise money.

If you owe money and can't pay, try to raise money by selling buildings back to the Bank and/or taking properties down for updates.

### Selling buildings

**Sell Dev Studio Offices** to the Bank for half the cost, and exchange them immediately for four Dev Home Offices.

**Sell Dev Home Offices** to the Bank for half the cost. Dev Home Offices must be sold evenly across the colour set.

### Taking Properties Down for Updates

To take a property down for an update, you must first sell all buildings in its colour set to the Bank at half their cost.

**To take a property down for an update**, turn the Property card face down, and collect the take down for updates value on the back from the Bank.

**To send the update**, pay the cost to send the update to the Bank (take down for updates value +10%), then turn the card face up.

Revenue cannot be collected on properties that have been taken down for updates. However, the increased revenue level can be collected on the Games in a colour set that are not being updated.

The increased revenue on Dev Teams and Game Promotions may be collected in the same way.

### 2 If you're still in debt, you are bankrupt and out of the game!

### Do you owe another player?

Give them all your properties that are being updated and any Get Out of Jail Free cards.

The new owner must immediately:

**Send the update** (pay the Bank the cost to send the update).

**Or keep the property down for updates**

(just pay the Bank 10% of the take down for updates value now).

### Do you owe the Bank?

Return all your properties to the Bank. Any updates are cancelled.

All your properties must immediately be put up for auction.

Return any Get Out of Jail Free cards to the bottom of the appropriate deck.

**The remaining players keep playing until there is only one person left in the game. That player is the winner!**

## TOP TIPS

**To keep your game short and sweet, don't use house rules!**

Always auction when someone doesn't want to buy the property they've landed on.  
Never loan money to other players or make deals not to charge each other revenue.  
Never put cash in the centre of the board; you don't get a bonus for landing on Free Parking!

2022 edition based on Roblox 2020 annual rankings.

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♦ Fast-Dealing Property Trading Game ♦

# MONOPOLY

# ROBLOX

## 2022 Edition

CONTENTS: Gameboard • 6 Pieces • 28 Property Cards  
16 Chance Cards • 16 Community Chest Cards • 32 Dev Home Offices  
12 Dev Studio Offices • 2 Dice • Money Pack

The rules for this version of the MONOPOLY game are the same as the rules for the core MONOPOLY game.



## SET IT UP!

### 1 Choose someone to be the Banker.

The Banker's in charge of:

- The bank's money
- Dev Home Offices
- Dev Studio Offices
- Property cards
- Auctions

The Banker can play too, but must keep their money separate from the Bank.

### 2 Banker, give each player:



x 5



x 1



x 2



x 1



x 1



x 4



x 2

(Total = £1,500)

Keep the rest of the money in the box as the Bank.



## PLAY!

### How to win

Move around the board buying as many properties as you can. The more you own, the more revenue you'll be able to collect from other players. If you're the last player with money when all the other players have gone bankrupt, you win!

### Who goes first?

Each player rolls both dice. The highest roller starts and play moves to the left.

### On your turn

1. Roll both dice.
2. Move your piece clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

**Did you roll a double?** Roll the dice again and take another turn.

**Watch out!** If you roll a double three times in a row, you must immediately go to Jail! Do not complete your third turn.

4. Your turn ends. Pass the dice to your left.

### Start playing!

That's all you need to know, so get going. Look up the spaces as you land on them.

## THE BOARD SPACES

### PROPERTIES

There are three types of properties: Games, which come in colour sets, Dev Teams and Game Promotions.

### Unowned Properties

When you land on an unowned Game, Dev Team or Game Promotion, you must buy it or auction it.

#### Want to buy it?

Pay the price on the board space, and take the Property card from the Bank.

#### Don't want to buy it?

The Banker must auction it. Bidding starts at £10, and anyone can increase the bid by as little as £1. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything and the Property card stays with the Bank.

### Collect colour sets!

When you own each Game in a colour set:

- You can double the revenue for those Games!
- You may build Dev Home Offices and Dev Studio Offices and charge for even more revenue! See BUILDINGS.

### Owned Properties

When you land on a property that someone else owns, the owner must ask you for revenue. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!

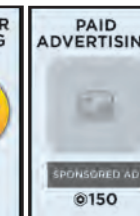


**Games**  
Pay the revenue shown on the Game's Property card.



**Dev Teams**  
Pay revenue based on the number of Dev Teams the owner has.

1 Dev Team £25  
2 Dev Teams £50  
3 Dev Teams £100  
4 Dev Teams £200



**Game Promotions**  
Roll the dice to determine revenue. If the owner has one Game Promotion, revenue is 4x the dice roll. If the owner has two Game Promotions, revenue is 10x the dice roll.

## ACTION SPACES



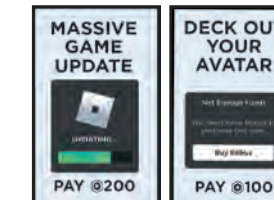
### GO

When you pass or land on the GO space, collect £200 from the Bank.



### Chance and Community Chest

Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when you've finished.



### Massive Game Update and Deck Out Your Avatar

Pay the Bank the amount shown on the space.



### Free Parking

Relax! Nothing happens.



### Just Visiting

Don't worry. If you land here, put your piece in the Just Visiting section.



### Go To Jail

Move your piece to the In Jail space immediately! Do not collect £200 for passing GO. Your turn is then over. You can still collect revenue, bid during auctions, buy Dev Home Offices and Dev Studio Offices, take properties down for updates and trade while you are in Jail.

### How do I get out of Jail?

You have 3 options:

1. **Pay £50** at the start of your next turn, then roll and move as normal.
2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck, then roll and move.
3. **Roll a double** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to three turns to try for a double. If you don't roll a double by your third turn in Jail, pay £50, and use your last roll to move.