

MORE ACTION SPACES CONT.



Chance and Nook Miles

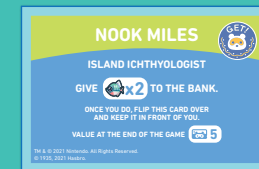
When you land here, take the top card from the matching deck. Read it out loud.

Chance cards must be completed immediately, then returned to the bottom of the deck.

Owe Bells for a Chance card but can't afford it?

1. Try to raise money by selling resources back to the Bank for the price on the back of each resource. You don't have to roll the Nook's Cranny die to do so. Place any resources you sell in front of their board space.
2. If you have no resources and you still can't pay, do nothing. You've got it bad enough already! Maybe Rescue Services can help...

Nook Miles cards can be completed any time before the end of the game.



Some cards give you the opportunity to trade your resources for Nook Miles! When you have the required resource chips, turn them in to the Bank by putting them in front of the board space where you collected them. Then, flip the card over.

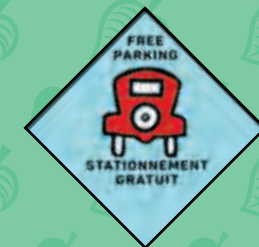


Some cards may ask you to pay Bells in order to gain or avoid losing Nook Miles. Keep those cards faceup, then, once you've paid the Bank to complete them, flip them over.



Dodo Airlines

When you land here, you may advance to any island space between your current space and the next Dodo Airlines space. Follow the rules of the space where you land. If you pass GO, you may go shopping at Nook's Cranny!



Free Parking

Relax! Nothing happens. Sit under a tree for a bit and enjoy the scenery!



Just Visiting

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



Go To Jail

Move your token to the In Jail space immediately! Do not pass GO. Do not shop at Nook's Cranny. Your turn is then over. You can still collect and trade resources and use Nook Miles cards while you are in Jail.

How do I get out of Jail?

You have 2 options:

1. Pay 5 Bells at the start of your next turn, then roll and move as normal.
2. Roll a 6 on your next turn. If you do, you're free! Re-roll the dice, and take your turn as normal.

You can use up to 3 turns to try for a 6. If you don't roll a 6 by your third turn in Jail, get out for free. Then roll both dice, and take your turn as normal.



THE END OF THE GAME

The game ends when one player has purchased seven decorations and all players have made it back to GO.

The first player to buy their seventh decoration ends their turn and waits for other players to reach GO.

When all other players reach GO, they must stop there even if they have moves left. They may then buy decorations. No player can have more than seven.

Once all players have made it to GO and had the opportunity to buy decorations, all players count up their Nook Miles.

To add up your Nook Miles:

1. Add up the Nook Miles listed on your Decoration cards.
2. Add the Nook Miles listed on any Nook Miles cards you've flipped over.
3. If a Nook Miles card has a penalty for not paying it off, subtract the Nook Miles listed from your total.

The player with the most Nook Miles wins!

◆ Fast-Dealing Property Trading Game ◆

MONOPOLY



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◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

CONTENTS

Gameboard • 4 Character Tokens • 4 Skill Cards • 35 Decoration Cards • 14 Chance Cards • 14 Nook Miles Cards • 160 Resource Chips • 40 Five-Bell Coins • 54 Bell Coins • 40 Player Markers • 1 Numbered Die • 1 Nook's Cranny Die • Label Sheet



WHAT'S DIFFERENT ABOUT MONOPOLY ANIMAL CROSSING?



Visit islands and collect resources!

Instead of buying properties and paying rent, you'll discover islands and collect bugs, fish, fossils, and fruit! When you're the first player to land on an island space, place one of your markers on that space to show you discovered it. Then, collect the resource pictured on that space. When another player lands on one of your discovered islands, you both collect that island's resource!

Sell island resources for Bells!

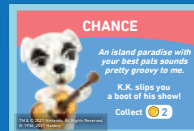
Each turn, you'll roll the numbered die, which tells you how many spaces to move, and the Nook's Cranny die, which tells you what type of resources you can sell at the end of your turn.

Use Bells to buy decorations and earn Nook Miles!

When you pass GO, stop in at Nook's Cranny and see what's for sale! If you see a decoration you like, cash in your Bells and buy it. Decorations are worth Nook Miles. The player with the most Nook Miles at the end of the game wins!

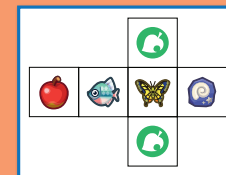
Enjoy the excitement of island life!

After you make your first trip around the board, pick out a skill card! Skills let you do things like collect extra resources or sell resources for extra Bells! Chance cards and Nook Miles cards let you collect Bells, cash in your resources for Nook Miles, and hear from some island inhabitants!



THE FIRST TIME YOU PLAY

1. Punch out the character markers, Bells, and resource chips. Dispose of the waste responsibly.
2. Apply the labels to the Nook's Cranny die as shown.



1. Assemble the fisher token as shown.



SET IT UP!

- 1 Choose someone to be the Banker. The Banker's in charge of the Bells in the Bank. The Banker can play too but must keep their money separate from the Bank.
- 2 Banker, give each player:
 - 5 Bells
 - 1 Five-Bell Bag (Total = 10)
- 3 Shuffle the Chance cards, and place them facedown here.
- 4 Shuffle the Decoration cards, and place them facedown here. Then draw three, and place them faceup here, one in each spot.
- 5 Shuffle the Nook Miles cards, and place them facedown here.

9 Put the dice by the gameboard.

8 Each player chooses a token and the matching set of ten player markers. Place your token on GO and your markers in front of you.

7 Place the four skill cards by GO.

6 Separate the resource chips by type (bugs, fish, fossils, and fruit) and color. Then place each group of chips in front of the board space that matches that type and color, with the resource image faceup.

PLAY!

How to win

Travel the board visiting islands and collecting resources. Sell those resources for Bells. Use those Bells to buy decorations from Nook's Cranny and earn Nook Miles. The game ends when one player has purchased seven decorations and all players have made it back to GO. Then the player with the most Nook Miles wins!

Who goes first?

Each player rolls the numbered die. The highest roller starts, and play moves to the left.

On your turn

1. Roll both dice.
2. Move your token clockwise the number of spaces rolled.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.
4. What did you roll on the Nook's Cranny die? You may sell any number of the type of resource you rolled to the Bank. See Using Resources.
5. Your turn ends. Pass the dice to your left.

THE BOARD SPACES

ISLANDS

Each property is an island where a certain resource is available: bugs, fish, fossils, or fruit.

Undiscovered Islands

When you're the first player to land on an island, you've discovered it! Place one of your player markers on the color bar of that board space. Then take one of the resource chips from that island, and place it in front of you. You can look underneath to see how many Bells it's worth!

Discovered Islands

When you land on an island another player already discovered, you and that player may each take one resource from that island. You don't have to pay anything! If there's only one resource left, the player who's visiting the island takes it. If there are no resources left, do nothing. If you land on an island you discovered, take two resources!

Using Resources

There are two ways to use the resources you collect:

1. After you move your token, you may sell any number of your resources to the Bank according to the icon on the Nook's Cranny die, collecting the number of Bells shown on the back of each resource chip. Place resources back in front of the board spaces where you collected them, resource-side faceup. You don't have to sell anything if you don't want to.
2. Some Nook Miles cards offer you Nook Miles in exchange for resources! See Chance and Nook Miles.



If you roll a Wild, you may sell any resources of one type to the Bank. You choose what to sell!

You can buy, sell, or trade resources with other players at any time.

ACTION SPACES



GO

The first time you pass or land on the GO space, pick one of the available skill cards, and place it in front of you.

There are four skill cards, each with a unique ability. See each card or below for details.

Note that each player may have only one skill card. You may not trade skill cards with the Bank or another player.

SHOP TO IT

When you buy a decoration from Nook's Cranny, subtract 3 from its cost!

BELL RINGER

When you sell a resource at Nook's Cranny, collect an extra 3

GROWING COLLECTION

When you visit or discover an island, collect 2 resources! If you already discovered that island, collect 3 resources!

SELLER OF UNWANTED STUFF

When you roll the Nook's Cranny die, you may sell the resource you rolled AND choose one other type of resource to sell!

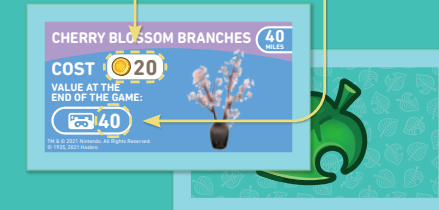


Throughout the game, on any turn, when you pass or land on the GO space, you get to go shopping at Nook's Cranny! Do the following:

1. If you passed GO, follow the rules of the space where you landed.
2. Take a look at the decorations available in the center of the board.
3. If you would like to buy a decoration, pay the Bank the number of Bells listed on that Decoration card. Then place that card in front of you. You may buy as many decorations as you'd like! Just remember, the game ends when one player has seven decorations.

Cost of the decoration

Nook Miles value at the end of the game



4. When you are finished shopping OR when there are no decorations left, draw from the top of the Decoration deck to fill any empty spaces. Your turn ends.

