



Recommended for ages 6+

Focuses on reading and simple math
You can also go bankrupt in this level,
so spend your money wisely!

YOU WILL NEED:

Gameboard, Level 2 Side • Green Level 2 Chance Cards •
Title Deeds • Tokens • Sold Signs, Green Side • M1 Bills and
M5 Bills • Die

HOW TO WIN

Move around the board buying as many properties as you can. The more you own, the more rent you'll be able to collect from other players.

The game ends when one player goes bankrupt. Then the player with the most money wins!

Set it up!

- 1 Choose someone to be the Banker. They're in charge of the Bank's money and the Title Deeds! Banker, give each player:



Total = M15

- 2 Shuffle the LEVEL 2 Chance card deck. They're green! Place the deck facedown here.
- 3 Each player chooses a token and places it on GO.
- 4 Each player takes their token's 12 matching sold signs.
- 5 Put the die and Title Deeds by the gameboard.

Who goes first?

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

On your turn

1. Roll the die.
2. Move your token clockwise that number of spaces.
3. Where did you land? Follow the rules of that space!
4. Your turn is over. Pass the die to the left!



THE BOARD SPACES

PROPERTIES

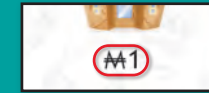
Properties are places you can own in MONOPOLY Town. They come in color sets.



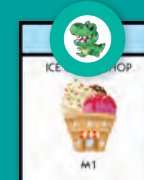
Unowned Properties

When you land on an unowned property, you must buy it!

1. Pay the Bank the amount shown on the space.



2. Put one of your sold signs on that space!



3. Take that space's Title Deed card.

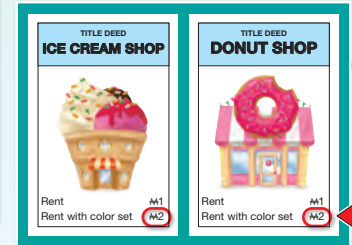


Owned Properties

If you land on a property someone else owns, pay that player the amount shown on the space.
If you land on your own property, do nothing.

Make more money with color sets!

If you own both properties of the same color, collect two times the rent whenever another player lands on one of those properties! See your Title Deed for details.



Chance

When you land on a Chance space, take the top card from the Chance deck. Then read it out loud, and do what it says. Put it at the bottom of the deck when done.



GO

When you pass or land on the GO space, collect M2 from the Bank.



Free Parking

Nothing happens here! Just hang out!



Just Visiting

Don't worry. If you land here, you're not in Time Out. You're just visiting!



Go to Time Out

Move your token to the Time Out space! Do not collect M2 for passing GO. Your turn is over.

How do I get out of Time Out?

At the beginning of your next turn, you can:

- use a Get out of Time Out Free card if you have one
- or pay M1.

Then roll the die and take your turn.

OWE MONEY BUT CAN'T PAY?

Any time you don't have enough money to buy a property, pay rent, pay for a Chance card, or get out of Time Out, you're bankrupt! Then the games ends!

THE END OF THE GAME

The game ends when one player goes bankrupt. Then all other players count up their cash. The player with the most cash wins! If there is a tie, the tied player with the most properties wins!



Fast-Dealing Property Trading Game



HEY, PARENTS!
This game guide describes how to play two levels of this game.

You decide which level is right for your family!



Recommended for ages 4-5

Level 1 focuses on counting and matching.

You can't go bankrupt in Level 1. Instead, the game ends when all of the properties have been purchased.



Recommended for ages 6+

Level 2 focuses on reading and simple math. In Level 2, you'll use Title Deeds and need to pay more attention to how you spend your money because if you run out, you're bankrupt!

LEARN, EARN, & GROW!



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CONTENTS: 2-Sided Gameboard • 6 Tokens • 6 Character Cards • 16 Title Deed Cards • 20 Level 1 Chance Cards • 20 Level 2 Chance Cards • 72 Sold Signs (12 for each token) • 1 Die • Money Pack (90 ones, 90 fives)

WARNING: CHOKING HAZARD—Small parts. Not for children under 3 years.



Recommended for ages 4-5

Focuses on counting and matching

YOU WILL NEED:

Gameboard, Level 1 Side • Purple Level 1 Chance
Cards • Tokens • Sold Signs, Purple Side • \$1 Bills • Die

HOW TO WIN

Move around the board buying as many properties as you can. The more you own, the more rent you'll be able to collect from other players.

The game ends when the last property has been purchased. Then the player with the most properties wins!

Set it up!

- 1 Choose someone to be the Banker. They're in charge of the Bank's money! Banker, give each player:



Total = \$10

- 2 Shuffle the LEVEL 1 Chance card deck. They're purple! Place the deck facedown here.
- 3 Each player chooses a token and places it on GO.
- 4 Each player takes their token's 12 matching sold signs.
- 5 Put the die by the gameboard.

Who goes first?

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

On your turn

1. Roll the die.
2. Move your token clockwise that number of spaces.
3. Where did you land? Follow the rules of that space!
4. Your turn is over. Pass the die to the left!



THE BOARD SPACES

PROPERTIES

Properties are things you can buy in MONOPOLY Town. They come in color sets.



Unowned Properties

When you land on an unowned property, you must buy it!

1. Pay the Bank the amount shown on the space.
2. Put one of your sold signs on that space!

Owned Properties

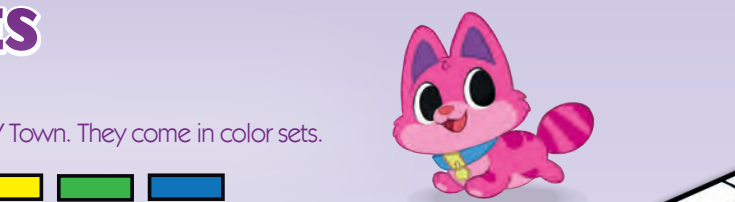
If you land on a property someone else owns, pay that player the amount shown on the space.

If you don't have enough money to pay, say something nice about that player instead!

If you land on your own property, do nothing.

Make more money with color sets!

If you own both properties of the same color, collect two times the rent whenever another player lands on one of those properties! That's \$2!



Chance

Take the top card from the Chance deck and do what it says. Put it at the bottom of the deck when done.

Many Chance cards tell you to move your token. If a Chance card sends you to

- an unowned property, buy it!
- an owned property, pay rent!
- any other board space, follow the rules of that space!



GO

When you pass or land on the GO space, collect \$2 from the Bank.



Free Parking

Nothing happens here! Just hang out!



Just Visiting

Don't worry. If you land here, you're not in Time Out. You're just visiting!



Go to Time Out

Move your token to the Time Out space! Do not collect \$2 for passing GO. Your turn is over.

How do I get out of Time Out?

At the beginning of your next turn, you can:

- use a Get out of Time Out Free card if you have one
- or pay \$1.

Then roll the die and take your turn.

If you can't pay and you don't have a Get out of Time Out Free card, sing your favorite song for everyone! Then get out of Time Out for free, and take your turn!

THE END OF THE GAME

The game ends when the last property has been purchased. Then each player counts up their properties. The player with the most properties wins! If there is a tie, the tied player with the most money wins!



HEY, PARENTS!

Here are some ways to help your kids learn, earn, and have fun!

- Try playing in teams!
- Count out loud when moving tokens or counting money.
- Take turns being the Banker.
- Sound out words or ask an older sibling to read them.
- Get creative and curious! Ask questions like:
 - ◊ "What do you notice on this card?" or
 - ◊ "Is this color red or blue?"
- Set up—and clean up—the game together!

Are you ready for LEVEL 2?



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