

THE BOARD SPACES CONTINUED



GO

When you pass or land on the GO space, collect  x2 from the Bank.

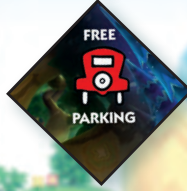
Chance

Take the top card from the Chance deck and do what it says. If the card tells you to pay another player or the Bank, but you don't have enough coins to pay in full, pay what you can. Put the card at the bottom of the deck when done.



Just Visiting

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



Free Parking

Nothing happens here! Just wait until your next turn.



Go to Time Out

If you have no coins, you don't go to Time Out! Instead, stay on the Go to Time Out space and end your turn.

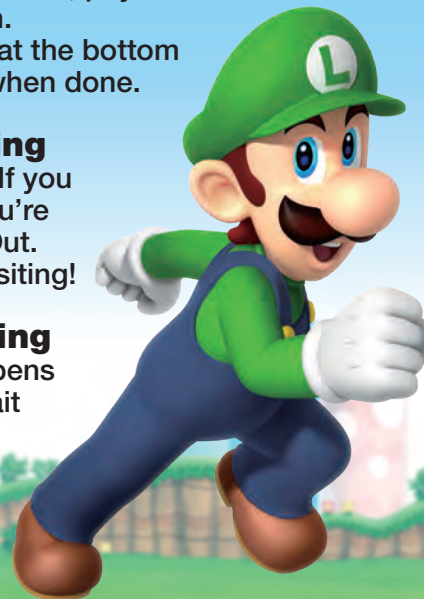
If you have coins, move your token to the In Time Out space! Do not collect  x2 for passing GO. Do not use your power-up die roll or press the Coin Sound Unit. Your turn is over. You can still collect rent while In Time Out.

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  x1 to the Bank.

Then roll both dice and take your turn.



THE END OF THE GAME

The game ends when the last property has been bought. Then each player counts up their coins.

The player with the most coins wins!

If there is a tie, the tied player with the most properties wins!



PLAY THE ADVANCED GAME!

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

- If you don't have enough coins to pay rent or a Chance card fee in full, pay what you can in coins, then:
 - If you owe another player, choose one of your properties to give to them.
 - If you owe the Bank, choose one of your properties to go back to the Bank.
- If you still can't pay, then you are bankrupt and the game ends. Every player counts up their coins to see who wins!

PLAYING WITHOUT SOUND?

On your turn, roll both dice, and move your token according to the numbered die as normal.

Then check what you rolled with the power-up die:

- If you rolled , roll the numbered die again!
 - If you roll  or , collect  x1 from the Bank.
 - If you roll  or , collect  x2 from the Bank.
 - If you roll  or , collect  x3 from the Bank.
- If you rolled , nothing happens.



IMPORTANT: BATTERY INFORMATION

Retain this information for future reference. Batteries should be replaced by an adult.

CAUTION:

As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly seek medical attention or contact your local emergency services.

TO AVOID BATTERY LEAKAGE

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 3. Remove exhausted or dead batteries from the product.
 4. Remove batteries if product is not to be played with for a long time.
 5. Do not short-circuit the supply terminals.
 6. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B)/NMB-3(B)

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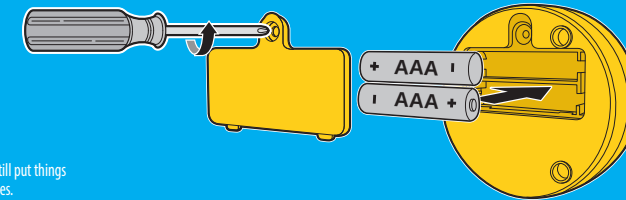
Hasbro, Pawtucket, RI 02861-1059 USA.

Consumer contact:

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DÉCLARATION DE LA FEDERAL COMMUNICATIONS COMMISSION

Cet équipement est conforme à la Section 15 des règlements de la FCC. Son fonctionnement est soumis aux deux conditions suivantes: [1] Cet équipement ne peut causer d'interférence nuisible; [2] cet équipement doit pouvoir fonctionner même s'il capte de l'interférence, incluant celle pouvant provoquer un fonctionnement indésirable.

NOTE: Cet équipement a été testé et est conforme aux limites d'un instrument numérique de classe B de la Section 15 des règlements de la FCC. Ces limites ont été établies pour assurer une protection raisonnable contre les brouillages préjudiciables dans une installation résidentielle. Cet équipement produit, utilise et peut rayonner des fréquences radioélectriques et, s'il n'est pas monté et utilisé conformément aux instructions, peut créer un brouillage préjudiciable aux radiocommunications. Cependant, ces limites ne garantissent pas qu'il n'y aura pas d'interférence dans une installation particulière. Si ce jouet produit un brouillage préjudiciable aux transmissions télévisuelles ou radiophoniques, ce qui peut se déceler à la mise en marche et à l'arrêt du jouet, l'utilisateur devrait corriger la situation en suivant une ou plusieurs des mesures suivantes:

- réorienter ou replacer l'antenne de réception;
- augmenter la distance entre l'équipement et le récepteur;
- demander l'aide d'un marchand ou d'un technicien en radio et télévision.

ATTENTION: Toute modification ou altération apportée à cet appareil, sans autorisation expresse de la partie responsable de sa conformité, peut révoquer à l'utilisateur son droit de l'utiliser.

PN00079400

PARENTS: www.monopoly.com



◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

JUNIOR



CONTENTS

Gameboard
4 Cardboard Character Tokens (with plastic bases)
4 Character Cards • Coin Sound Unit • 20 Chance Cards
48 Sold Signs (12 for each token) • Power-up Die
Numbered Die • 90 Cardboard Coins • Label Sheet

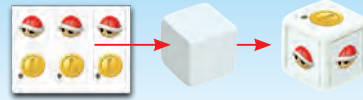
5+
2-4

ADULT ASSEMBLY
REQUIRED.

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

THE FIRST TIME YOU PLAY

1. Punch out the character tokens, sold signs, and coins from the cardboard.
2. Place the character tokens on their plastic bases.
3. Apply one label to each side of the power-up die in any arrangement.
4. Insert batteries (not included) into the Coin Sound Unit. See battery info on back page



HOW TO WIN

Move around the board exploring the Mushroom Kingdom, buying properties, and collecting coins. Roll the power-up die and press the Coin Sound Unit for a surprise! **The game ends when all the properties have been bought. Then the player with the most coins wins!**



SET IT UP!

1. Choose someone to be the Banker. They're in charge of the Bank's money!

Banker, give each player coins depending on the number of players:

- 2 players = x20 each
- 3 players = x18 each
- 4 players = x16 each

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

2. Each player takes:
 - A token—put yours on GO.
 - The matching character card (they're in the Chance deck!).



- The 12 matching sold signs.



3. Shuffle the Chance cards, and place them facedown here.



4. Put the Coin Sound Unit and the dice by the gameboard.



PLAY!

Who goes first?

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

On your turn

1. Roll both dice.
2. Move your token clockwise the number of spaces shown on the numbered die.
3. Where did you land? Follow the rules of that space! See **THE BOARD SPACES**.
4. What did you roll with the power-up die?



Press the Coin Sound Unit. Count the number of "pings" you hear, and collect that many coins from the Bank!



Sorry, nothing happens—you don't get to press the Coin Sound Unit this time!

5. Your turn is over. Pass the dice to the left!

THE BOARD SPACES

PROPERTIES

There is one type of property: levels, which 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! If you don't have enough coins to buy the property, do nothing.

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 coins to pay the rent in full, pay them what you can! If you land on your own property, do nothing.

Collect more coins 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!

