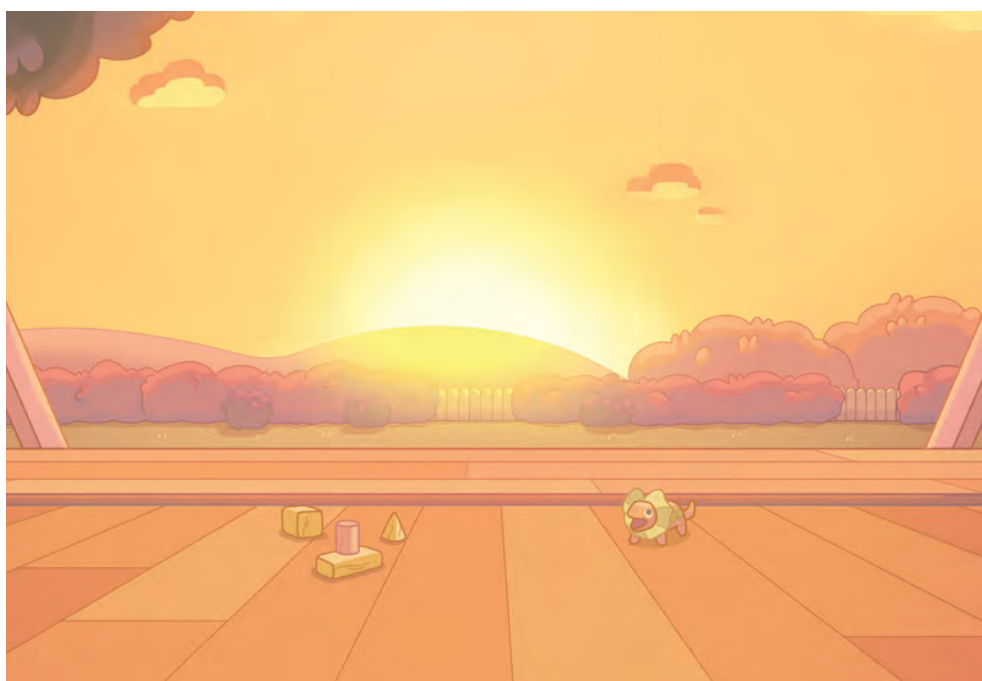




OWE DOLLARBUCKS BUT CAN'T PAY?

Any time you don't have enough dollarbucks to buy a property, pay rent, pay for a Chattermax card, or get out of Jail, you're bankrupt! Then the game ends!

THE END OF THE GAME

The game ends when one player goes bankrupt. Then all the other players count up their dollarbucks. The player with the most dollarbucks 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 dollarbucks to pay rent or a Chattermax card fee, complete the debt with a property you own.
 - 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, you are bankrupt and the game ends. Each player counts their dollarbucks to see who wins!

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ADULT ASSEMBLY
REQUIRED

5+



♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

JUNIOR



CONTENTS

- Gameboard • 4 Junior Tokens • 20 Chattermax Cards
- 48 Sold Signs • 4 Who's Your Token? Character Cards
- 90 Banknotes • Die

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

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 dollarbucks wins!**

THE FIRST TIME YOU PLAY

Press out all 48 sold signs from the die-cut sheet.

SET IT UP

1. Choose someone to be the Banker. They're in charge of the Bank's dollarbucks! Banker, give each player dollarbucks to start the game. Hand out dollarbucks depending on the number of players.

2 players  **20 each** **3 players**  **18 each**

4 players  **16 each**

The Banker can also play, as long as they keep their dollarbucks separate from the Bank.

2. Separate the 4 Character cards from the Chattermax cards. Shuffle the deck of Chattermax cards, then place it facedown on the Chattermax space on the board.
3. Each player chooses a token and places it on GO.
4. Each player takes their token's 12 matching sold signs and matching Character card.
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 your left!

THE BOARD SPACES

PROPERTIES

Properties are places you can own all around town. They come in color sets.



UNOWNED PROPERTIES

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

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



2. Place one of your sold signs on that space.



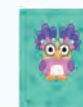
If you cannot pay the dollarbucks owed, you are bankrupt and the game is over.

OWNED PROPERTIES

If you land on a property someone else owns, pay that player the amount shown on the space. If you cannot pay the rent, you are bankrupt and the game is over. **If you land on your own property**, do nothing.

MAKE MORE DOLLARBUCKS 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.



CHATTERMAX

When you land on a Chattermax space, take the top card from the Chattermax 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 2 dollarbucks from the Bank.

FREE PARKING

Nothing happens here. Just wait until your next turn.

JUST VISITING

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

GO TO JAIL

Move your token to the Jail space! Do not collect 2 dollarbucks for passing GO. Your turn is over.

HOW DO I GET OUT OF JAIL?

You have 3 options:

1. **Pay 1 dollarbuck** at the start of your next turn, then roll and move as normal.
2. **Use the Get Out of Jail Free card** at the start of your next turn if you have it. Put the card at the bottom of the Chattermax deck, then roll and move.
3. **Roll a 6** 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 3 turns to try for a 6. If you don't roll a 6 by your third turn in Jail, pay 1 dollarbuck, and use your last roll to move.

Game rules continued