

ACTION SPACES



GO

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



Warp Pipe

Move to the next Warp Pipe, and stop there. If you pass GO, collect 2 coins from the Bank.



Bowser's Fury and Question Block

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



Free Parking

Relax! Nothing happens. Just take a break. If Bowser is on Free Parking, you don't need to battle him. You do not pay 1 coin to the Bank if he passes you.



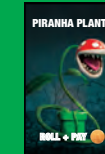
Super Star

Roll the red die, and collect that many coins from the Bank.



Just Visiting

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



Piranha Plant

Roll the red die, and pay that many coins to the Bank.



Go to Jail

Move your token to the In Jail space immediately! Do not collect 2 coins for passing GO. Your turn is then over. You can still collect rent, CONTINUE properties, bid during auctions, and trade while you are in Jail. You cannot battle Bowser. You do not pay 1 coin to the Bank if Bowser passes you.

How do I get out of Jail?

You have 3 options:

- 1. Pay 1 coin** 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 doubles** 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 doubles. If you don't roll doubles by your third turn in Jail, pay 1 coin, and use your last roll to move.

DEALS & TRADES

You can buy, sell, or trade locations with other players at any time. Locations can be traded for coins, other locations, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

HELP I CAN'T PAY!

- 1. Try to raise coins.**
If you owe coins and can't pay, try to raise coins by selling properties back to the Bank for their cost price.

- 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 and any Get Out of Jail Free cards.

The new owner must immediately:

CONTINUE any properties in GAME OVER mode (pay the Bank the CONTINUE cost on the Title Deed card).

Or keep them in GAME OVER mode.

Do you owe the Bank?

Return all your properties to the Bank. Any properties in GAME OVER mode stay in GAME OVER mode.

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



THE END OF THE GAME

The game ends when there is only one player left OR when Bowser has put every location in GAME OVER mode.

The last player with coins saves the day and is crowned the winner! But if the rampaging Bowser is successful in his quest to take over the Mushroom Kingdom, all hope is lost, and nobody wins. Better luck next time!



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Hasbro, Pawtucket, RI 02861-1059 USA.

Consumer contact:

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♦ Fast-Dealing Property Trading Game ♦



Object of the Game

Welcome, Mario Friends! Come experience the Mushroom Kingdom as seen in *The Super Mario Bros. Movie* by racing around the board buying properties and collecting rent. Draw Bowser's Fury and Question Block cards, earn coins, and battle the rampaging Bowser. The last player with coins left when all other players have gone bankrupt wins!

But watch out: if Bowser sets all properties to GAME OVER mode, the game ends—and Bowser wins!



CONTENTS: Gameboard • 6 Plastic Tokens • 1 Cardboard Bowser Token with Plastic Stand • 16 Title Deed Cards • 16 Question Block Cards • 16 Bowser's Fury Cards • 2 Dice (1 Black Die, 1 Red Die) • 95 Cardboard Coins (55 One Coins, 40 Five Coins)

WHAT'S DIFFERENT ABOUT MONOPOLY: THE SUPER MARIO BROS. MOVIE EDITION?

Dive into the world of Super Mario!

Properties on the board are locations from *The Super Mario Bros. Movie*, and railroads are Warp Pipes!

Team up to battle Bowser!

The Bowser token starts the game on Free Parking. On your turn, you'll use the black die to move Bowser, and then both dice to move your token. If you pass Bowser, do nothing. If Bowser passes you, pay 1 coin to the Bank. If you ever find yourself on the same space as Bowser, you and a friend will have to roll the dice to battle him. Lose and you'll go directly to Jail!

Locations can be set to GAME OVER mode!

When Bowser lands on a location, it is set to GAME OVER mode. In order to collect rent, the owner must pay the CONTINUE cost on the Title Deed card to the Bank. Even unowned locations can be set to GAME OVER mode—but a player must purchase and CONTINUE it in order to collect rent.

BEWARE: if all locations are set to GAME OVER mode, the game ends—Bowser is victorious!

SET IT UP!

The first time you play, punch out the Bowser token, and place it on its plastic stand.

- 1 Choose someone to be the Banker. The Banker's in charge of:
 - The Bank's coins
 - Title Deed cards
 - AuctionsThe Banker can play too but must keep their coins separate from the Bank.

- 2 Banker, give each player:

5 x  (worth 1 coin each)

5 x  (worth 5 coins each)
(Total = 30 coins)



PLAY!

How to win

Move around the board buying as many properties as you can. The more properties you own, the more rent you'll be able to collect from other players. If you're the last player with coins when all 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. If you have any properties, you may pay to CONTINUE any that are in GAME OVER mode.
2. Roll both dice.
3. Move Bowser clockwise the number of spaces shown on the BLACK die.
Did Bowser pass any players? They must pay 1 coin to the Bank!
Is Bowser on the same space as any players? They must battle him!
Did Bowser land on a location? It goes into GAME OVER mode! See BOWSER.
4. Move your token clockwise the number of spaces shown on BOTH dice.
Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

Example roll:



Bowser moves 3



Your token moves 8

Did you roll doubles?

Roll the dice again, and take another turn.

Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

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

BOWSER



Each time you roll the dice to move your own token, you are also rolling for Bowser! You must:

- Always move Bowser according to the black die.
- Always move Bowser first, then move your own token.

Where did Bowser land?

When Bowser lands on an owned location...

That location is now in GAME OVER mode. The owner must flip the location's Title Deed facedown. No player may collect rent on a location in GAME OVER mode.

When Bowser lands on an unowned location...

That location is now in GAME OVER mode. Flip that location's Title Deed facedown. That location can still be purchased or auctioned, but the new owner must CONTINUE it before they can collect rent.

To CONTINUE a location in GAME OVER mode, pay the Bank the CONTINUE cost on the Title Deed card at the start of your turn. Then, flip the Title Deed faceup.

If a player owns a complete color set, Bowser cannot set those locations to GAME OVER mode. If any of those locations are already in GAME OVER mode, you may immediately CONTINUE them for free!

Did Bowser land on YOUR space? Or did YOU land on HIS? Battle him!

1. Choose another player to team up with.
Note: If Bowser lands on a space that is occupied by you and two or more other players, each of those other players must roll the dice. The highest roller then teams up with you to battle Bowser.
2. You and your teammate each roll one of the dice.

If your combined roll is 7 or higher, you defeat Bowser! Do the following:

- You and your teammate each collect 2 coins from the Bank!
- Place Bowser on GO. He must stay there until all players have completed their next turn.
- Then Bowser rejoins the game, and players resume moving him according to the number shown on the black die.

If your combined roll is 6 or lower, Bowser wins! Do the following:

- You go directly to Jail.
- Your teammate stays on their board space.
- Bowser stays where he is.

Remember

- Bowser never follows the rules of any board space he lands on, but he does set properties to GAME OVER mode.
- If you pass Bowser, nothing happens! Simply finish your turn as normal.
- If Bowser passes you, you must pay 1 coin to the Bank.

THE BOARD SPACES

PROPERTIES

There is one type of property: locations, which come in color sets.

Unowned Locations

When you land on an unowned location, you must buy it or auction it. If that location is in GAME OVER mode, you can still buy it or auction it. However, rent cannot be collected on that location until you pay to CONTINUE it. See CONTINUING LOCATIONS.

Want to buy it?

Pay the price on the board space, and take the Title Deed card.

Don't want to buy it? Auction it!

The Banker must auction it. Bidding starts at 1 coin, and anyone can increase the bid by as little as 1 coin. 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 location, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!



When you own each location in a color set:

- You can double the rent for those locations!
- Bowser cannot set those properties to GAME OVER mode! If any of them are already in GAME OVER mode, you may immediately CONTINUE them for free!

Owning Locations

When you land on a location that someone else owns, the owner must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay! If the location is set to GAME OVER mode, pay nothing!

CONTINUING LOCATIONS

To CONTINUE a location:

1. **Pay** the CONTINUE cost on the Title Deed card to the Bank.
2. Flip the card faceup. You can only pay to CONTINUE a location at the start of your turn—unless it was given to you by a bankrupt player, in which case you can immediately CONTINUE it.

If locations are part of a color set, they cannot be set to GAME OVER mode by Bowser. If you get a color set, immediately CONTINUE those locations for free!

