

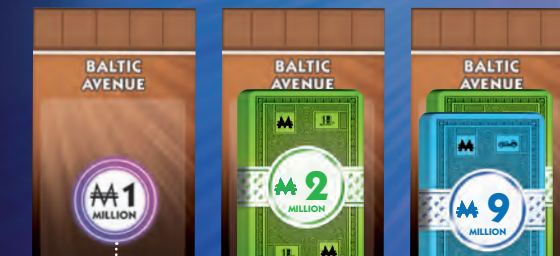
CARDS



Each player has the same number of Cash cards, with values ranging from ₹2 MILLION to ₹12 MILLION

You must play all the Cash cards you flipped.

- You can place a Cash card on any property if it is higher than the value on that property or the top card already on it.
- You may only place one Cash card at a time on a single property. You cannot add Cash cards together to make them worth more.
- If there's nowhere to put a Cash card, discard it at the end of your turn.



Property value

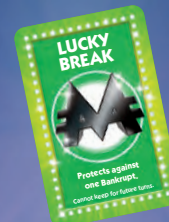
Beats property value

Beats top Cash card



Bankrupt

If you flip a Bankrupt card, your turn immediately ends (unless you have a Lucky Break card). That means you can't flip any more cards! Place all the cards you flipped this turn in a discard pile next to your draw pile.



Lucky Break

These protect you from going bankrupt! If you flip a Bankrupt card after flipping a Lucky Break, you may continue playing your turn. But watch out—one Lucky Break only protects you from one Bankrupt. If you flip a second Bankrupt and don't have a second Lucky Break, your turn ends. Place any Lucky Breaks in your discard pile at the end of your turn. **You can't save them for future turns.**



Token

If you flip your Token card, you may use it this turn or keep it until you're ready to use it on a later turn this round, after you roll and flip. To use your Token card, place it on any **unoccupied** corner space and follow the rules of that space. (See **BOARD SPACES**.) Leave your Token card there for the rest of the round.



Flip 2

If you get a Flip 2, keep it until you're ready to use it this round. You may play it on another player's turn—after they've reached their max number of flips or called "cash out"—to force them to flip two more cards. Fingers-crossed one is a Bankrupt! After you use this card, put it in your discard pile.



Nope!

- If you flip your Nope! card, keep it until you're ready to use it this round. You can play it on another player's turn to stop them from either:
- Placing a Cash card on a property that you've already claimed. That property is only protected for the rest of that player's turn, and they may place their Cash card on a different property—if they can afford it!
 - Playing a Flip 2 on you. (They may keep their Flip 2 to use later.) After you use your Nope! card, put it in your discard pile.



Chance

A Chance card might help you get ahead or set you back! If you roll a Chance card, read it aloud, and immediately do what it says. Then, place it faceup in a Chance card discard pile. If you run out of Chance cards, shuffle the discard pile.

BOARD SPACES



Properties

Place your cash cards on properties. If your Cash card is the top card on a property at the end of a round, you collect one of the property's buildings. **If there are no buildings left on a property, then no one needs to place Cash on it for the round to end.**



GO

If you place your Token card here, look through your draw pile and choose one Cash card to play immediately. Then shuffle your deck.



Free Parking

If you place your Token card here, place any one of the Cash cards you flipped this turn on any property, no matter the value of that property or any cards already on it.



Just Visiting

If you place your Token card here, look through your discard pile and choose one Cash card to play immediately.



Go to Jail

If you place your Token card here, remove any one of another player's Cash cards from the board. Place it in that player's discard pile.

MR. MONOPOLY'S LUCKY TIPS



Try keeping track of the cards you've flipped in prior turns, so you have a sense of what's left in your deck. You might want to play it safe and "cash out" early if you know you still have Bankrupt cards. But, if you know all your Bankrupts are in your discard pile, you might as well flip as many cards as you can!



Keep an eye on other players' cards, too. Your Flip 2 is best played on someone who has a higher chance of flipping a Bankrupt.



Use your Token card strategically! Free Parking and Go To Jail might help you make room for a Cash card you otherwise couldn't play, while GO and Just Visiting can help you play your highest value Cash cards.



Try saving your Nope! until the end of the round, when the stakes are higher.



Prioritize the more expensive properties! They have bigger buildings, which will fill your skyline to the finish mark faster.



Or, go for properties that you already have a building from. Collecting that color set may give you an edge!

The HASBRO and MONOPOLY names and logos, the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro, Inc. for its property trading game and game equipment. © 1935, 2023 Hasbro. TM & © denote U.S. Trademarks. Hasbro, Pawtucket, RI 02861-1059 USA.

India consumer service: Hasbro_in@mailmw.custhelp.com or call at 1800223800.

MADE IN INDIA.

0423F8555IN11

PARENTS:
www.monopoly.com



8+
F8555
2-4

FORGET WHAT YOU KNOW ABOUT MONOPOLY!

MONOPOLY CHANCE is a fast-paced, card-flipping game. Some game pieces may look familiar but play differently.



On your turn you'll roll a die, but you won't have a token or move around the board. Instead, you'll flip over cards from your token deck.



There's no paper money. Instead, there are Cash cards in your deck (and Bankrupt cards!)



You'll still buy properties around the board, but you'll do so by putting your Cash cards on those property spaces—and sometimes over other players' Cash!



Buildings start on the board. At the end of a round, if you own a property, you'll add one of its buildings to your skyline.

THE PLAYER WITH THE LONGEST SKYLINE AT THE END OF THE GAME WINS!

SET IT UP

Contents
Gameboard • 4 Token Decks (20 cards each) • 4 Reference Cards • 8 Chance Cards
32 Buildings • 4 Skyline Racks • Die

- 1 Separate the four token decks.

- 2 Each player gets:
A token deck: Shuffle it and place it facedown in front of you as your draw pile.
A skyline rack: 
A reference card: 
3 Shuffle the Chance cards and place them facedown near the board.
4 Put the buildings on their matching color properties around the board. Put the gray buildings in the center of the board.
5 Put the die by the gameboard. 

WHAT'S IN MY DECK?

Card Type	Quantity
x1 of each Cash card	
AA2 MILLION to AA12 MILLION	
BANKRUPT	x4
LUCKY BREAK	x2
FLIP 2	x1
NOPE!	x1



PLAY!

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

On your turn

- 1 ROLL the die.

If you roll **?**, draw a Chance card and do what it says. Then roll again!
- 2 What did you roll? FLIP over **up to** that many cards from your deck, one at a time, placing them faceup in a row. If you choose to flip fewer cards than what you rolled, say "Cash out!"

- 3 If you flipped any **Cash cards**, place them all on properties! (Your card must be **higher** than the value on that property or any Cash cards already on it.) See **CARDS** for what to do with all the cards you flipped.
- 4 Your turn ends. Pass the die to your left.
Keep taking turns until all properties with buildings on them have at least one Cash card. That signals the final turn of the round. See **ENDING THE ROUND**.

If you flip a Bankrupt card, your turn ends immediately (unless you have a **Lucky Break**).

Place **all** the cards you flipped this turn faceup in a discard pile next to your draw pile, and pass the die to your left.

THAT'S ALL YOU NEED TO KNOW TO START PLAYING!
Check out these rules or your reference card as you go.

EXAMPLE TURNS

Hat rolls a 4. They flip over AA9 MILLION, a FLIP 2, and then AA11 MILLION. They don't want to risk flipping a Bankrupt, so they "cash out" instead of flipping a fourth card.

Now they play those cards. They place their AA9 MILLION on Pennsylvania Avenue and their AA11 MILLION on Boardwalk. They keep their FLIP 2 to use later. That ends their turn.

Racecar rolls a 6. They flip AA7 MILLION, AA4 MILLION, and AA12 MILLION, and then decide to "cash out." But **Hat** plays their FLIP 2 card, forcing **Racecar** to keep going. They flip a Bankrupt, ending their turn immediately, and must put all those cards in a discard pile.

ENDING THE ROUND

Once all properties with buildings have at least one Cash card on them, it's the final turn of the round. The player that placed the last Cash card finishes their turn. Everyone else gets one more turn. Then, the round ends.

Note: If a Cash card is removed from the board during this time, leaving a property uncovered, the round still ends.



Collecting buildings

If your Cash card is the top card on a property at the end of a round, you win that property and collect one of its buildings! Place buildings in your skyline rack, starting from the end farthest from the finish mark. (The order doesn't matter.)



Do you now have a pair of matching buildings? You've made a color set and get to add a gray building to your skyline. If there aren't enough gray buildings left, priority goes to the color set from the most expensive property (Boardwalk down to Baltic Avenue).

Play rounds until at least one player's skyline reaches or crosses the finish mark. Then the game ends!

STARTING A NEW ROUND

Each player removes their cards from the board and shuffles all their cards back into one full deck. Don't reshuffle the Chance cards between rounds. Play continues to move to the left.

THE END OF THE GAME

At the end of a round, if at least one player's skyline has reached the finish mark, the game ends.
The player with the longest skyline wins!



If players are tied, then the tied player with the fewest buildings in their skyline wins.