

8+



G0351

2-5

CONTENTS: 110 Cards

MONOPOLY DEAL



OBJECT OF THE GAME

Be the first to collect three different property sets to win! Use action cards to collect rent, steal and swap properties, and more. **Be sure to stash money in your personal Bank** because other players will try to take from you, too!

SET IT UP!

1

Remove the reference cards from the deck. Each player takes one. Place the rest back in the box.

2

Shuffle the rest of the cards and deal five to each player. You can look at your cards, but keep them secret.

3

Place the rest of the cards facedown in the center of play. That's the draw pile! The discard pile will go next to the draw pile.

PLAY!

How to win!

Be the first player to collect three complete property sets. Each set must be a different color. For example: you can't win with two red sets and one blue set.

Who goes first?

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

On your turn

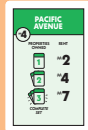
- 1 **Draw two cards.** If you ever start your turn with no cards, draw five instead.
- 2 **Play up to three cards** of any type. You may choose to play none.

Playing Cards

There are three ways to play cards. You don't have to do all of these in one turn (remember, you don't even have to play any cards at all). Once you play a card, you can't put it back in your hand. See THE CARDS.



Add to your Bank by placing money or action cards in front of you, faceup. Action cards are worth the amount shown on the top left of the card. Once you place an action card in your Bank, think of it as a money card—you can't do the action on it once it's in there. You'll need money in your Bank to pay other players.



Add a property to your collection by placing it faceup in front of you, separate from your Bank. You may place as many properties as you want throughout the game, but remember you need three complete sets, each in a different color, to win.



Play an action card by reading it aloud and following the rules on the card. **Discard it faceup beside the draw pile when done—except house and hotel cards, which you'll place on your property sets.**

- 3 **At the end of your turn, you may have up to seven cards in your hand.** If you have more than seven, choose which extras to place in the discard pile. (It's ok to end your turn with no cards!)

Paying other players

Owe another player money?
You can pay in two ways:

- 1 **Pay from your Bank.** Give the player money or action cards from your Bank, which go to the other player's Bank.
- 2 **Pay with your properties.** Properties are worth the amount shown on the left of the card and go to the other player's property collection. **Properties never go in the Bank!**

How do I pay?

You choose how you want to pay, **not** the player you're paying. **Never** pay with cards from your hand. If you don't have enough in your Bank, then you must pay with your properties!

- **There's no change in this game,** so you may have to pay more than what you owe if that's all you have. For example: if you owe \$2, have an \$5 in your Bank and no properties, you must give them \$5.
- **If you don't have enough money or properties, just pay what you can.** If you have no money or properties, nothing happens.
- **You can't pay with cards from your hand.**

PLAY AREA: MID-GAME



THE END OF THE GAME

The game ends when one player collects three complete property sets, each set in a different color. That player wins!



THE CARDS

MONEY CARDS



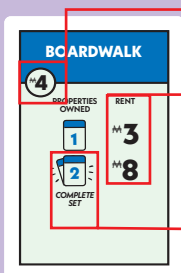
Put these in your Bank and use them to pay other players.

ACTION CARDS

Remember, all action cards can be placed in your Bank as money, and once you've done that, you can't play them as action cards. Below are a few action cards you may have questions about.

PROPERTY CARDS

Collect three complete sets, each in a different color, to win! You can never place them in your Bank.



Value of this card when used to pay another player.

Rent you collect when you play a rent action card, according to how many properties you own in the set.

Number of properties in this color set.

RENT CARDS



Choose **one** of the colors shown on the card and collect rent based on what the card says.

DOUBLE THE RENT CARDS



You **must** play this card at the same time as a rent card, and it counts as one of the three cards you may play on your turn. Collect **double** rent!

WILD PROPERTY CARDS



You choose the color these represent. They can be used to complete property sets.

- Once placed, you can always change which color you'd like them to represent later in the game as long as you do so during your turn.
- Changing them to a new color does not count as playing a new card.
- You can't place them in your Bank or use them to exceed the number of properties in a set of that color, but you can use them to start a new set.

HOUSE AND HOTEL CARDS



You can place these cards **only** on a complete property set. They let you collect more rent!

- These cannot be placed on railroads or utilities.
- If the property set they're on becomes incomplete, discard them.
- You may use these cards to pay another player, and they go to the other player's Bank.
- Hotel cards can only be placed on sets that already have a house. The house stays and you collect rent for that, too.
- A property set may only have one of each.



TWO-COLOR WILD CARD

Choose one color and flip it so the color you'd like it to represent is on top. Place it next to any other properties you own in that set.



EVERY-COLOR WILD CARD Choose any color you'd like it to represent and place it next to any other properties you own in that set. This card can't be used as money. **You may not**

make a complete property set using only these cards.

JUST SAY NO CARDS



Cancel an action card when it is played against you, even when it isn't your turn.

- When you play one of these, it only affects you. For example, if you use a just say no card to cancel a rent action card, you don't have to pay rent, but all other players still do.
- It can be cancelled if another player plays a just say no card on top of it.
- If played during your turn, it counts as one of your three cards.

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