

MY FIRST
MONOPOLY
GAME

AGE
5+

2-4
PLAYERS

◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

JUNIOR

AIM OF THE GAME!

- Zoom around the board, buy every property you land on, collect money and pick up Chance cards.
- When one player runs out of money, the others count their cash.
- The player with the most money wins!

CONTENTS

1 Gameboard
4 Tokens
20 Chance Cards
48 Sold Signs
90 x £1 Banknotes
4 Who's Your Token?
Character Cards
1 Die

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

ADULT ASSEMBLY REQUIRED

The first time you play

Press out all 48 'sold' signs from the die cut sheet. Please dispose of the excess responsibly.

SET IT UP!

1. Open the gameboard and put it in the centre of the players.
2. Pick up the Chance cards and remove the 4 token character cards.
These are not used in the game, just read them and choose!

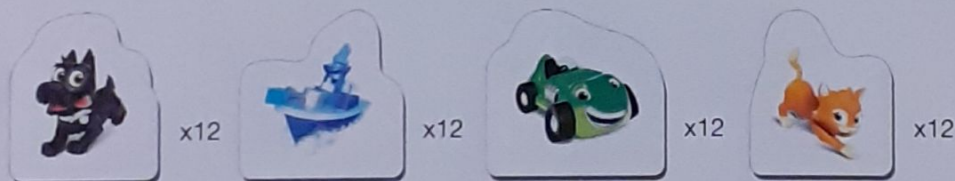
The 4 token character cards:



Who will you be?



3. Place your token on GO! ■-----
4. Find the 12 'sold' signs that match your token and keep them in front of you.



5. Shuffle the 20 Chance cards and place them face down on the Chance space on the board. ■-----
6. Pick one player to be Banker. The Banker looks after the money.

It's time to deal out the cash:

- 2 player game: give each player £20
- 3 player game: give each player £18
- 4 player game: give each player £16



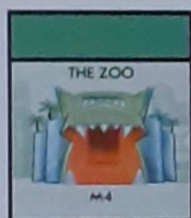
PLAY!

How to win

Have the most money when any other player goes bankrupt (hasn't got the cash to pay rent, buy a property they land on, or pay a Chance card fee).

How to play

1. **The youngest player starts!** Play continues to the left.
2. **Roll the die and move your token** that number of spaces clockwise from GO.
 - Always move forwards, never backwards
 - Every time you pass or land on the GO space, collect £2!
3. **Where did you land?**



AN UNOWNED SPACE

If no one owns it, you must buy it!

- Pay the Bank the amount written on the space.
- Put one of your sold signs on the coloured band at the top of the space so everyone knows you own it!

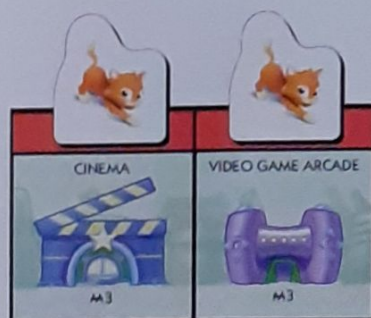


AN OWNED SPACE

If another player owns it, pay them rent.

Rent is the amount written on the board space.

If you own it, do nothing.



A PAIR = DOUBLE RENT!

If a player owns both properties of the same colour, rent is **double** the amount shown on the space.

4. Turn over for info on the other board spaces and how to win!

THE BOARD SPACES



GO

Every time you pass or land on GO, collect £2 from the Bank.



CHANCE

- Take the top Chance card, read it out loud and follow the instructions.
- Return used cards to the bottom of the pile.



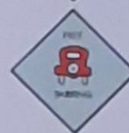
GO TO JAIL

Go straight to jail! Do not pass GO. Do not collect £2. At the start of your next turn, pay £1 or use the Get Out of Jail Free card if you have it. Then roll and move as normal. You can collect rent while In Jail.



JUST VISITING

You are Just Visiting if you land here on your roll!



FREE PARKING

Do nothing, just take a break.

5. That's it! Now it's the next player's turn.

WIN!

1. If you don't have enough money to pay rent, buy a property you land on, or pay a Chance card fee, you're bankrupt! And that's the end of the game.
2. The other players all count their money, and the player with the most money WINS!
3. Tie? Count how much your properties are worth and add it on to your wealth!

ADVANCED!

Once you've mastered the standard rules, try playing the following way and see who wins!

1. If you don't have enough money to pay rent or a Chance card fine, complete the debt with property you own.
2. If you owe another player, your property becomes theirs. If you owe the Bank, your property goes back on the market.
3. If you still can't pay, then you are bankrupt and the game ends. Everybody counts their cash to see who has won!

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