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## OBJECT

Travel around the board and purchase locations along your way. Earn money by charging your friends to visit places you own. The game ends when one player runs out of money. The player with the most money at the end of the game wins!

## THE FIRST TIME YOU PLAY

Press out all 36 character markers from the die-cut sheet. Discard all waste.

## SET IT UP

1. Open the gameboard and put it in the center of the players.
2. Choose your mover and place on GO
3. Find the 12 character markers that match your mover and keep them in front of you.

4. Shuffle the 24 Chance cards and place them facedown on the Chance space on the board.
5. Pick one player to be Banker. Banker: give each player 20.

## PLAY!

The youngest player starts! Play continues to the left

1. Roll the die and move your mover that number of spaces clockwise.

Always move forward, never backward
2. Where did you land?


## AN UNOWNED <br> PROPERTY

must buy it!

- Pay the Bank the amount
written on the space.
- Put one of your markers
on the top of the space so everyone knows you own it!


## AN OWNED

PROPERTY
If another player owns it,
pay rent to that player. Rent is the amount written on the space.
If you own it, your turn is over.


## A PAIR =

## DOUBLE RENT!

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

GO
Every time you pass or land on GO, collect A2 from the Bank.

## GO TO JAIL



- Go straight to jail! Do not pass GO. Do not collect A2.
- At the start of your next turn, pay A1 or use a Get Out of Jail Free card if you have one. Then roll and move as normal.
- You can collect rent while in jail.


## 8 <br> FREE PARKING

Nothing happens here, just take a break.

## JUST VISITING

You don't go to jail if you land here on your roll.

## CHANCE

- Take the top Chance card, read it out loud, and follow the instructions.
- Return used cards to the bottom of the pile.
- Each character has one special Chance card. If you pick your own card, keep it for your next turn and draw again

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

## WIN!

1. If you don't have enoush money to pay rent, buy a property you land on, or pay a Chance card fee, you're bankrupt! The game is now over.
2. The other players 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!
