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AGES 8+

MONOPOLY®

◈ Fast-Dealing Property Trading Game ◈

the BIG BANG THEORY™

Original MONOPOLY® Game Rules plus Special Rules for this Edition

Welcome Comedy Aficionados!

Get ready to claim your place as the biggest nerd in the living room with The Big Bang Theory MONOPOLY®. Set forth on your quest to own it all, but first you will need to know the basic game rules along with custom The Big Bang Theory rules.

If you've never played the original MONOPOLY game, refer to the original rules beginning on the next page. Then turn back to the Set It Up! section to learn about the extra features of the The Big Bang Theory.

If you are already an experienced MONOPOLY dealer and want a faster game, try the rules on the back page!

CONTENTS

Game board,
7 Collectible tokens,
28 Title Deed cards,
16 FORTUNE COOKIE cards,
16 ROOMMATE AGREEMENT cards,
The Big Bang Theory custom money,
32 Houses renamed Colliders,12 Hotels renamed Super Colliders
2 Dice.

HERE'S HOW T



HOW DO I WIN?

Be the only player left in the game after everyone else has gone bankrupt.

Do this by: buying properties and charging other players rent for landing on them.

Collect groups of properties to increase the rent, then build Colliders and Super Colliders to really boost your income.

WHO GOES FIRST?

Each player rolls the two dice. The highest roller takes the first turn.

ON YOUR TURN

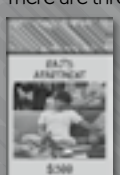
1. Roll the two dice.
2. Move your token clockwise around the board the number of spaces shown on the dice.
3. You will need to take action depending on which space you land on.
   See *Where Did You Land?* below.
4. If your move took you **onto or past** the **GO** space, collect $200 from the Bank.



WHERE DID YOU LAND?

1: AN UNOWNED PROPERTY

There are three types of properties:



Locations



Transportation



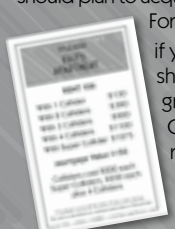
Sheldon's Wi-fi & Penny's Wine

You can **buy** the property you land on for the **listed price** on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you **don't** want to pay the listed price, the property goes up for **auction**.



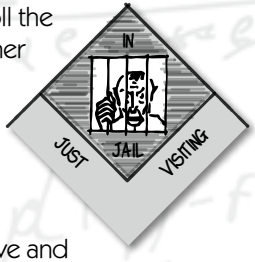
When buying property you should plan to acquire groups. For example:



if you buy a green location, you should try to get the other two green locations during the game. Owning groups earns you more rent when other players land on them and lets you build on your location for even bigger profits.

TO PLAY

5. If you rolled a **double**, roll the dice again and take another move (steps 1-4).
   Watch out! If you roll doubles **3 times** on the same turn, you must **Go to Jail**.



6. When you finish your move and action, **pass the dice to the player on your left**.



HELP!
I'M IN DEBT!

If you ever owe the Bank or another player more cash than you have, try to raise the money by **selling Colliders** and **Super Colliders** and/or **mortgaging properties**.

If you still owe more than you have, you are **BANKRUPT** and **out of the game!**

- Pay whatever money you were able to raise.
- If the debt is to another player – give them all your mortgaged properties and any *Get Out of Jail Free* cards. The player must pay 10% interest on each mortgaged property, even if they don't want to pay off the mortgage yet.
- If your debt is to the Bank – all your mortgaged properties must be put up for **auction**. These are sold unmortgaged (face up). Return any *Get Out of Jail Free* cards to the bottom of the appropriate piles.

2: A PROPERTY OWNED BY ANOTHER PLAYER

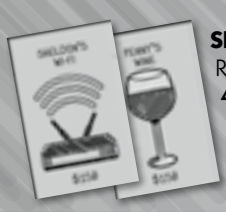
If you land on another player's property you must **pay rent** to them as shown on the Title Deed card. You do not pay rent if the property is mortgaged (its Title Deed is face down).
Important: the owner must **ask** you for the rent before the player to your left rolls the dice. If they forget to ask, you don't have to pay!

Locations
The rent for an **unimproved** location is printed on the matching Title Deed card. This is **doubled** if the owner owns all locations in its color group and none of them are mortgaged. If the location is **improved** with Colliders or Super Colliders, the rent will be much higher – as shown on the Title Deed card.

Transportion
Rent depends on how many Transportations the other player owns.

	1	2	3	4
Rent:	$25	$50	$100	$200





Sheldon's Wi-fi & Penny's Wine
Roll the dice and multiply the result by **4** – this is the rent you must pay.
If the owning player owns both Sheldon's Wi-fi & Penny's Wine, multiply the result by **10!**

SET IT UP!

WHAT'S DIFFERENT?

Shuffle the **FORTUNE COOKIE** cards and place face down here.

Houses and hotels are renamed **Colliders** and **Super Colliders**, respectively.

TOY TRAIN SET, **SOYUZ ROCKET**, **LEONARD'S CAR** and **HOWARD'S SCOOTER** replace the traditional railroad spaces.





THE BANK

- Holds all money and Title Deeds not owned by players.
- Pays salaries and bonuses to players.
- Collects taxes and fines from players.
- Sells and auctions properties.
- Sells Colliders and Super Colliders.
- Loans money to players who mortgage their property.

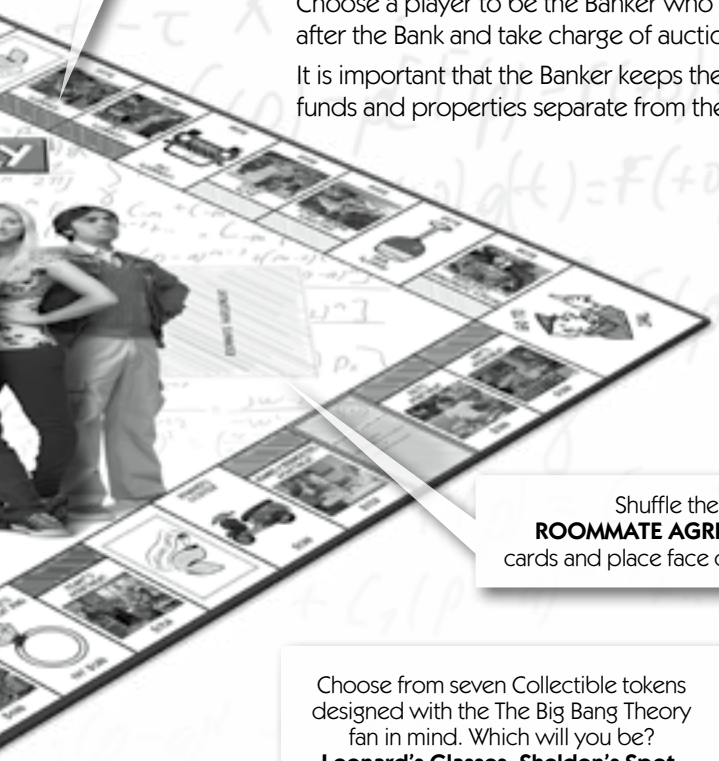
The Bank can never 'go broke'. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.

Game board spaces and corresponding Title Deed cards feature LOCATIONS. All property values are the same as in the original game.

THE BANKER

Choose a player to be the Banker who will look after the Bank and take charge of auctions.

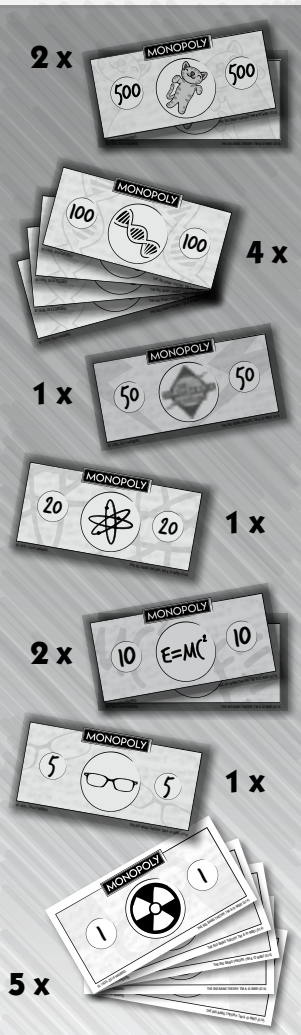
It is important that the Banker keeps their personal funds and properties separate from the Bank's.



Shuffle the **ROOMMATE AGREEMENT** cards and place face down here.

Choose from seven Collectible tokens designed with the The Big Bang Theory fan in mind. Which will you be? **Leonard's Glasses**, **Sheldon's Spot**, **Howard's Space Helmet**, **Raj's Dog Cinnamon**, **Penny's Wine Glass**, **Amy's Tiara** or **Bernadette's Microscope**? Place your token on the **GO** space.

Each player starts the game with:



DON'T WAIT FOR T

You can do the following even when it isn't your turn – even if you're in Jail!

1: COLLECT RENT

If another player lands on one of your unmortgaged properties, you can demand rent from them as shown on the Title Deed – see *Property Owned by Another player* below.

2: AUCTION

The Banker holds an auction when…



- A player lands on an unowned property and decides **not** to buy it for the listed price.
- A player goes **bankrupt** and turns over all his or her mortgaged properties to the Bank, which are auctioned unmortgaged (face up).
- There is a Collider/Super Collider shortage and more than one player wants to buy the same Collider(s)/Super Collider(s).

Auction bids can only be made in cash. Any player can start the bidding for as little as $1. If no one makes a higher bid, the last player to bid must buy the property.

3: BUILD

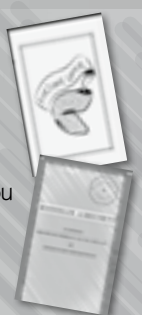
When you own all the locations in a color group, you can buy Colliders/Super Colliders from the Bank and put them on any of those locations.



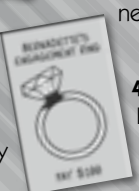
- **i** The listed price of each Collider is shown on the location's **Title Deed**.
- **ii** You must build **evenly**. You cannot build a second Collider on a location until you have built one on each location of its color group.
- **iii** You can have a maximum of 4 Colliders on a single location.
- **iv** When you have 4 Colliders on a location, you can exchange them for a Super Collider by paying the listed price on the Title Deed. You can only have one Super Collider per location and cannot build additional Colliders on a location with a Super Collider.



3: FORTUNE COOKIE or ROOMMATE AGREEMENT



Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile. If it is a *Get Out of Jail Free* card, keep it until you need to use it or sell it to another player.



4: NEW COMIC BOOK DAY/ BERNADETTE'S ENGAGEMENT RING

If you land on one of these spaces, you must pay the Bank the amount shown.

5: GO TO JAIL

If you land on this space, you must move your token to the **Jail** space immediately.



Important: You do **not** collect $200 for passing GO if you are sent to Jail. As soon as you are sent to Jail, your turn ends – pass the dice!

Other ways to end up in Jail…

- Draw a FORTUNE COOKIE or ROOMMATE AGREEMENT card that tells you to *Go to Jail*.
- Roll three doubles in a row on your turn.

THE DICE!

Important: you cannot build on a location if any location in its color group is mortgaged.

Collider/Super Collider shortage? If there are no Colliders/Super Colliders left in the Bank, you must wait for other players to sell theirs before you can buy any. If Colliders/Super Colliders are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

4: SELL COLLIDERS/SUPER COLLIDERS

Colliders/Super Colliders can be sold back to the Bank at **half** the listed price. Colliders/Super Colliders must be sold evenly in the same way that they were bought. Super Colliders are sold for half the listed price and immediately exchanged for 4 Colliders.

5: MORTGAGE PROPERTIES

If you're low on cash or don't have enough to pay a debt, you can mortgage any of your unimproved properties. You must sell all Colliders/Super Colliders on a color group to the Bank before you can mortgage one of its locations.



To **mortgage** a property turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To **repay** a mortgage, pay the **listed value plus 10%** to the Bank then turn the card face up. Rent cannot be collected on mortgaged properties.

6: DO A DEAL

You can do a deal with another player to **buy** or **sell** unimproved property. You must sell all Colliders/Super Colliders on a color group to the Bank before you can sell one of its locations.

Property can be traded for any combination of cash, other property or *Get Out of Jail Free* cards. The amount is decided by the players making the deal.



Mortgaged property can be sold to another player at any agreed price. After buying a mortgaged property, you must either **repay** it immediately or just **pay 10%** of the listed value and keep the card face down; if you later decide to repay to the bank the mortgage, you **will** have to pay the 10% fee again.

Remember: your aim is not just to get rich. To win you must make every other player **BANKRUPT!**

Q: How do I get out of Jail?

A: You've got 3 options…

i **Pay $50** at the start of your next turn, then roll and move as normal.

ii **Use a *Get Out of Jail Free* card** if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.

iii **Wait three turns.** On each turn roll the dice; if you get a **double**, move out of Jail and around the board using this roll. If you do not get a double on your third roll, you must pay $50 to the Bank, then move the number of spaces rolled.

6: JAIL (JUST VISITING)

Don't worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.





7: FREE PARKING

Relax! Nothing bad (or good) happens.

8: A PROPERTY THAT YOU OWN

Nothing happens. But you're not making any money!

DO YOU LIKE TO PLAY FAST?

SPEED PLAY RULES

RULES for a SHORT GAME (60-90 minutes)

There are four changed rules for this first Short Game.

1. During **PREPARATION**, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.

2. You need only three Colliders (instead of four) on each property of a complete color group before you may buy a Super Collider. Super Collider rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one Collider less than in the regular game.

3. If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; (2) rolling doubles; or (3) paying **$50**. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the **$50** on the same turn.

END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) Dollars on hand; (2) properties owned, at the value printed on the board; (3) any mortgaged properties owned, at one-half the value printed on the board; (4) Colliders, counted at the purchase value; (5) Super Colliders, counted at purchase value including the amount for the three Colliders turned in.

The most powerful player wins!

PLAY IT RIGHT!

Many players like to devise their own 'house' MONOPOLY rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other money or trade 'promises' not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

We will be happy to hear your questions or comments about this game.
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