MONOPOLY

HOW TO WIN

AGES 8+ | 2-5 PLAYERS

BE THE FIRST PLAYER TO COLLECT 3 FULL PROPERTY SETS OF DIFFERENT COLORS.

WHAT THE GAME'S ABOUT

Monopoly Deal is all about collecting properties and stealing from your opponents! Use Action cards to charge rent, swap cards, demand birthday money and lots more. Make sure you put lots of money into your personal bank – and remember other players will steal from you too!

SET UP

1. Remove the 4 Quick Start Rules cards from the pack and hand them out for reference.
2. Shuffle the rest of the cards together and deal 5 to each player, face down.
3. Look at your cards, but keep them a secret!
4. Put the remaining cards face down in the center to create the **draw pile**.
5. Decide who goes first. Play continues clockwise.

ON YOUR TURN

1. TAKE 2 CARDS

from the draw pile and add them to your hand. Later in the game if you have no cards left, pick up 5 instead.

2. PLAY UP TO 3 CARDS

from your hand, onto the table in front of you. You don't have to play any cards if you don't want to. Play your 3 cards in any combination of the following: **A**, **B** and/or **C**, in any order (see **WHAT THE GAME LOOKS LIKE**, below).

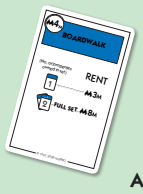


A PUT MONEY/ACTION CARDS INTO YOUR OWN BANK

Players can charge each other for rent, birthdays etc. Build up a 'Bank' pile in front of you, using Money cards and/or Action cards.

- If you put an Action card into your Bank, it becomes redundant as an Action card for the rest of the game. If you use it to pay another player, it must go straight into their bank and cannot be used for its Action.

AND/OR



B PUT DOWN PROPERTIES INTO YOUR OWN COLLECTION

REMEMBER, 3 DIFFERENT-COLORED PROPERTY SETS WIN THE GAME!

- Lay Property cards down in front of you to build up your Property sets.
- Each card shows how many properties there are to collect in that color-set.
- Collect as many properties as you want, but you need **3 full sets** (of different colors) to win the game.
- You can only reorganize your property collection on your turn. If you realize you've won during someone else's turn, you must wait until it's your turn to say it!

AND/OR



C PLAY ACTION CARDS INTO THE CENTER

FOLLOW THE INSTRUCTIONS ON THE ACTION CARDS!

- Action cards allow you to do things such as charge other players rent, steal their cards and demand money for your birthday!
- If you pick up an Action card on your turn, you can play it right away as one of your three cards or use it on a later turn.
- Action cards can also be put into your bank as money. The value is shown in the corner, in a red ring.

(See **THE CARDS IN MORE DETAIL** for more info).

IMPORTANT! HOW TO PAY OTHER PLAYERS

- Cards can **NEVER** go back into a player's hand.
- **NEVER** pay with cards from your hand, only from the cards in front of you.
- You can pay with cards from your bank, properties or a combination of both. You choose how you want to pay – not the player you're paying!
- Change is **not** given! For example, if a player charges you M2 rent and you only have a M3 card in your bank, you don't get change. Too Bad!
- If you pay with property cards, they must go into the other player's property collection.
- If you have no cards in front of you to pay with, you don't pay at all!

3. END YOUR TURN

If you have more than 7 cards **in your hand** at the **end** of your turn (not including cards on the table) discard extras to the bottom of the draw pile so you only have 7. If you've run out of cards, take 5 at the start of your next turn.

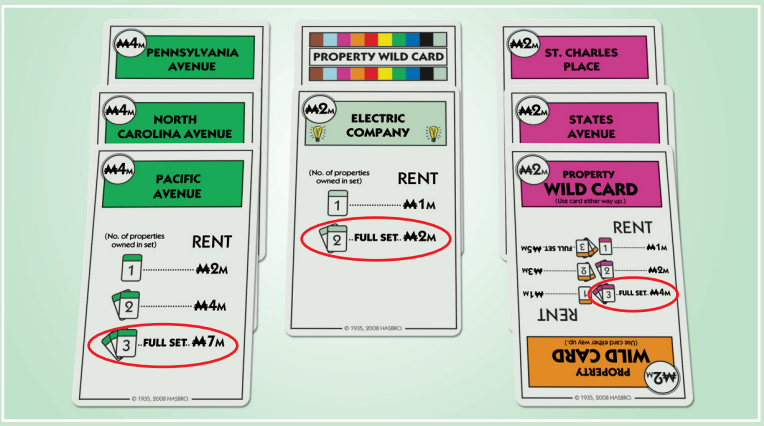
START PLAYING AND IT'LL ALL BECOME CLEAR!

WHAT THE GAME LOOKS LIKE



THE WINNER

TO WIN, BE THE FIRST PLAYER TO COLLECT 3 FULL PROPERTY SETS OF DIFFERENT COLORS.



THE CARDS IN MORE DETAIL



Sly Deal:
Steal a property from any other player and add it to your property collection. You cannot steal a card from a full set of properties. Can also be banked as money.



Forced Deal:
Swap another player's property card with one from your property collection. Can also be banked as money.



Deal Breaker:
Steal a full set of properties from any other player and add it to your property collection. Brutal! Can also be banked as money.



Just Say No:
Use this card at any time to cancel the effect when another player plays any Action card against you. If that player has another Just Say No card, they can use it to cancel yours… sorry! Can also be banked as money.



Debt Collector:
Use this card to demand M5 from one other player! Can also be banked as money.



It's My Birthday:
All players pay you M2. Happy Birthday! Can also be banked as money.



Rent:
Charge other players rent on your property/properties that match the color of the Rent card. Can also be banked as money.



Multi-colored Rent card:
Charge one player of your choice rent on any of your properties. Can also be banked as money.



Double the Rent:
Play with a standard Rent card to double the amount. Can also be banked as money.



Pass Go:
Pick up 2 extra cards from the draw pile. You can play more than one Pass Go card per turn. Can also be banked as money.



House/Hotel:
Add these cards onto a full set of properties to add to the rent value.

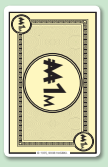
- You can only have one house and one hotel on any set.
- You can only add a hotel to a property set after you've added a house.
- You cannot add houses or hotels onto the Railroads or Utilities sets.

Can also be banked as money.



Property Wildcards:

- Use Property Wildcards as substitutes for property cards of one of the colors shown on the card.
- You can swap these around amongst different sets on your turn.
- There are 2 multi-colored Property Wildcards which can be used as properties of any color. These have no monetary value and cannot be used to pay with.



Money cards:
Put money cards into your bank pile and use them to pay other players.



Property cards:
Each card shows how many properties you need of that color to complete a FULL SET. This applies to railroads and utilities too.

6 OR MORE PLAYERS

To play with 6 or more players, shuffle two packs together and play as normal! If you need to separate the packs later, use this list to check the contents of one pack:

110 playing cards, including:
◆ **4 rules cards** ◆ **28 Property cards:** 2 Brown, 3 Light Blue, 3 Pink, 3 Orange, 3 Red, 3 Yellow, 3 Green, 2 Blue, 4 Railroads, 2 Utilities. ◆ **11 Property Wildcards:** 1 Light Blue/Brown, 1 Light Blue/Railroad, 2 Pink/Orange, 2 Red/Yellow, 1 Dark Blue/Green, 1 Green/Railroad, 1 Railroad/Utility, 2 multi-colored Property Wildcards. ◆ **34 Action Cards:** 2 x Deal Breakers, 3 x Forced Deal, 3 x Sly Deal, 3 x Just Say No, 3 x Debt Collectors, 3 x It's My Birthday, 2 x Double the Rent, 3 x Houses, 2 x Hotels, 10 x Pass Go. ◆ **13 Rent cards:** 2 Light Blue/Brown, 2 Pink/Orange, 2 Red/Yellow, 2 Dark Blue/Green, 2 Railroad/Utility, 3 Any Rent. ◆ **20 Money Cards:** 6 x M1, 5 x M2, 3 x M3, 3 x M4, 2 x M5, 1 x M10.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

monopoly.com

PROOF OF PURCHASE
PARKER BROTHERS
01723
MONOPOLY DEAL

The HASBRO, PARKER BROTHERS and MONOPOLY names and logos, as well as the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, and each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment. ©1935,2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM and ® denote U.S. Trademarks.01723-I