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AGES 8+

MONOPOLY®

◈ Fast-Dealing Property Trading Game ◈



THE LEGEND OF ZELDA™

COLLECTOR'S EDITION

Original MONOPOLY® Game Rules plus Special Rules for this Edition.

Become the Hero of Time!

Travel through Hyrule and some of the most memorable locations in The Legend of Zelda MONOPOLY®. Buy, sell and trade your way to the Triforce and set forth on your quest to own it all, but first you will need to know the basic game rules along with custom The Legend of Zelda MONOPOLY® 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 Legend of Zelda MONOPOLY®.

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

CONTENTS

Game board,
6 Collectible tokens,
28 Title Deed cards,
16 EMPTY BOTTLE cards,
16 TREASURE CHEST cards,
Custom Rupees,
32 Houses renamed Deku Sprouts,
12 Hotels renamed Deku Trees,
2 Dice.

SET IT UP!

WHAT'S DIFFERENT?

Shuffle the **EMPTY BOTTLE** cards and place face down here.

Houses and hotels are renamed **Deku Sprouts** and **Deku Trees**, respectively.

SPIRIT TRAIN, **LOFTWING**, **KING OF RED LIONS** and **EPONA** replace the traditional railroad spaces.





THE BANK

- Holds all rupees and Title Deeds not owned by players.
- Pays salaries and bonuses to players.
- Collects taxes and fines from players.
- Sells and auctions properties.
- Sells Deku Sprouts and Deku Trees.
- Loans rupees to players who mortgage their property.

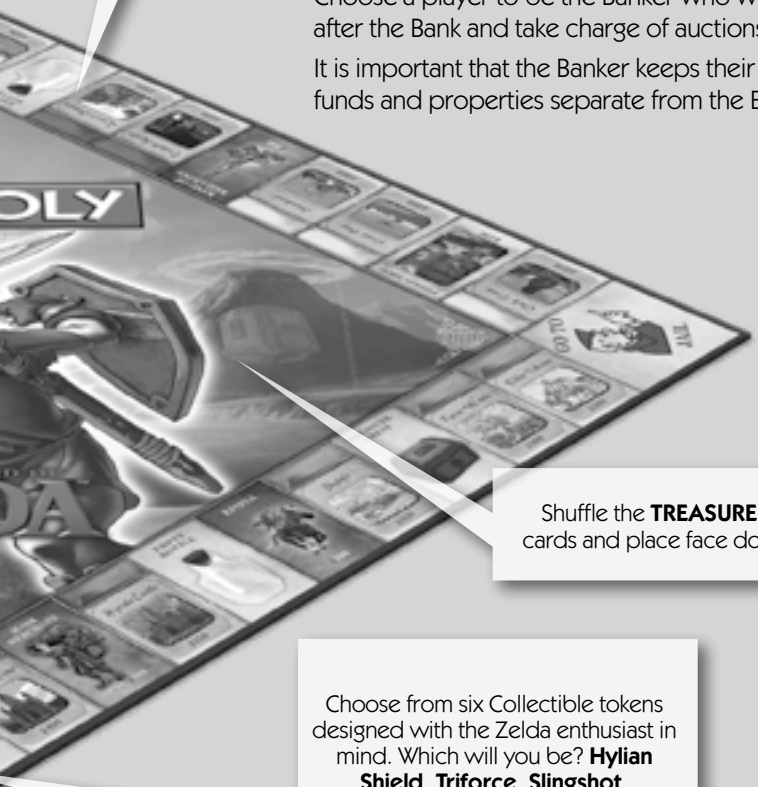
The Bank can never 'go broke'. If the Bank runs out of rupees, the Banker may issue as much as needed by writing on ordinary paper.

Game board spaces and corresponding Title Deed cards feature famous locations featured throughout The Legend of Zelda™. 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.

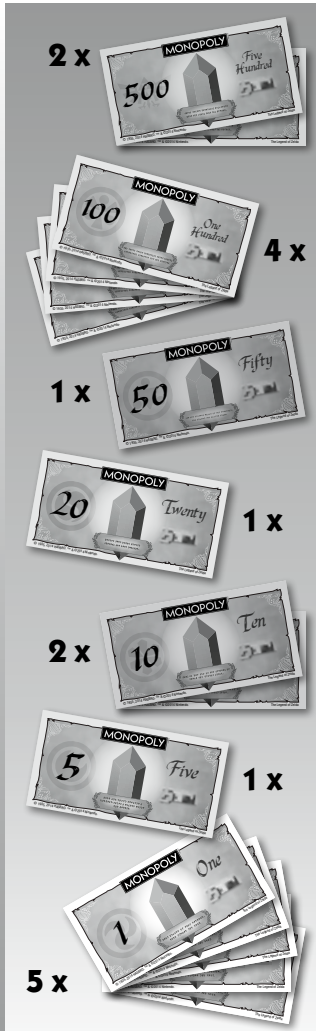
It is important that the Banker keeps their personal funds and properties separate from the Bank's.



Shuffle the **TREASURE CHEST** cards and place face down here.

Choose from six Collectible tokens designed with the Zelda enthusiast in mind. Which will you be? **Hylian Shield**, **Triforce**, **Slingshot**, **Boomerang**, **Hookshot** or **Bow**? Place your token on the **GO** space.

Each player starts the game with:



HERE'S HOW



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.

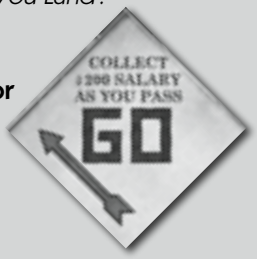
Collect groups of properties to increase the rent, then build Deku Sprouts and Deku Trees to really boost your income.

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



Ways to Travel



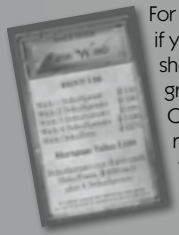
Bomb Shop & Potion Shop

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 locations 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 rupees by **selling Deku Sprouts** and **Deku Trees** and/or **mortgaging properties**.

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

- Pay whatever rupees 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 Deku Sprouts or Deku Trees, the rent will be much higher – as shown on the Title Deed card.

Ways to Travel
Rent depends on how many ways to travel the other player owns.

	1	2	3	4
Rent:	₹25	₹50	₹100	₹200





Bomb Shop & Potion Shop
Roll the dice and multiply the result by **4** – this is the rent you must pay.
If the owning player owns both Bomb Shop & Potion Shop, multiply the result by **10!**

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 **Deku Sprout/Deku Tree shortage** and more than one player wants to buy the same Deku Sprout(s)/Deku Tree(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 **Deku Sprouts/Deku Trees** from the Bank and put them on any of those locations.



i The listed price of each **Deku Sprout** is shown on the location's **Title Deed**.

ii You must build **evenly**. You cannot build a second **Deku Sprout** on a location until you have built one on each location of its color group.

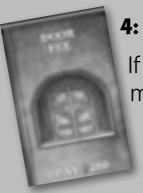
iii You can have a maximum of **4 Deku Sprouts** on a single location.

iv When you have 4 **Deku Sprouts** on a location, you can exchange them for a **Deku Tree** by paying the listed price on the Title Deed. You can only have one Deku Tree per location and cannot build additional Deku Sprouts on a location with a Deku Tree.

3: EMPTY BOTTLE or TREASURE CHEST



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: DOOR FEE/MASK MERCHANT

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 an EMPTY BOTTLE or TREASURE CHEST 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.

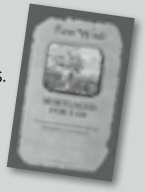
Deku Sprout/Deku Tree shortage? If there are no Deku Sprouts/Deku Trees left in the Bank, you must wait for other players to sell theirs before you can buy any. If Deku Sprouts/Deku Trees are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

4: SELL DEKU SPROUTS/DEKU TREES

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

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 Deku Sprouts/Deku Trees 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 Houses/Hotels 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 rupees!

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 **Deku Sprouts** (instead of four) on each property of a complete color group before you may buy a **Deku Tree**. **Deku Tree** rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one **Deku Sprout** 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) Rupees 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) Deku Sprouts, counted at the purchase value; (5) Deku Trees, counted at purchase value including the amount for the three Deku Sprouts turned in.

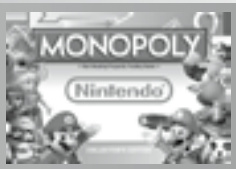
The most powerful player wins!

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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