

MONOPOLY®

THE CARD GAME

For 2-6 players, AGES 8 and up.
Rules for 4 players appear first.

A BRIEF IDEA OF THE GAME

On each hand you try to draw and trade cards to collect a Monopoly “color-group.” Property, House and Hotel cards can be combined to form and develop a color-group just as in the classic board game. Chance, Mr. Monopoly, GO and Token cards are known as “bonus” cards. They can have a big effect on the final value of your hand.

Be the first player to collect \$10,000 and you'll win the game!

THE DECK

60 cards comprise the deck:

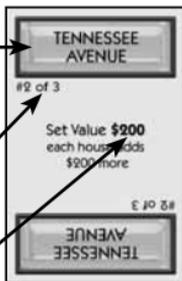
Property Cards (28)

There is one Property card for each property space on the MONOPOLY game board.

The color of the band behind the property's name tells you which color-group it belongs to.

This is how many cards comprise the complete color-group (2 or 3).

When you collect the complete color-group it is worth this amount.



House & Hotel Cards (16)

There are 14 House and 2 Hotel cards. Each House card indicates if it is the 1st, 2nd, 3rd or 4th to be “built” on a complete color-group. You must build houses in order, from 1st through 4th, and you may only play hotels on complete color-groups with all four houses already built on them.



There are 16 Bonus Cards:

Token Cards (6)

Tokens “land” on your color-groups, Railroads and Utilities. Token cards increase your winnings.

Chance Cards (2)

Chance cards are “wild” and can represent any card you need to complete your Set. Beware, a Chance card can also make your entire hand worthless (as you’ll see)!

GO Cards (4)

Each GO card is worth \$200.

Mr. Monopoly Cards (4)

Whoever has the most at the end of each hand wins \$1,000.



Token Card



Chance Card



Go Card



Mr. Monopoly Card

Money

There is a pad of money in the game to keep score.

THE DEAL

Select a Banker

The banker organizes the money in the tray. It is helpful to criss-cross the denominations. Criss-crossing the denominations makes it easier to pay out winnings at the end of each hand.

Select a Dealer

The dealer shuffles the deck, offers a cut, and deals 10 cards to each player. Cards are held in hand. The dealer then deals one card FACE UP in front of each player. This is the first “trading” card for each player. The dealer places the remainder of the pack FACE DOWN in the tray, forming the Draw Pile.

In the illustration of a game in progress, the piles marked “H” are players’ hands, the piles marked “T” are trading cards, the pile marked “D” is the Draw pile and “M” is the money.

OBJECT OF THE GAME

The object is to draw and trade until the 10 cards in your hand are organized into one or more Monopoly “color-groups” plus any number of Bonus cards.

Property Cards

A complete Monopoly color-group includes all the Property cards of that color-group. For example, Boardwalk and Park Place complete the dark blue color-group. (A Railroad group can be 2, 3 or all 4 Railroad cards.)

House Cards:

A Monopoly color-group (aside from Railroad and Utilities) may be enhanced by adding to it, in sequence, a 1st, 2nd, 3rd, and then a 4th House card. (Each of these cards represents one additional house on all properties in a color group). *Note:* You cannot add a House card to the Railroads or the Utilities, nor may you include a House card in a color-group if it is out of sequence. For example, you can’t include a 3rd House card in a Monopoly color-group if you don’t have both the 1st and 2nd House cards.

Hotel Cards

If you have all 4 House cards on a color-group, you may add one Hotel card.

Bonus Cards

Token cards, Chance, GO, and Mr. Monopoly cards do not need to be collected in sets. Each has a special impact on the value of your hand.

PLAY

You may choose to do ONE of three play options on your turn:

1. DRAW
2. TRADE
3. LAY DOWN to end the hand.



Note: If you Draw or Trade you cannot LAY DOWN on the same turn.

DRAW

Take the top card from the Draw Pile and add it to your hand, then **end your turn by discarding**.

TRADE

You may trade (exchange) one or more of the cards in your Trade pile for a like number from any opponent's Trade pile.

IMPORTANT: If you like, you may add one card from your hand to your trade pile BEFORE making a trade. To make a trade, take the number of cards you wish to trade from the **top** of your trade pile. Give them to an opponent. He must accept them and add them to his hand (not his Trade Pile). You then take the same number of cards from the top of his Trade pile and add them to your hand (not to your Trade Pile). Your trade pile is likely to both grow and shrink during the game. (Keep cards in your Trade Pile fanned so the identity of each card can be seen and it is clear which card is on top.) After making a trade, **end your turn by discarding**.

DISCARDING

After you Draw or Trade, you end your turn by discarding onto your Trade pile. You may not hold more than 10 cards in your hand when you end your turn. You must discard excess cards, of your choice, onto your Trade Pile. Fan cards in your Trade Pile so the identity of each card can be seen and it is obvious which one is on top (the last to be discarded).

LAY DOWN

You may lay down your hand if it is "complete." You must have at least one complete color-group in your hand. Any additional color-groups in your hand must also be complete. The House/Hotel cards you attach to each color-group must be in numerical sequence. (You can't lay down if you hold House or Hotel cards that are out of sequence). You may have any number of Bonus cards in hand when you lay down. A Chance card may be substituted for a missing Property card, a House, or a Hotel card in order to complete or extend a Monopoly color-group. A Chance card can also represent a Token card. **WARNING!** Only the player who lays down benefits from Chance (see "Scoring"). If you have Utilities in hand, when laying down you must have both Utilities. If you have Railroads in hand when laying down you must have at least two of the Railroads.

Note: If you began your turn with more than 10 cards in hand, because an opponent traded with you, you can discard the excess to your Trade Pile and still lay down on the same turn. Remember: you may not lay down if you draw or trade on this turn.



Not ready to Lay down: This hand is not ready to lay down because it contains an incomplete color-group (a single Orange property). Also, the 4th House card is worthless because the 3rd House card is not present.

Ready to Lay down: This hand IS ready to lay down now because you've drawn a Chance card and discarded the Orange property. You use the Chance card to represent a 3rd House card, which makes the 4th House card valuable. On your next turn you may lay down this hand.

ENDING THE HAND

- 1. REWARD:** The first player to lay down takes the top FIVE cards from the Draw Pile. This player may ADD to his/her hand some or all of these cards. This player's final hand could, therefore, be as long as 15 cards. Any Bonus card drawn may be added, as can House or Hotel cards if in proper sequence. A new Monopoly color-group might even be drawn. If so, the player may decide which color group to enhance with the House/Hotel cards present (to make the hand as valuable as possible). **IMPORTANT:** If one of the cards drawn is one currently being represented by a Chance card, it may replace the Chance card. This Chance card can now be used elsewhere. For example, you laid down Park Place and a Chance card to represent Boardwalk. As part of the Reward, you draw the Boardwalk card. You may replace the Chance card with Boardwalk and may now use the Chance card to represent a missing house, hotel or even a token. (You may not otherwise "move" a Chance card after the hand is laid down.)
- 2. COLLECT DISCARDS:** Gather and remove from play all cards remaining in the draw pile, the trading piles, plus any unusable Reward cards.

- 3. LAY DOWN OTHER HANDS:** Each opposing player now lays down their entire hand. (Some hands may be longer than others due to trades. That's okay.)

SCORING

Each player scores the value of each complete Monopoly color-group in hand. Each color-group has a "set" value, ranging from \$50 to \$400 (as printed on each property card in the group) for the color-group as a whole. Each house card adds an amount equal to the groups' set value. A Hotel always adds \$500 (no matter which color-group it's attached to). Each TOKEN is worth the total value of the color-group.

Example: You have all three Yellow properties and 1st, 2nd, and 3rd house cards, plus 2 Token cards. The set value of the Yellow Monopoly color-group is \$300 and each house adds \$300 more (\$900 total for three houses). Thus, your color-group's worth is \$1200. Further, each Token is also worth the total value of the color-group, or \$1200 more for each and you have two! So, your total winnings are \$3,600. Not bad!

- 1.** The player who has the most Mr. Monopoly cards wins \$1,000. But if two or more players are tied for most, no money is won for the Mr. Monopoly cards.
- 2.** Each GO card pays its owner \$200.
- 3.** Any player holding a Chance card other than the first player to lay down scores ZERO. ("Chance" can be good or, in this instance, very, very bad!) The Banker pays all winnings from the bank. Money never passes between the players.

NEXT HAND

The deal passes to the left. Collect the cards, deal and play a new hand.

WINNING THE GAME

Play until, at the end of a hand, one player wins by having at least \$10,000. If more than one player has \$10,000, the player with the most money wins.

RULES FOR THREE PLAYERS

Play is the same as for 4 players, except that a fourth trading card is dealt face up to where a fourth player's trading card(s) would be. Players may trade for this card by exchanging it for the top card on their own trading pile. Or, players may trade for it, plus the top card of the Draw Pile as well, by replacing it with the top two cards on their own trading pile. In this way, the fourth trading pile can grow.

RULES FOR TWO PLAYERS

Play is the same as for 3 players, except that a third and fourth trading card is dealt to where a third and fourth player's trading cards would be dealt. Players can trade with either on their turn.

RULES FOR FIVE OR SIX PLAYERS

The play of these versions is slightly different than for 2-4 players. The entire deck will be dealt out and there will be no draw pile.

- If six are playing, deal 9 cards to each player. If five are playing, deal 11 cards to each.
- Next, deal one card face up before each player as the first "trade" card for each.

Play

On your turn, you **must** exchange your trade card for another player's trade card (both you and the other player then add the traded cards to your hands). Next, discard one card. This card becomes your next trade card. After each and every player's turn, ALL players pass, face down, one card from hand to the player on the left. After each player has passed a card, each picks up the card passed to him and adds it to his hand.

Lay Down

During your turn, you may lay down. You may lay down after you trade a card with another player. You must do so **BEFORE** all players would normally pass one card to the player on the left. (No passing may occur on the turn when a player lays down.)

- 1. Reward:** After laying down, you may add to your hand any and all trade cards on the table that can improve its value. Remove any unusable trade cards from play prior to scoring.
- 2. Scoring:** Each of the other players lays down his hand. Scoring now takes place, as usual, prior to a new hand being dealt.
- 3. Winning:** \$7,000 wins the game.



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