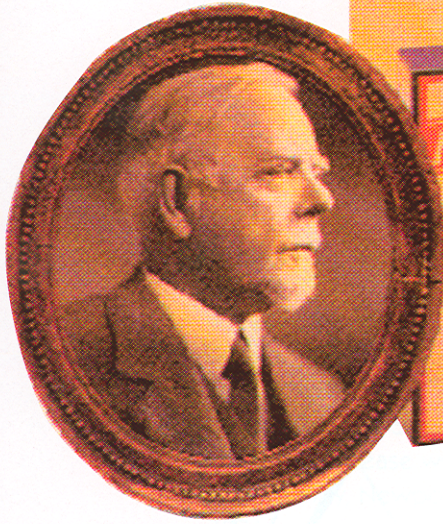


For 2 to 8 Players / AGES 8 to Adult

MONOPOLY® 70th Anniversary Edition



Property Trading Game from Parker Brothers®



The Price of Owning It All

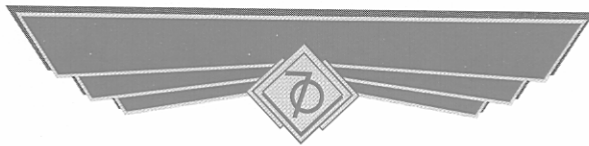
MONOPOLY® has always been about owning it all. But over time the means by which you've done this has become much more luxurious.

In the early 1930s, when Charles Darrow was developing the first MONOPOLY® game there was no gameboard as we know it or top hats to circle the streets of Atlantic City. Darrow's first game was actually played on a painted tablecloth using common household items, like thimbles and pennies, as tokens. In 1935, when Parker Brothers took the game over, small wooden tokens were added and in 1937 the now iconic die cast metal movers made their first appearances.

As World War II loomed, everyone needed to tighten their belts and the Monopoly-playing public was no different. Due to the war-produced metal shortage, would-be Monopoly millionaires gave up their metal movers and returned to the wood ones of days gone by. Shortly after the end of the war, however, the metal tokens were brought back to the game, where they have been ever since.

Many people know about Charles Darrow and the beginnings of MONOPOLY® but did you know?

- The 2004 MONOPOLY® World Championship was played in Tokyo.
- Escape maps, compasses and files were inserted into MONOPOLY® gameboards and smuggled into POW camps inside Germany during World War II. Real money for escapees was slipped into the packs of MONOPOLY® money.
- An estimated 750 million players from around the globe have enjoyed MONOPOLY® since its creation in 1935.
- In 1970, a Braille edition of MONOPOLY® was created for the visually impaired.
- Values on the MONOPOLY® gameboard are the same today as they were in 1935 (though taxes changed in 1936).
- In France, Boardwalk is Rue de la Paix; in Germany it's Schlossallee; in the Netherlands it's Kalverstraat; and in the United Kingdom it's Mayfair.
- The total amount of money in a standard MONOPOLY® game is \$15,140.
- At the 1959 American National Exhibition in Moscow, all six sets of the MONOPOLY® game on display mysteriously disappeared.
- In Cuba, MONOPOLY® had a strong following until Fidel Castro took power and ordered all known sets destroyed.
- Parker Brothers once sent an armored car with one million dollars of the MONOPOLY® game money to a marathon game in Pittsburgh that had run out of funds.
- The three most landed on spaces are Illinois Avenue, GO and the B&O Railroad.
- In 1967, while finishing off a \$2 million train robbery, the train's hijackers played a game of MONOPOLY® with the stolen money.
- In 1983, the Worcester Polytech Dive Club of Worcester, Massachusetts, in a benefit fund-raiser, played MONOPOLY® for 2 days inside the tank at Boston's New England Aquarium. It was reported that not a single player was unnerved by the sharks.
- Two University of Michigan students painted an 8 x 8 foot MONOPOLY® board on their dormitory ceiling and played the game using helium-filled balloons as tokens.
- One of the largest MONOPOLY® games was played on a board laid out on the streets and sidewalks at Juniata College in Huntingdon, Pennsylvania. Players cast huge foam dice from the third floor fire escape and they were informed of their moves via walkie-talkie and messengers on bicycles.



M O N O P O L Y 7 0 T H A N N I V E R S A R Y E D I T I O N

MONOPOLY® GAME RULES OF PLAY

OBJECT ...

The object of the game is to become the richest player by buying, renting and selling properties.

EQUIPMENT ...

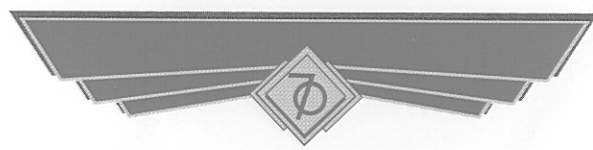
- Gameboard • 2 Dice
- 12 Tokens • 32 Houses
- 12 Hotels • Chance and Community Chest Cards
- Title Deeds • Play Money
- Banker's Tray

PREPARATION ...

Place the gameboard on a table, and put the Chance and Community Chest cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given \$1,500 in cash divided as follows: two each of \$500s, \$100s and \$50s; six \$20s; five each of \$10s, \$5s and \$1s.

All remaining cash and other equipment go to the Bank. Stack the Bank's cash on edge in the compartments in the plastic Banker's tray.



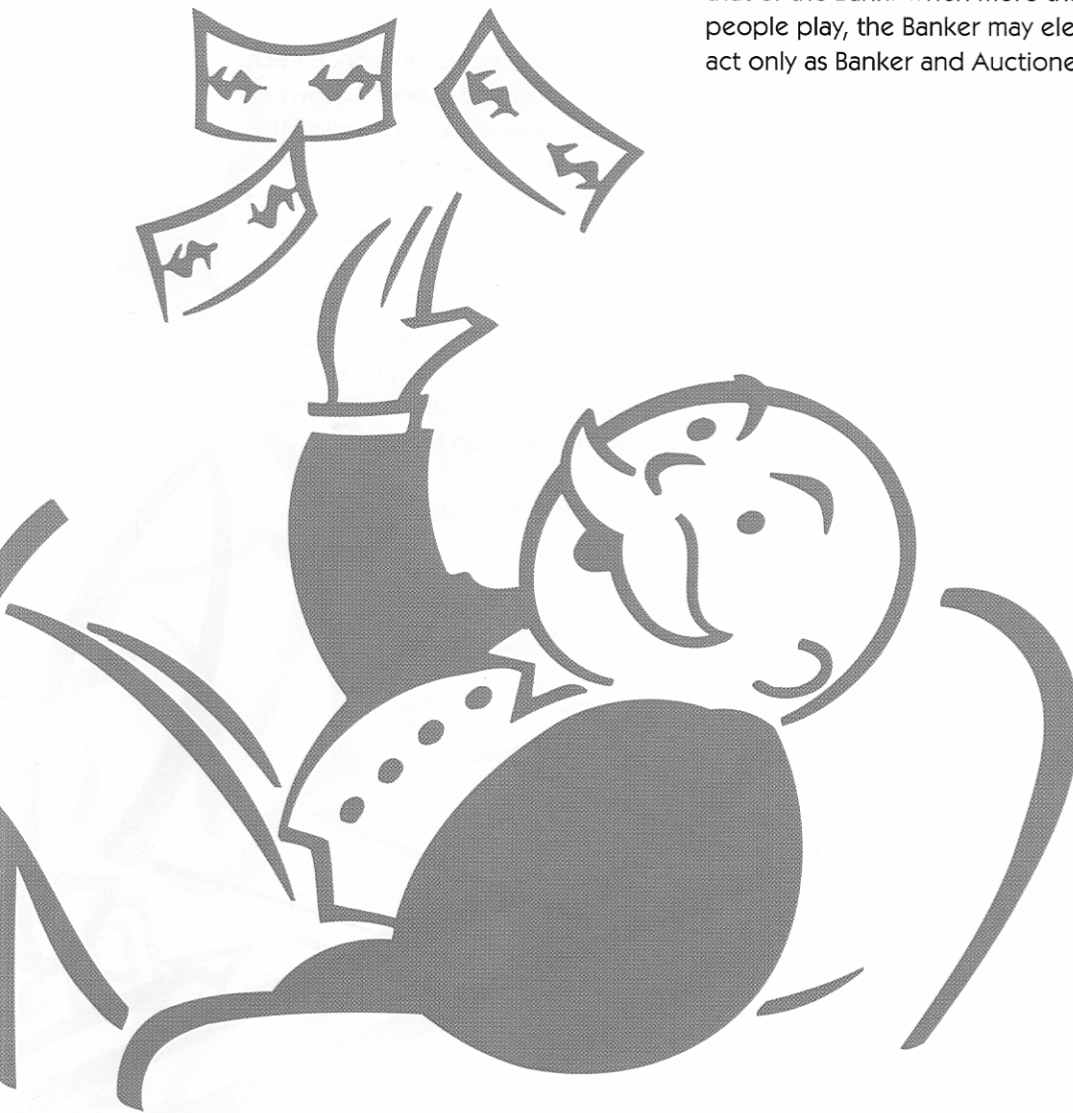
BANKER ...

Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal cash separate from that of the Bank. When more than five people play, the Banker may elect to act only as Banker and Auctioneer.

THE BANK ...

Besides the cash, the Bank also holds all Title Deed cards, as well as buildings prior to use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells buildings to the players and loans cash when required on mortgages.

The Bank collects all penalties, loans and interest, and the value of all properties that it sells and auctions. The Bank never "goes broke." If the Bank runs out of cash, the Banker may issue as much more as may be needed by merely writing on any ordinary paper.



THE PLAY ...

Starting with the Banker, each player in turn rolls the dice. The player with the highest total starts the play. Place your token on the corner marked "GO," roll the two dice and move your token, in the direction of the arrow, the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space your token reaches, you may be entitled to buy a property -- or be obliged to pay rent, pay penalties, draw a Chance or Community Chest card, "Go to Jail," etc.

If you roll doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, roll again and move your token as before. If you roll doubles three times in succession, move your token immediately to the "In Jail" part of the "IN JAIL - JUST VISITING" corner space (see JAIL).

"GO" ...

Each time a player's token lands on or passes over GO, whether by rolling the dice or by drawing a card, the Banker pays him/her a salary of \$200.

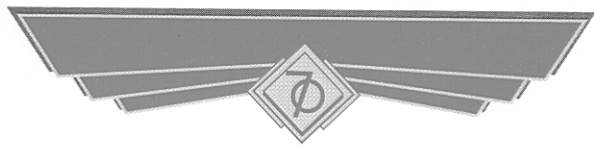
The \$200 is paid only once each time around the board. However, if you pass GO on the roll of the dice and land two spaces beyond it on the Community Chest space, or seven spaces beyond it on the Chance space, and you draw an "ADVANCE TO GO," card, you collect \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card.



BUYING PROPERTIES ...

Whenever you land on an unowned property you may buy it from the Bank at its printed value. You receive the Title Deed card showing ownership of this property; place it faceup in front of you.

If you do not wish to buy the property, the Banker auctions it to the highest bidder. The buyer pays to the Bank the amount of the bid, in cash, and receives the corresponding Title Deed card. Any player, including the one who declined the option of buying the property at the printed value, may bid. Bidding may start at any price.



PAYING RENT ...

When you land on a property owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed facedown in front of the owner (see MORTGAGES).

It is an advantage to own all of the Title Deed cards in a color-group (i.e., Mediterranean Avenue and Baltic Avenue, or Park Place and Boardwalk) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to un-mortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have buildings on properties because rents are much higher than for unimproved properties.

The owner may not collect the rent if he/she fails to ask for it before the second player following rolls the dice.

“CHANCE” and “COMMUNITY CHEST” CARDS...

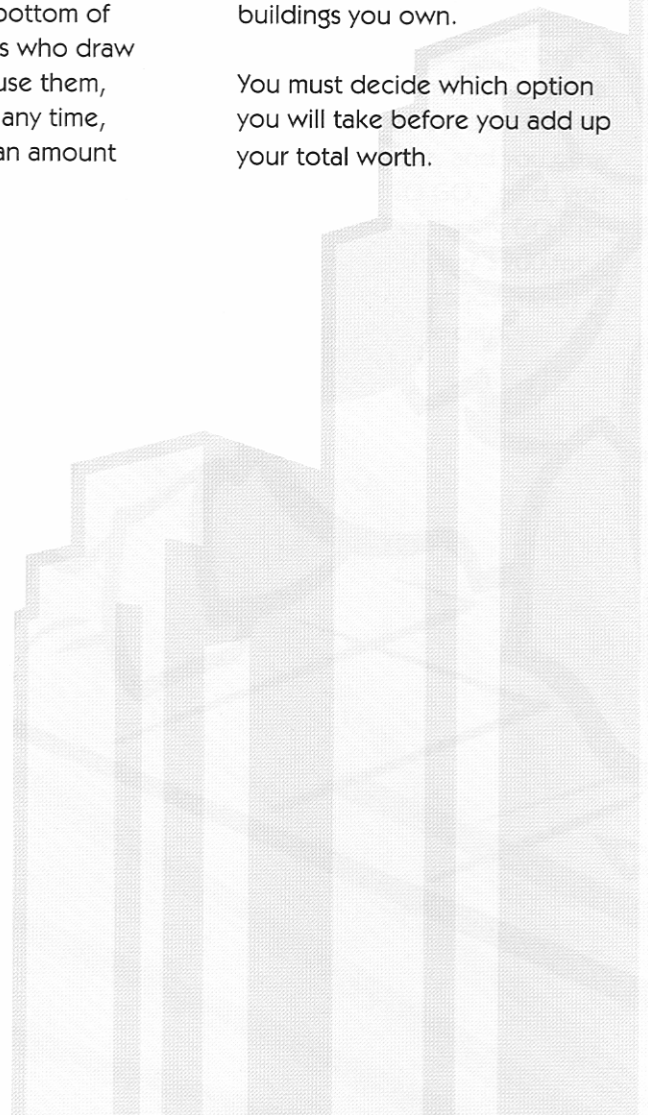
When you land on either a Chance or Community Chest space, take the top card from the deck indicated, follow the instructions and return the card facedown to the bottom of the deck.

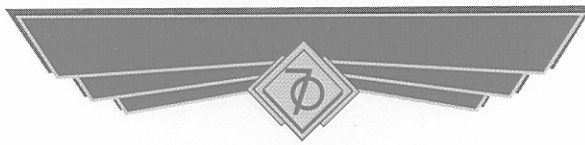
The “GET OUT OF JAIL FREE!” cards are held until used and then returned to the bottom of the deck. If the players who draw these do not wish to use them, they may sell them, at any time, to another player for an amount agreeable to both.

“INCOME TAX” ...

If you land on the “INCOME TAX Pay 10% or \$200” space you have two options: You may estimate your penalty at \$200 in cash and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, the printed values of mortgaged and un-mortgaged properties and the cost of all the buildings you own.

You must decide which option you will take before you add up your total worth.



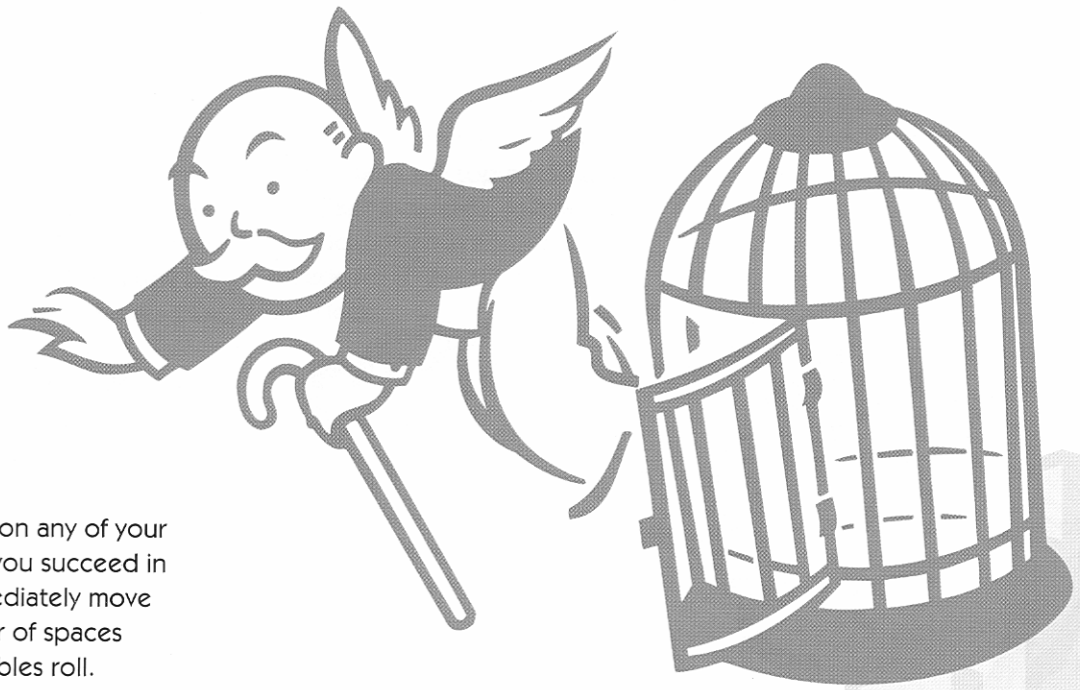
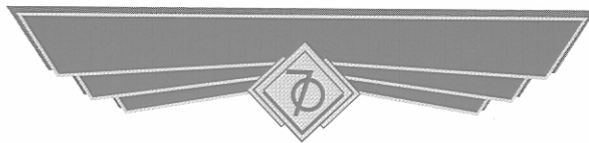


“JAIL” ...

You land in Jail when ... (1) your token lands on the space marked “Go to Jail”; (2) you draw a card marked “GO DIRECTLY TO JAIL”; or (3) you roll doubles three times in succession.

When you are sent to Jail you cannot collect your salary of \$200 in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail.

If you are not “sent” to Jail but in the ordinary course of play land on that space, you are “Just Visiting,” you incur no penalty, and you move ahead in the usual manner on your next turn.



YOU GET OUT OF JAIL BY ...

- (1) Rolling doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles roll. Even though you rolled doubles, you do not take another turn.
- (2) Using a "GET OUT OF JAIL FREE!" card if you have one; (3) purchasing a "GET OUT OF JAIL FREE!" card from another player and playing it; or (4) paying a fine of \$50 before you roll the dice on either of your next two turns.

If you don't roll doubles by your third turn, you must pay the fine of \$50. You then get out of Jail and immediately move forward the number of spaces shown by your roll.

Even though you are in Jail, you may buy properties from or sell them to other players, buy or sell buildings and collect rents.

“FREE PARKING” ...

A player landing on this space receives no cash, properties or rewards of any kind. This is just a “free” resting place.

HOUSES ...

When you own all of the properties in a color-group you may buy Houses from the Bank and place them on those properties.

If you buy one house, you may place it on any one of those properties. The next house you buy must be placed on one of the unimproved properties of this or any other complete color-group you may own.

The price you must pay the Bank for each house is shown on your Title Deed card for the property on which you place the house.

The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete color-group.

Following the above rules, you may buy and place at any time as many houses as your judgment and cash will allow. But you must place them evenly, i.e., you cannot place more than one house on any one property of any color-group until you have placed one house on every property of that group. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot place three houses on one property if you have only one house on another property of that group.

As you place evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTIES).





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HOTELS ...

When you have four houses on each property of a complete color-group, you may buy a hotel from the Bank and place it on any property of the color-group. You return the four houses from that property to the Bank and pay the value of the hotel as shown on the Title Deed card. You may place only one hotel on any one property.

BUILDING SHORTAGES ...

When the Bank has no buildings (houses/hotels) to sell; players wishing to buy them must wait for some player to turn back or to sell his/her back to the Bank. If there are a limited number of buildings available and two or more players wish to buy more than the Bank has, the buildings must be sold at auction to the highest bidder.





M O N O P O L Y 7 0 T H A N N I V E R S A R Y E D I T I O N

SELLING PROPERTIES ...

Unimproved properties (but not buildings) may be sold to any player as a private transaction for any amount the owner can get, however, no properties can be sold to another player if buildings are placed on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group.

Buildings may be sold back to the Bank at any time for one-half the amount paid for them.

All houses on one color-group must be sold one by one, evenly, in reverse of the manner in which they were built.

All hotels on one color-group may be sold at once. Or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were built.

MORTGAGES ...

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all of the buildings on all of the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged properties, but rent can be collected on unmortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all of the properties of a color-group are no longer mortgaged, the owner may begin to buy back buildings at full price.

The player who mortgages a property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

BANKRUPTCY ...

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, if you own buildings, you must return these to the Bank in exchange for cash to the extent of one-half the amount paid for them. This cash is given to the creditor. If you have mortgaged properties, you also turn these properties over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. The new owner who does this may then, at his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If he/she holds the property in this way until a later turn, he/she must pay the interest again upon lifting the mortgage.

Should you owe the Bank, instead of another player, more than you can pay (because of penalties) even by selling off buildings and mortgaging properties, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all properties so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS ...

Cash can only be loaned to a player by the Bank, and then only by mortgaging properties. No player may borrow from or lend cash to another player.





RULES for a SHORT GAME

(60 to 90 minutes)

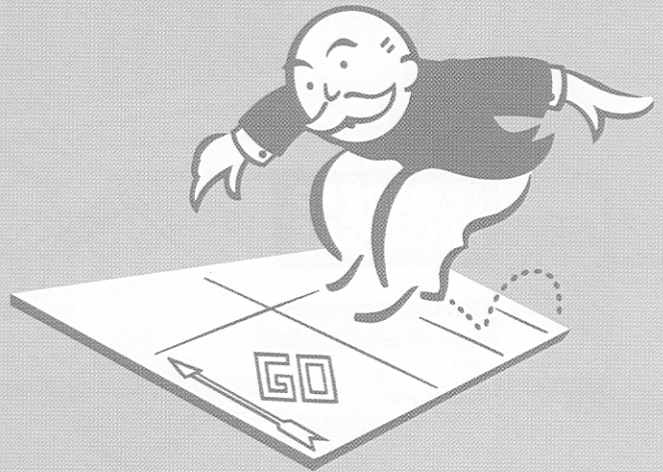
There are five changed rules for this first Short Game.

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 houses (instead of four) on each property of a complete color-group before you may buy a hotel. Hotel rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one house 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.
4. The penalty for landing on INCOME TAX is a flat \$200.
5. END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) cash on hand; (2) any un-mortgaged properties owned, at the value printed on the board; (3) any mortgaged properties owned, at one-half the value printed on the board; (4) houses, counted at the purchase value; (5) hotels, counted at purchase value including the amount for the three houses turned in.

The richest player wins!

ANOTHER GOOD SHORT GAME TIME LIMIT GAME ...

Before starting, agree upon a definite hour of termination, when the richest player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the value of the properties dealt to them.





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We will be happy to hear your questions or comments about this game. US consumers 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. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD. Or telephone our Helpline on 00 800 2242 7276.

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