

ACTION CARD

FORCED DEAL

Swap any property with another player.
(Cannot be part of a full set.)
Play into center to use.

AA3M

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ACTION CARD

AA4M

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ACTION CARD

HOTEL

Add onto any full set you own to add AA4M to the Rent value.
(Except Railroads and Utilities).

AA4M

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AA4M

PENNSYLVANIA AVENUE

(No. of properties owned in set)

RENT

1 AA2M

2 AA4M

3 ... FULL SET .. AA7M

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PROPERTY WILD CARD

This card can be used as part of any property set. This card has no monetary value.

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AA3M

KENTUCKY AVENUE

(No. of properties owned in set)

RENT

1 AA2M

2 AA3M

3 ... FULL SET .. AA6M

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ACTION CARD

PASS GO

Draw 2 extra cards.
Play into center to use.

AA1M

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ACTION CARD

RENT

All players pay you rent for Properties you own in one of these colors.
Play into center to use.

AA1M

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AA2M

TENNESSEE AVENUE

(No. of properties owned in set)

RENT

1 AA1M

2 AA3M

3 ... FULL SET .. AA5M

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AA2M

PROPERTY WILD CARD
(Use card either way up.)

RENT

1 AA1M

2 AA2M

3 AA3M

4 ... FULL SET .. AA4M

RENT

1 AA1M

2 AA2M

3 AA3M

4 ... FULL SET .. AA4M

PROPERTY WILD CARD
(Use card either way up.)

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\$\$\$4M

NORTH CAROLINA AVENUE

RENT

(No. of properties owned in set)

1 **\$\$\$2M**

2 **\$\$\$4M**

3 ...**FULL SET** .. **\$\$\$7M**

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\$\$\$5M

ACTION CARD

DEAL BREAKER

Steal a complete set of properties from any player. (Includes any buildings.)

Play into center to use.

\$\$\$5M

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\$\$\$3M

\$\$\$3M

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\$\$\$3M

ACTION CARD

RENT

Force one player to pay you rent for Properties you own in one of these colors. Play into center to use.

\$\$\$3M

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\$\$\$1M

\$\$\$1M

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\$\$\$1M

CONNECTICUT AVENUE

RENT

(No. of properties owned in set)

1 **\$\$\$1M**

2 **\$\$\$2M**

3 ...**FULL SET** .. **\$\$\$3M**

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\$\$\$1M

\$\$\$1M

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\$\$\$1M

ACTION CARD

PASS GO

Draw 2 extra cards. Play into center to use.

\$\$\$1M

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\$\$\$1M

ORIENTAL AVENUE

RENT

(No. of properties owned in set)

1 **\$\$\$1M**

2 **\$\$\$2M**

3 ...**FULL SET** .. **\$\$\$3M**

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\$\$\$3M

ACTION CARD

DEBT COLLECTOR

Force any player to pay you \$\$\$5M. Play into center to use.

\$\$\$3M

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WATER WORKS

RENT

(No. of properties owned in set)

1 **1M**

2 ...FULL SET... **2M**

2M

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ACTION CARD

HOTEL

Add onto any full set you own to add **4M** to the Rent value. (Except Railroads and Utilities)

4M

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ACTION CARD

PASS GO

Draw 2 extra cards. Play into center to use.

1M

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ACTION CARD

DEBT COLLECTOR

Force any player to pay you **5M**. Play into center to use.

3M

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ACTION CARD

JUST SAY NO!

Use any time when an Action card is played against you. Play into center to use.

4M

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ACTION CARD

PASS GO

Draw 2 extra cards. Play into center to use.

1M

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4M

4M

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ACTION CARD

JUST SAY NO!

Use any time when an Action card is played against you. Play into center to use.

4M

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1M

1M

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1M

1M

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ACTION CARD

DEBT COLLECTOR

Force any player to pay you \$5m.
Play into center to use.

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PENNSYLVANIA RAILROAD

RENT

(No. of properties owned in set)

1 \$1M

2 \$2M

3 \$3M

4 ...FULL SET... \$4M

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INDIANA AVENUE

RENT

(No. of properties owned in set)

1 \$2M

2 \$3M

3 ...FULL SET... \$6M

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ACTION CARD

RENT

Force one player to pay you rent for Properties you own in one of these colors.
Play into center to use.

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ACTION CARD

SLY DEAL

Steal a property from the player of your choice.
(Cannot be part of a full set.)
Play into center to use.

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NEW YORK AVENUE

RENT

(No. of properties owned in set)

1 \$1M

2 \$3M

3 ...FULL SET... \$5M

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\$5M

©1935, 2014 HASBRO.

ELECTRIC COMPANY

RENT

(No. of properties owned in set)

1 \$1M

2 ...FULL SET... \$2M

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ACTION CARD

FORCED DEAL

Swap any property with another player.
(Cannot be part of a full set.)
Play into center to use.

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\$10M

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VERMONT AVENUE

RENT

(No. of properties owned in set)

1 **\$1M**

2 **\$2M**

3 ...FULL SET .. **\$3M**

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PROPERTY WILD CARD
(Use card either way up.)

RENT

1 **\$1M**

2 **\$2M**

3FULL SET .. **\$4M**

RENT

(on new card either way up)

1 **\$1M**

2 **\$2M**

3FULL SET .. **\$4M**

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DEAL BREAKER

Steal a complete set of properties from any player. (Includes any buildings.)

Play into center to use.

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PROPERTY WILD CARD
(Use card either way up.)

RENT

1 **\$1M**

2 **\$2M**

3FULL SET .. **\$4M**

RENT

(on new card either way up)

1 **\$1M**

2 **\$2M**

3FULL SET .. **\$4M**

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PASS GO

Draw 2 extra cards. Play into center to use.

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PASS GO

Draw 2 extra cards. Play into center to use.

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\$3M

Steal a property from the player of your choice. (Cannot be part of a full set.)

Play into center to use.

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RENT

All players pay you rent for Properties you own in one of these colors. Play into center to use.

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PROPERTY WILD CARD
(Use card either way up.)

RENT

(No. of properties owned in set)

1 **1M**
2 **2M**
3 **3M** ... FULL SET .. **3M**

1 **1M** ... FULL SET .. **1M**

PROPERTY WILD CARD
(Use card either way up.)

RENT

(No. of properties owned in set)

1 **1M**

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BOARDWALK

RENT

(No. of properties owned in set)

1 **3M**
2 FULL SET .. **8M**

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ACTION CARD

IT'S MY BIRTHDAY

All players give you **2M** as a gift.
Play into center to use.

2M

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MARVIN GARDENS

RENT

(No. of properties owned in set)

1 **2M**
2 **4M**
3 FULL SET .. **6M**

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SHORT LINE

RENT

(No. of properties owned in set)

1 **1M**
2 **2M**
3 **3M**
4 FULL SET .. **4M**

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2M

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ST. JAMES PLACE

RENT

(No. of properties owned in set)

1 **1M**
2 **3M**
3 FULL SET .. **5M**

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READING RAILROAD

RENT

(No. of properties owned in set)

1 **1M**
2 **2M**
3 **3M**
4 FULL SET .. **4M**

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VENTNOR AVENUE

RENT

(No. of properties owned in set)

1 **2M**
2 **4M**
3 FULL SET .. **6M**

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B. & O. RAILROAD

RENT

(No. of properties owned in set)

1 **1M**
2 **2M**
3 **3M**
4 FULL SET .. **4M**

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ACTION CARD

PASS GO

Draw 2 extra cards.
Play into center to use.

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PROPERTY WILD CARD
(Use card either way up.)

RENT

1	2	3
.....
..FULL SET..	..FULL SET..	..FULL SET..
..\$1M	..\$2M	..\$4M

RENT

.....

..FULL SET..

.....

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ACTION CARD

DOUBLE THE RENT!

Needs to be played with a Rent card.
Play into center to use.

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ST. CHARLES PLACE

RENT

(No. of properties owned in set)

1	2	3
.....
..FULL SET..	..FULL SET..	..FULL SET..
..\$1M	..\$2M	..\$4M

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\$1M

©1935, 2014 HASBRO.

\$1M

©1935, 2014 HASBRO.

\$5M

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ACTION CARD

PASS GO

Draw 2 extra cards.
Play into center to use.

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STATES AVENUE

RENT

(No. of properties owned in set)

1	2	3
.....
..FULL SET..	..FULL SET..	..FULL SET..
..\$1M	..\$2M	..\$4M

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PROPERTY WILD CARD
(Use card either way up.)

RENT

1	2	3
.....
..FULL SET..	..FULL SET..	..FULL SET..
..\$3M	..\$2M	..\$7M

RENT

.....

..FULL SET..

.....

PROPERTY WILD CARD
(Use card either way up.)

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ATLANTIC AVENUE

RENT

(No. of properties owned in set)

1 **¥2M**


2 **¥4M**

3 ...FULL SET .. **¥6M**

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ACTION CARD

IT'S MY BIRTHDAY



All players give you ¥2M as a gift.
Play into center to use.

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ACTION CARD

SLY DEAL

Steal a property from the player of your choice.
(Cannot be part of a full set.)
Play into center to use.

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RENT

1 **¥1M**

2 **¥2M**

3 ...FULL SET .. **¥4M**

(No. of properties owned in set)

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VIRGINIA AVENUE

RENT

1 **¥1M**

2 **¥2M**

3 ...FULL SET .. **¥4M**

(No. of properties owned in set)

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RENT

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ACTION CARD

RENT

All players pay you rent for Properties you own in one of these colors.
Play into center to use.

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ACTION CARD

RENT

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Play into center to use.

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ACTION CARD

RENT

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Play into center to use.

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RENT

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QUICK START RULES

It's best to read the full rules first, but use these as a start reminder when you've played before.

OBJECT

Be the first player to collect 3 full, different-colored property sets.

SET IT UP

Shuffle the cards and deal 5 to each player. Put the rest in a draw pile in the center. The youngest player starts and play continues clockwise.

PLAY! On your turn:

- Take 2 cards from the draw pile.
- Play up to 3 cards from your hand. Put them face up in front of you in any combination of the following ways:
 - Put Money or Action cards into your Bank pile (the value of an Action card when used as money is shown in the corner).
 - Lay a Property card, displayed face up in front of you, never into your Bank!
 - Play an Action card. Follow the instructions on the card and play it into the center.

WIP! Always keep a well-stocked Bank. You never know when you'll have to pay out!

111B0965CD1

QUICK START RULES

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 - Play an Action card. Follow the instructions on the card and play it into the center.

WIP! Always keep a well-stocked Bank. You never know when you'll have to pay out!

111B0965CD1

Ending your turn:

If you have more than 7 cards in your hand at the end of your turn, discard the extra cards so you're back down to 7. If you have no cards left, pick up 5 (not 2) from the center pile at the start of your next turn.

ESSENTIAL RULES

- NEVER put cards back into your hand!
- Paying other players:
 - DO NOT PAY WITH CARDS FROM YOUR HAND, you can only pay using the cards you've laid in front of you.
 - CHANGE IS NOT GIVEN, i.e. if the rent's $\$2M$ and you only have $\$5M$, you get nothing back!
 - IF YOU DON'T HAVE ENOUGH MONEY in your bank, pay with your Properties.
 - IF YOU HAVE NO PROPERTIES OR MONEY in front of you, don't pay!
- Wild Cards: Wild Cards act as Property cards of that color. If you acquire the Property you need, you can replace the Wild Card and reuse it elsewhere.

Start playing and all will become clear... WE PROMISE!

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Ending your turn:

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ESSENTIAL RULES

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Start playing and all will become clear... WE PROMISE!

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PROPERTY WILD CARD

(Use card either way up.)

RENT

(No. of properties owned in set)

1 $\$2M$

2 $\$3M$

3 FULL SET .. $\$6M$

RENT

(No. of properties owned in set)

1 $\$2M$

2 $\$3M$

3 FULL SET .. $\$6M$

PROPERTY WILD CARD

(Use card either way up.)

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ILLINOIS AVENUE

RENT

(No. of properties owned in set)

1 $\$2M$

2 $\$3M$

3 FULL SET .. $\$6M$

RENT

(No. of properties owned in set)

1 $\$2M$

2 $\$3M$

3 FULL SET .. $\$6M$

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BAL TIC AVENUE

RENT

(No. of properties owned in set)

1 $\$1M$

2 FULL SET .. $\$2M$

RENT

(No. of properties owned in set)

1 $\$1M$

2 FULL SET .. $\$2M$

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RENT

All players pay you rent for Properties you own in one of these colors. Play into center to use.

$\$1M$

$\$1M$

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RENT

All players pay you rent for Properties you own in one of these colors. Play into center to use.

$\$1M$

$\$1M$

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$\$1M$

$\$1M$

PROPERTY WILD CARD

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This card can be used as part of any property set. This card has no monetary value.

ACTION CARD

PASS GO

Draw 2 extra cards.
Play into center to use.

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ACTION CARD

DOUBLE THE RENT!

Needs to be played with a Rent card.
Play into center to use.

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MEDITERRANEAN AVENUE

RENT

(No. of properties owned in set)

1 **1M**

2 **2M**

FULL SET ... **2M**

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PROPERTY WILD CARD
(Use card either way up.)

RENT

1 **1M**

2 **2M**

3 **3M**

4 **4M**

FULL SET ... **4M**

PROPERTY WILD CARD
(Use card either way up.)

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PROPERTY WILD CARD
(Use card either way up.)

RENT

1 **1M**

2 **2M**

3 **3M**

FULL SET ... **3M**

PROPERTY WILD CARD
(Use card either way up.)

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ACTION CARD

FORCED DEAL

Swap any property with another player.
(Cannot be part of a full set.)
Play into center to use.

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ACTION CARD

IT'S MY BIRTHDAY

All players give you **2M** as a gift.
Play into center to use.

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PROPERTY WILD CARD
(Use card either way up.)

RENT

1 **1M**

2 **2M**

3 **3M**

FULL SET ... **3M**

PROPERTY WILD CARD
(Use card either way up.)

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3M

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ACTION CARD

HOUSE

Add onto any full set you own to add **3M** to the Rent value.
(Except Railroads and Utilities.)

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PACIFIC AVENUE

RENT

(No. of properties owned in set)

1 **##2M**

2 **##4M**

3 **##7M**

...FULL SET... **##7M**

##4M

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##4M

##4M

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ACTION CARD

PASS GO

Draw 2 extra cards.
Play into center to use.

##1M

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ACTION CARD

HOUSE

Add onto any full set you own to add **##3M** to the Rent value. (Except Railroads and Utilities)

##3M

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ACTION CARD

RENT

All players pay you rent for Properties you own in one of these colors. Play into center to use.

##1M

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##2M

##2M

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ACTION CARD

RENT

All players pay you rent for Properties you own in one of these colors. Play into center to use.

##1M

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ACTION CARD

HOUSE

Add onto any full set you own to add **##3M** to the Rent value. (Except Railroads and Utilities)

##3M

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ACTION CARD

RENT

All players pay you rent for Properties you own in one of these colors. Play into center to use.

##1M

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PARK PLACE

RENT

(No. of properties owned in set)

1 **##3M**

2 **##8M**

...FULL SET... **##8M**

##4M

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