

BUILDINGS



Building Toad Houses

As soon as you get a color set, you can start buying Toad Houses (you don't have to wait for your turn). Pay the Bank the cost on the Title Deed card, and place a Toad House on the location. You must build evenly. You cannot build a second Toad House on a location until you've built one on each location in the set. You can only have 4 Toad Houses on a location.



Building Peach's Castles

Once you have 4 Toad Houses on all locations in a color set, you can pay to upgrade to Peach's Castle. Pay the Peach's Castle cost on the Title Deed card, return all 4 Toad Houses to the Bank, and put Peach's Castle on the location. You can only have 1 Peach's Castle per location. You can't add any more Toad Houses. You cannot build on a location if any location in its color set is mortgaged.

Not enough buildings?

If multiple players want to buy the last Toad House or Peach's Castle, the Banker must auction it. Bids start at 1 coin and anyone can increase the bid by as little as 1 coin. You don't need to follow turn order. Payment goes to the Bank.

No buildings left?

You can't buy any until someone sells theirs back.

DEALS & TRADES

You can buy, sell, or swap property with other players at any time.

You must sell all buildings on a color set to the Bank before you can sell or trade a location. You cannot sell or trade buildings to another player.

Property can be traded for coins, other property, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged property can be traded at any agreed-upon price. The new owner may **repay the mortgage** (pay the Bank the unmortgage cost) at any time.

HELP! I CAN'T PAY!

1 Try to raise money.

If you owe money and can't pay, try to raise money by selling buildings back to the Bank and/or mortgaging properties.

Selling Buildings

Sell Peach's Castles to the Bank for half the cost price, rounding up if needed, and exchange them immediately for 4 Toad Houses.

Sell Toad Houses to the Bank for half the cost price, rounding up if needed. Toad Houses must be sold evenly across the color set.

Mortgaging Property

To mortgage a property, you must first sell all buildings in its color set to the Bank at half their cost price, rounding up if needed.

To mortgage, turn the Title Deed card facedown, and collect the mortgage value on the back from the Bank.

To repay a mortgage, pay the unmortgage cost to the Bank, then turn the card faceup.

Rent cannot be collected on properties that are mortgaged. However, the increased rent level can be collected on the unmortgaged locations in a color set. The increased rent on unmortgaged utilities may be collected in the same way.

2 If you're still in debt, you are bankrupt and out of the game!

Do you owe another player?

Give them all your mortgaged properties and any Get Out of Jail Free cards.

The new owner may **repay the mortgage** (pay the Bank the unmortgage cost) at any time.

Do you owe the Bank?

Return all your properties to the Bank. Any mortgages are canceled.

All your properties must immediately be put up for auction.

Return any Get Out of Jail Free cards to the bottom of the Community Chest deck.

THE END OF THE GAME

The remaining players keep playing until there is only one person left in the game. That player is the winner!

Playing Without Sound

If you're playing without sound, roll the die again when you land on a Question Block space.

If you roll a 1 or 2: Roll the die again and collect that many coins.

If you roll a 3 or 4: Pay the Bank 5 coins.

If you roll a 5: Roll the die and move again. Follow the rules of the space where you land.

If you roll a 6: Pay the Bank 10 coins.

IMPORTANT: BATTERY INFORMATION



CAUTION:

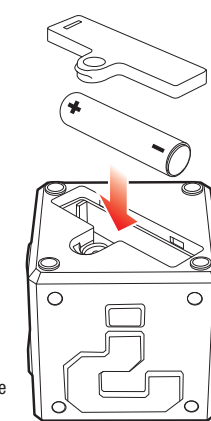
- As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
- TO AVOID BATTERY LEAKAGE
 - Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - Remove exhausted or dead batteries from the product.
 - Remove batteries if product is not to be played with for a long time.
 - Do not short-circuit the supply terminals.
 - RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

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TO REPLACE BATTERIES

Replace demo batteries with alkaline batteries. Use a Phillips/cross head screwdriver (not included).



FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.
 NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B) / NMB-3 (B)

PARENTS: www.monopoly.com



◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

OBJECT

Move around the board exploring iconic Super Mario locations and buying as many as you can. The more you own, the more rent you'll be able to collect from other players. If you're the last player with money when all other players have gone bankrupt, you win!



8+ | E9517 | 2-6



CONTENTS

Gameboard
 6 Tokens
 6 Question Block Reminder Cards
 18 Title Deed Cards
 32 Community Chest Cards
 32 Toad Houses
 12 Peach's Castles
 1 Die
 90 Cardboard Coins
 (50 Golden Coins, 40 Five Coins)
 Question Block Sound Unit

SET IT UP!

- Choose someone to be the Banker. The Banker's in charge of:
 - The Bank's money
 - Toad Houses
 - Peach's Castles
 - Title Deed cards
 - Auctions

The Banker can play too but must keep their money separate from the Bank.

- Banker, give each player:
 -  x 5
 -  x 5

(Total = 30 coins)
1 Question Block
Reminder Card



Keep the rest of the coins in the box as the Bank.

- Place the Question Block here. The first time you play, replace the demo battery. See battery information at the back of this game guide.

- Shuffle the Community Chest cards, and place them facedown here.



- Each player chooses a token and places it on GO.
- Put the die by the gameboard.

PLAY!

How to win

Be the last player with money when all other players have gone bankrupt!

Who goes first?

Each player rolls the die. The highest roller starts, and play moves to the left.

On your turn

- Roll the die.
- Move your token clockwise that number of spaces.
- Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.
- Your turn ends. Pass the die to your left.

Start playing!

That's all you need to know, so get going. Look up the spaces as you land on them.



THE BOARD SPACES

PROPERTIES

There are two types of properties: locations, which come in color sets, and utilities, Bowser Jr. and Magikooa.

Unowned Properties

When you land on an unowned location or utility, you must buy it or auction it.

Want to buy it?

Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to buy it?

The Banker must auction it. Bidding starts at 1 coin, and anyone can increase the bid by as little as 1 coin. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!



When you own each location in a color set:

- You can double the rent for those locations!
- You may build Toad Houses and Peach's Castles and charge even more rent! See BUILDINGS.

Owned Properties

When you land on a property that someone else owns, the owner must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the die, you don't have to pay!



Locations

Pay the rent shown on the location's Title Deed card.



Utilities

Roll the die to determine rent. If the owner has 1 utility, pay the amount rolled. If the owner has both utilities, pay double the amount rolled.



ACTION SPACES

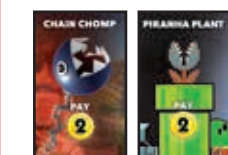


GO
When you pass or land on the GO space, collect 2 coins from the Bank.



Community Chest

Take the top card from the deck. Read the card aloud, and immediately do what it says. Return it to the bottom of the deck when done. If the card tells you that you may keep it until you're ready to use it, do so. After you use it, return it to the bottom of the deck.



Chain Chomp and Piranha Plant

Pay the Bank the amount shown on the board space.

Question Block

If you land here, press the button on the Question Block. What sound did you hear?



Coin ping

For each "ping" you hear, collect 1 coin from the Bank!

Power-up ring

Roll the die and move again. Follow the rules of the space where you land.

Bowser's laugh

Pay the Bank 5 coins.

"Game Over" tune

Pay the Bank 10 coins.



Free Parking

Relax! Nothing happens.



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail

Move your token to the In Jail space immediately! Do not collect 2 coins for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Toad Houses and Peach's Castles, mortgage, and trade while you are in Jail.

How do I get out of Jail?

You have 3 options:

- Pay 5 coins** at the start of your next turn, then roll and move as normal.
- Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the Community Chest deck, then roll and move.
- Roll a 6** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for a 6. If you don't roll a 6 by your third turn in Jail, pay 5 coins, and use your last roll to move.