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Monopoly G0009

Monopoly Classic Board Game

OFFICIAL INSTRUCTION MANUAL

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1. INTRODUCTION

Welcome to the world of Monopoly, the classic board game where you buy, sell, and scheme your way to wealth! This edition features improved components, including a sleek storage tray and larger tokens, houses, and hotels for easier handling. The objective is simple: acquire as many properties as possible, collect rent from other players, and be the last one with money when all others have gone bankrupt.

Monopoly is a timeless game of strategy and chance, perfect for family game nights and gatherings. This manual will guide you through setting up the game, understanding the rules, and mastering the art of property trading.

◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

® BRAND

THE CLASSIC BOARD GAME



Figure 1.1: The Monopoly Classic Board Game box, featuring the iconic logo and game elements.

2. GAME COMPONENTS

Your Monopoly Classic Board Game includes the following components:

- 1 Gameboard
- 8 Metal Tokens (Scottie Dog, Hazel the Cat, Racecar, Top Hat, Thimble, Rubber Ducky, Penguin, and Sack of Money)
- 28 Title Deed Cards
- 16 Chance Cards
- 16 Community Chest Cards
- 32 Houses
- 12 Hotels
- 2 Dice

- 1 Money Pack (various denominations)
- 1 Banker's Storage Tray with Lid
- Game Guide



Figure 2.1: All game components arranged around the Monopoly board.



Figure 2.2: A selection of the larger, detailed metal tokens included in this edition.

3. SETUP

1. **Choose a Banker:** One player is selected to be the Banker. The Banker is responsible for all money, Title Deeds, Houses, and Hotels not yet owned by players. The Banker may also play the game, but must keep their personal money separate from the Bank's.
2. **Set up the Board:** Unfold the gameboard and place it on a flat surface.
3. **Organize the Bank:** Place the money, Title Deeds, Houses, and Hotels into the Banker's storage tray. The tray is designed to keep everything neatly organized.
4. **Shuffle Cards:** Shuffle the Chance cards and place them face-down on the designated 'Chance' space on the board. Shuffle the Community Chest cards and place them face-down on the 'Community Chest' space.
5. **Choose Tokens:** Each player selects one of the 8 metal tokens to represent them during the game. Place all tokens on the 'GO' space.

6. **Distribute Starting Money:** The Banker gives each player the following starting money:

- Two \$500 bills
- Two \$100 bills
- Two \$50 bills
- Six \$20 bills
- Five \$10 bills
- Five \$5 bills
- Five \$1 bills



Figure 3.1: The banker's tray helps keep money and cards organized.

4. HOW TO PLAY

The game proceeds in turns, with players rolling the dice and moving their tokens around the board. The goal is to acquire properties, build houses and hotels, and collect rent from opponents to drive them into bankruptcy.

4.1. Taking a Turn

1. **Roll the Dice:** Roll both dice and move your token clockwise around the board the number of spaces indicated.
2. **Landing on a Space:** The action you take depends on the space you land on:
 - **Unowned Property:** You may buy the property from the Bank for the price printed on that space. If you choose not to buy it, the Banker immediately auctions it to the highest bidder.
 - **Owned Property:** If another player owns the property, you must pay them rent as indicated on their Title Deed card.
 - **Chance or Community Chest:** Draw the top card from the respective pile and follow its instructions.
 - **Tax Spaces:** Pay the indicated tax to the Bank.
 - **GO:** Pass or land on 'GO' to collect \$200 from the Bank.
 - **Jail:** Landing on 'Go to Jail' sends you directly to Jail. You do not collect \$200 for passing GO.
 - **Free Parking:** This is a 'safe' space; nothing happens when you land here.
3. **Doubles:** If you roll doubles, take your turn as usual, then roll the dice again for another turn. If you roll doubles three times in a row, you must immediately go to Jail.



Figure 4.1: Moving your token around the board after rolling the dice.

4.2. Building Houses and Hotels

Once you own all properties in a color group, you can begin building houses and hotels on them. You must build evenly across the properties in a color group. For example, you cannot build a second house on one property until you have one house on all properties in that group.



Figure 4.2: Adding a house to a property you own.

4.3. Chance and Community Chest Cards

These cards introduce elements of luck and unexpected events into the game. Always follow the instructions on the card immediately.



Figure 4.3: A Chance card, which can bring unexpected benefits or costs.



Figure 4.4: Examples of Title Deeds, Community Chest, and Chance cards.

4.4. Winning the Game

The game ends when only one player remains solvent. All other players must have gone bankrupt by being unable to pay their debts.

4.5. Monopoly Expansions (Optional)

While this manual focuses on the classic game, Monopoly also offers expansion packs that introduce new rules and gameplay elements. These expansions require the classic Monopoly game to play.

Video 4.1: This video demonstrates how Monopoly expansion packs integrate with the classic game, showcasing various gameplay elements and components. (Note: Expansions sold separately.)

5. MAINTENANCE & CARE

To ensure the longevity of your Monopoly game, follow these care instructions:

- **Storage:** Always store all game components in the provided storage tray and box when not in use. This prevents loss and damage.
- **Cleaning:** Wipe the gameboard and plastic components with a soft, dry cloth if they become dusty. Avoid using harsh chemicals or abrasive cleaners.
- **Handling:** Handle cards and money with clean, dry hands to prevent wear and tear.

- **Environment:** Store the game in a cool, dry place away from direct sunlight and extreme temperatures to prevent warping or fading.

6. TROUBLESHOOTING

Here are solutions to common issues you might encounter during gameplay:

- **Missing Pieces:** Carefully check the entire box and packaging. If a piece is genuinely missing, contact Hasbro customer support (see Section 8).
- **Rules Disputes:** Refer to the official Game Guide included in your box for definitive rules. For complex scenarios not covered, consider a 'house rule' agreed upon by all players before starting the game.
- **Money Management:** Ensure the Banker is distributing and collecting money correctly. The Banker's tray is designed to help keep denominations separate.
- **Game Length:** Monopoly games can be long. To shorten gameplay, consider setting a time limit or a specific number of rounds, or agree to end the game when a certain number of players are bankrupt.

7. SPECIFICATIONS

Feature	Detail
Product Dimensions	10.51 x 10.51 x 0.1 inches
Product Weight	2.2 Pounds
Manufacturer Recommended Age	8 years and up
Item Model Number	G0009
Manufacturer	Hasbro
Country of Origin	USA
Number of Players	2 to 6

8. WARRANTY & SUPPORT

Hasbro stands behind the quality of its products. For any manufacturing defects or missing components, please contact Hasbro customer support. Keep your proof of purchase for warranty claims.

For further assistance, visit the official Hasbro Games website or refer to the contact information provided on the product packaging.

Online Support: www.hasbro.com/en-us/consumer-care