

## MONOPOLY Fast-Dealing Property Trading Game User Guide

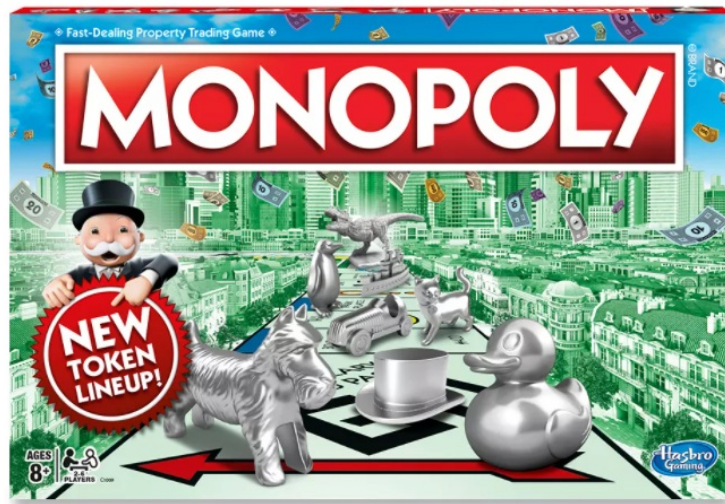
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**MONOPOLY Fast-Dealing Property Trading Game**



### You'll Float Too!

Watch out for Pennywise as you collect your favorite locations from Derry, Maine in MONOPOLY®: IT. Set forth on your quest to own it all, but first you will need to know the basic game rules along with custom MONOPOLY®: IT rules.

If you've never played the original MONOPOLY game, refer to the original rules beginning on the next page. Then turn back to the Set It Up! section to learn about the extra features of MONOPOLY®: IT.

### SET IT UP!

- Shuffle the PHENOMENA cards and place face down here.
- Houses and Hotels are renamed Suburban Houses and Apartment Buildings, respectively.
- **Locations:** THE BARRENS COVERED BRIDGE, THE BARRENS WOODS, THE BARRENS SEWER ENTRANCE and THE BARRENS QUARRY replace the traditional railroad spaces.

### THE BANK

- Holds all money and Title Deeds not owned by players.
- Pays salaries and bonuses to players.
- Collects taxes and fines from players.
- Sells and auctions properties.
- Sells Suburban Houses and Apartment Buildings.
- Loans money to players who mortgage their property.

The Bank can never 'go broke'. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.

Game board spaces and corresponding Title Deed cards feature iconic Locations from Derry. All property values are the same as in the original game.

### THE BANKER

- Choose a player to be the Banker who will look after the Bank and take charge of auctions.
- It is important that the Banker keeps their personal funds and properties separate from the Bank's.

- Shuffle the ENCOUNTER cards and place face down here.
- Choose from six Collectible Tokens designed just to make you jump in your seat! Which will you be? Balloon, Inhaler, Glasses, Bicycle, Eddie's Cast or Paper Boat? Place your token on the GO space.

## HERE'S HOW TO PLAY

### HOW DO I WIN?

Be the only player left in the game after everyone else has gone bankrupt.

Do this by: buying properties and charging other players rent for landing on them.

Collect groups of properties to increase the rent, then build Suburban Houses and Apartment Buildings to really boost your income.

### WHO GOES FIRST?

Each player rolls the two dice.

The highest roller takes the first turn.

### ON YOUR TURN

1. Roll the two dice.
2. Move your token clockwise around the board the number of spaces shown on the dice.
3. You will need to take action depending on which space you land on. See Where Did You Land? below.
4. If your move took you onto or past the GO space, collect \$200 from the Bank.
5. If you rolled a double, roll the dice again and take another move (steps 1-4).  
Watch out! If you roll doubles 3 times on the same turn, you must Go to Jail.
6. When you finish your move and action, pass the dice to the player on your left.

### WHERE DID YOU LAND?

### AN UNOWNED PROPERTY

There are three types of properties:

You can buy the property you land on for the listed price on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you don't want to pay the listed price, the property goes up for auction.

When buying property you should plan to acquire groups.

#### For example:

if you buy a green Location, you should try to get the other two green Locations during the game. Owning groups earns you more rent when other players land on them and lets you build on your Location for even bigger profits.

### HELP! I'M IN DEBT!

If you ever owe the Bank or another player more cash than you have, try to raise the money by selling Suburban Houses and Apartment Buildings and/or mortgaging properties.

If you still owe more than you have, you are BANKRUPT and out of the game!

- Pay whatever money you were able to raise.
- If the debt is to another player – give them all your mortgaged properties and any Get Out of Jail Free cards.

The player must pay 10% interest on each mortgaged property, even if they don't want to pay off the mortgage yet.

- If your debt is to the Bank – all your mortgaged properties must be put up for auction. These are sold unmortgaged (face up). Return any Get Out of Jail Free cards to the bottom of the appropriate piles.

### **A PROPERTY OWNED BY ANOTHER PLAYER**

If you land on another player's property you must pay rent to them as shown on the Title Deed card. You do not pay rent if the property is mortgaged (its Title Deed is face down). Important: the owner must ask you for the rent before the player to your left rolls the dice. If they forget to ask, you don't have to pay!

### **Locations**

The rent for an unimproved Location is printed on the matching Title Deed card. This is doubled if the owner owns all Locations in its color group and none of them are mortgaged. If the Location is improved with Suburban Houses or Apartment Buildings, the rent will be much higher – as shown on the Title Deed card.

### **Barrens Locations**

Rent depends on how many Barrens Locations the other player owns.

Rent: \$25 \$50 \$100 \$200

Ben's Research Stash & Bill's Garage Roll the dice and multiply the result by 4 – this is the rent you must pay. If the owning player owns both Ben's Research Stash & Bill's Garage, multiply the result by 10!

## **DON'T WAIT FOR THE DICE!**

You can do the following even when it isn't your turn – even if you're in Jail!

### **1. COLLECT RENT**

If another player lands on one of your unmortgaged properties, you can demand rent from them as shown on the Title Deed – see Property Owned by Another player below.

### **2. AUCTION**

The Banker holds an auction when...

- A player lands on an unowned property and decides not to buy it for the listed price.
- A player goes bankrupt and turns over all his or her mortgaged properties to the Bank, which are auctioned unmortgaged (face up).
- There is a Suburban House/Apartment Building shortage and more than one player wants to buy the same Suburban House(s)/Apartment Building(s).
- Auction bids can only be made in cash. Any player can start the bidding for as little as \$1. If no one makes a higher bid, the last player to bid must buy the property.

### **3. BUILD**

When you own all the Locations in a color group, you can buy Suburban Houses/Apartment Buildings from the Bank and put them on any of those Locations.

- The listed price of each Suburban House is shown on the Location's Title Deed.
- You must build evenly. You cannot build a second Suburban House on a Location until you have built one on each Location of its color group.
- You can have a maximum of 4 Suburban Houses on a single Location.
- When you have 4 Suburban Houses on a Location, you can exchange them for an Apartment Building by paying the listed price on the Title Deed. You can only have one Apartment Building per Location and

cannot build additional Suburban Houses on a Location with an Apartment Building.

## **ENCOUNTER OR PHENOMENA**

Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile.

If it is a Get Out of Jail Free card, keep it until you need to use it or sell it to another player.

## **SUPPLIES FROM THE PHARMACY/ RAID EDDIE'S KITCHEN**

If you land on one of these spaces, you must pay the Bank the amount shown.

## **GO TO JAIL**

If you land on this space, you must move your token to the Jail space immediately. Important: You do not collect \$200 for passing GO if you are sent to Jail. As soon as you are sent to Jail, your turn ends – pass the dice!

Other ways to end up in Jail...

- Draw a Encounter or Phenomena card that tells you to Go to Jail.
- Roll three doubles in a row on your turn.

**Important:** you cannot build on a Location if any Location in its color group is mortgaged.

## **Suburban House/Apartment Building shortage?**

If there are no Suburban Houses/Apartment Buildings left in the Bank, you must wait for other players to sell theirs before you can buy any. If Suburban Houses/Apartment Buildings are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

## **SELL SUBURBAN HOUSES/APARTMENT BUILDINGS**

Suburban Houses/Apartment Buildings can be sold back to the Bank at half the listed price. Suburban Houses/Apartment Buildings must be sold evenly in the same way that they were bought. Apartment Buildings are sold for half the listed price and immediately exchanged for 4 Suburban Houses.

## **MORTGAGE PROPERTIES**

If you're low on cash or don't have enough to pay a debt, you can mortgage any of your unimproved properties. You must sell all Suburban Houses/Apartment Buildings on a color group to the Bank before you can mortgage one of its Locations.

To mortgage a property turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To repay a mortgage, pay the listed value plus 10% to the Bank then turn the card face up. Rent cannot be collected on mortgaged properties.

## **DO A DEAL**

You can do a deal with another player to buy or sell unimproved property. You must sell all Suburban Houses/Apartment Buildings on a color group to the Bank before you can sell one of its Locations. Property can be traded for any combination of cash, other property or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged property can be sold to another player at any agreed price. After buying a mortgaged property, you must either repay it immediately or just pay 10% of the listed value and keep the card face down; if you later decide to repay to the bank the mortgage, you will have to pay the 10% fee again.

Remember: your aim is not just to get rich. To win you must make every other player BANKRUPT!

**Q: How do I get out of Jail?**

A: You've got 3 options...

1. Pay \$50 at the start of your next turn, then roll and move as normal.
2. Use a Get Out of Jail Free card if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.
3. Wait three turns. On each turn roll the dice; if you get a double, move out of Jail and around the board using this roll. If you do not get a double on your third roll, you must pay \$50 to the Bank, then move the number of spaces rolled.

**JAIL (JUST VISITING)**

Don't worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.

**FREE PARKING**

Relax! Nothing bad (or good) happens.

**DO YOU LIKE TO PLAY FAST?****SPEED PLAY RULES****RULES for a SHORT GAME (60-90 minutes)**

There are four 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 Suburban Houses (instead of four) on each property of a complete color group before you may buy a Apartment Building. Apartment Building rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one Suburban 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.

**END OF GAME:** The game ends when one player goes bankrupt. The remaining players add up their: (1) Dollars on hand; (2) properties owned, at the value printed on the board; (3) any mortgaged properties owned, at one-half the value printed on the board; (4) Suburban Houses, counted at the purchase value; (5) Apartment Buildings, counted at purchase value including the amount for the three Suburban Houses turned in.

The most powerful player wins!

**PLAY IT RIGHT!**

Many players like to devise their own 'house' MONOPOLY rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other money or trade 'promises' not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

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## Documents / Resources

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