



MONOPOLY Game Rules plus Special Rules User Guide

[Home](#) » [MONOPOLY](#) » MONOPOLY Game Rules plus Special Rules User Guide 

Contents

- [1 MONOPOLY Game Rules plus Special Rules](#)
- [2 CONTENTS](#)
- [3 SET IT UP!](#)
- [4 HERE'S HOW](#)
 - [4.1 HELP!](#)
 - [4.2 DON'T WAIT FOR THE](#)
 - [4.3 DO YOU LIKE TO PLAY FAST?](#)
 - [4.4 FAQs](#)
- [5 VIDEO](#)
- [6 Documents / Resources](#)
- [7 Related Posts](#)



MONOPOLY Game Rules plus Special Rules



CONTENTS

- Game Board,
- 6 Collectible Tokens,
- 28 Title Deed Cards,
- 16 SIWA SURPRISES Cards,
- 16 JOJO'S JUKEBOX Cards,
- Custom "Likes" Money,
- 32 Houses renamed
- Rhinestones, 12 Hotels renamed
- Charms, 2 Dice

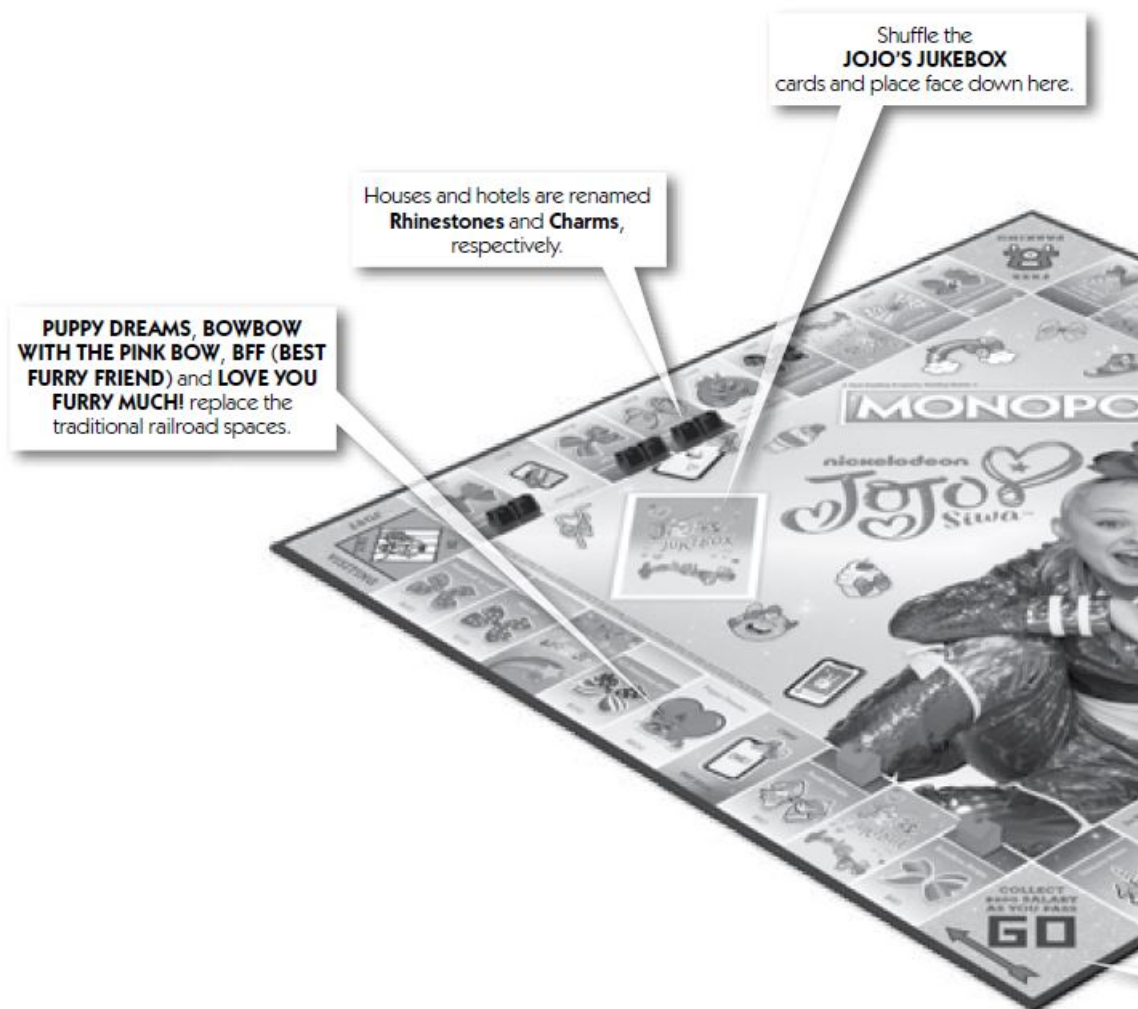
Set forth on your quest to own it all, but first, you will need to know the basic game rules along with custom MONOPOLY: JoJo Siwa rules.

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: JoJo Siwa.

If you are already an experienced MONOPOLY dealer and want a faster game, try the rules on the back page!

SET IT UP!

WHAT'S DIFFERENT?



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 Rhinestones and Charms.
- 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 unique JoJo bow designs. 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.

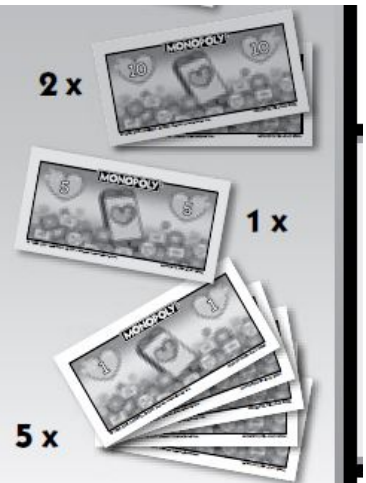


Each player starts the game with:



Shuffle the **SIWA SURPRISES** cards and place face down here.

Choose from six tokens designed with the JoJo fan in mind. Which will you be? **Unicorn, Rainbow, High-Top Shoe, Cupcake, Microphone, or BowBow?** Place your token on the **GO** space.



HERE'S HOW



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 Rhinestones and Charms 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.



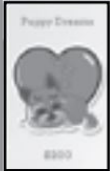
WHERE DID YOU LAND?

1: AN UNOWNED PROPERTY


There are three types of properties:



Bows





BowBows



Cell Phone & Polaroid

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

TO PLAY

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.



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 Rhinestones and Charms 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.

2: 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!

Bows
The rent for an **unimproved** bow is printed on the matching Title Deed card. This is **doubled** if the owner owns all bows in its color group and none of them are mortgaged. If the bow is **improved** with Rhinestones or Charms, the rent will be much higher – as shown on the Title Deed card.

BowBows
Rent depends on how many BowBows the other player owns.

| | 1 | 2 | 3 | 4 |
|-------|----------|----------|----------|----------|
| Rent: | \$25 | \$50 | \$100 | \$200 |

**Cell Phone & Polaroid**
Roll the dice and multiply the result by **4** – this is the rent you must pay.
If the owning player owns both Cell Phone & Polaroid, multiply the result by **10!**

DON'T WAIT FOR THE

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 Rhinestone/Charm shortage and more than one player wants to buy the same Rhinestone(s)/ Charm(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 bows in a color group, you can buy Rhinestones/Charms from the Bank and put them on any of those bows.

1. The listed price of each Rhinestone is shown on the bows Title Deed.
2. You must build evenly. You cannot build a second Rhinestone on a bow until you have built one on each bow of its color group.
3. You can have a maximum of 4 Rhinestones on a single bow. iv When you have 4 Rhinestones on a bow,

you can exchange them for a Charm by paying the listed price on the Title Deed. You can only have one Charm per bow and cannot build additional Rhinestones on a bow with a Charm.

4.

3: SIWA SURPRISES or JOJO'S JUKEBOX

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.

4: OMG!/DO NOT DISTURB

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



5: 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 Siwa Surprises or JoJo's Jukebox card that tells you to Go to Jail.
- ◆ Roll three doubles in a row on your turn.



THE DICE!

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

Rhinestone/Charm shortage? If there are no Rhinestones/Charms left in the Bank, you must wait for other players to sell theirs before you can buy any. If Rhinestones/Charms are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

5. SELL Rhinestones/Charms

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

6. 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 Rhinestones/Charms on a color group to the Bank before you can mortgage one of its bows. 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.

7. DO A DEAL

You can do a deal with another player to buy or sell unimproved property. You must sell all Rhinestones/Charms on a color group to the Bank before you can sell one of its bows.

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...

- i Pay \$50** at the start of your next turn, then roll and move as normal.
- ii 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.
- iii 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.

6: 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.

**7: FREE PARKING**

Relax! Nothing bad (or good) happens.

**8: A PROPERTY THAT YOU OWN**

Nothing happens. But you're not making any money!

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.

- During PREPARATION, the Banker shuffles and then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
- You need only three Rhinestones (instead of four) on each property of a complete color group before you may buy a Charm. Charm rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one Rhinestone less than in the regular game.
- 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) Rhinestones, counted at the purchase value; (5) Charms, counted at purchase value including the amount for the three Rhinestones 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!

USAOPOLY Customer Service

5999 Avenida Encinas, Ste. 150, Carlsbad, CA 92008

Tel: 1-888-876-7659 (toll-free)

Email: customerservice@usaopoly.com

The Op and USAopoly are trademarks of USAopoly, Inc. HASBRO and its logo, the MONOPOLY name and logo, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and the playing pieces are trademarks of Hasbro for its property trading game and game equipment. © 1935, 2021 Hasbro. All rights reserved. ®/™ denotes U.S. trademarks. © 2021 Viacom International Inc. All Rights Reserved. Nickelodeon and all related titles and logos are trademarks of Viacom International Inc. JoJo Siwa is a trademark of JoJo Siwa Entertainment, LLC. Manufactured

by USAOPOLY, Inc. 5999 Avenida Encinas, Ste. 150, Carlsbad, CA 92008 MADE IN THE USA with dice **MADE IN CHINA.**



FAQS

Are there any metal pieces in the game? Looking for a Monopoly board with all plastic parts.

There are no metal pieces with this game, the playing pieces are all plastic. The coins are thick cardboard.

Can this game stand alone or do you have to have an original one comment said it was just an expansion pack?

This game can totally stand on its own. I think it may even be easier if you have never played the classic version.

What does the free parking space do?

It is just a free space on the board. There is no special action that occurs on the free parking spot.

Every time we play, the bank runs out of coins. Does this happen to anyone else?

The board says 2-4 players. There is enough coins for up to 4 players to play easily. If you start running out of 1 coins, have people start cashing some of theirs in for 5 coins. We play 4 players every time and have never run out of coins. We do have to cash in for 5 coins quite a bit though. If you have bought some of the other Gamer characters to play with and are playing with more than 4 players, then I can see you running out of coins. Just use pennies.

Would a 4 year old who has played junior monopoly and higher aged games be able to play this? I see the rules are simpler. He can count/knows numbers

The recommended ages for this game is ages 8 and up.

If your child is accustomed to playing other Monopoly games then learning to play Monopoly Gamer should not be a problem

is it boring and take long like regular monopoly?

No, actually it is exciting and a lot of fun. The kids love the different take on Monopoly. I think the length of time it takes to play depends on how you play, and how many people are playing. But from the youngest to the oldest everyone in our family loves it. The Nintendo tokens just make it more fun.

Does this have the same format as classic monopoly with the ability to buy colored sets and build houses, etc. on them?

Here's the description from the publisher: It's the Monopoly game with a Nintendo twist as it joins forces with beloved Nintendo video game characters. Instead of standard Monopoly tokens, the game features Super Mario characters, each with their own special powers within gameplay. Play as Mario, Princess Peach, Yoshi, or Donkey Kong. Finish the game by defeating Bowser at the end! It's not just about money in this game; players earn points by buying Properties, collecting Coins, and beating Bosses. The player with the highest score wins the game.

This game is Spanish?

The game was in English

Can you play the game with more than 4 players?

It's meant for only 2 to 4 players. However there are different options of play and the games last only about an hour.

Are there any metal pieces in the game? Looking for a Monopoly board with all plastic parts.

There are no metal pieces with this game, the playing pieces are all plastic. The coins are thick cardboard.

Can Mr. Monopoly go to Jail?

The fourth (new) way is to spend all 4 sore loser coins to take Mr. Monopoly with you. He cannot go to Jail, so you are out of Jail for free.

What does free parking do in Monopoly gamer?

Anytime someone pays a fee or tax (Jail, Income, Luxury, etc.), put the money in the middle of the board. When someone lands on Free Parking, they get that money. If there is no money, they receive \$100.

What does Boo do in Monopoly gamer?

The Boo Power Pack allows gameplay as Boo: Superstar Ability – You may drop 3 coins to use the Super Star ability of any other character on the board. Power-Up Ability – (Pow) All other players drop 1 coins. You may advance to the space directly behind the next player on the board.

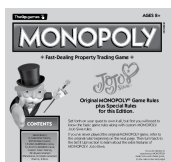
How many pieces are in Monopoly gamer?

Includes gameboard, **8 Tokens**, 28 Title Deed Cards, 16 Chance Cards, 16 Community Chest Cards, 32 Houses, 12 Hotels, 2 Dice, Money Pack and instructions.

VIDEO



[Documents/Resource/content/uploads/2021/09/ShortForm-Generic-480p-16-9-1409173089793-rpcbe5-1.mp4](#)



[MONOPOLY Game Rules plus Special Rules](#) [pdf] User Guide
MONOPOLY, Game Rules plus Special Rules