

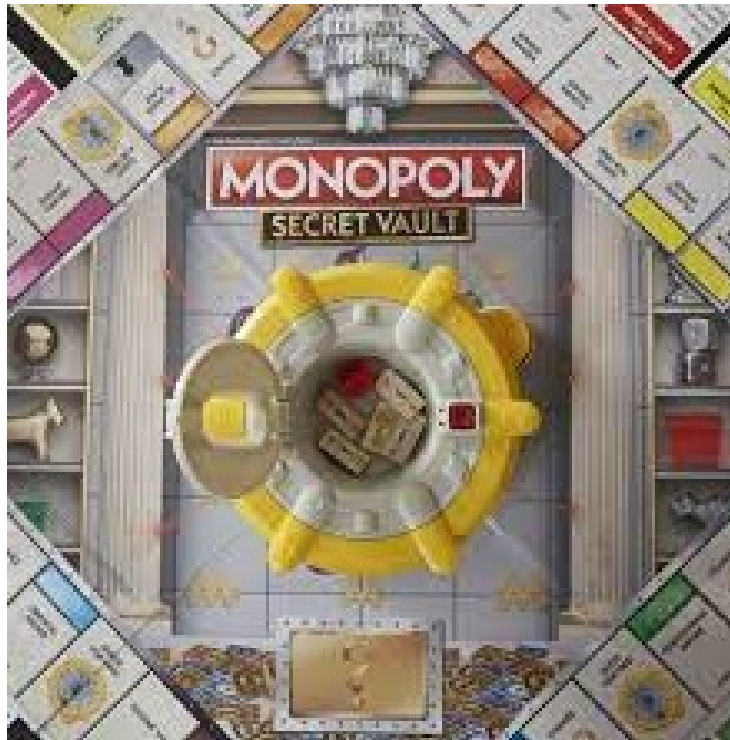
MONOPOLY Secret Vault Board Game User Manual

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MONOPOLY Secret Vault Board Game User Manual



THE VAULT


When you're ready to try to open the vault, here's how to do it!

1. Pick a number!
2. Turn the dial until your chosen number lines up with the  button.
3. Press the  button!

If you guess right, the vault will pop open!

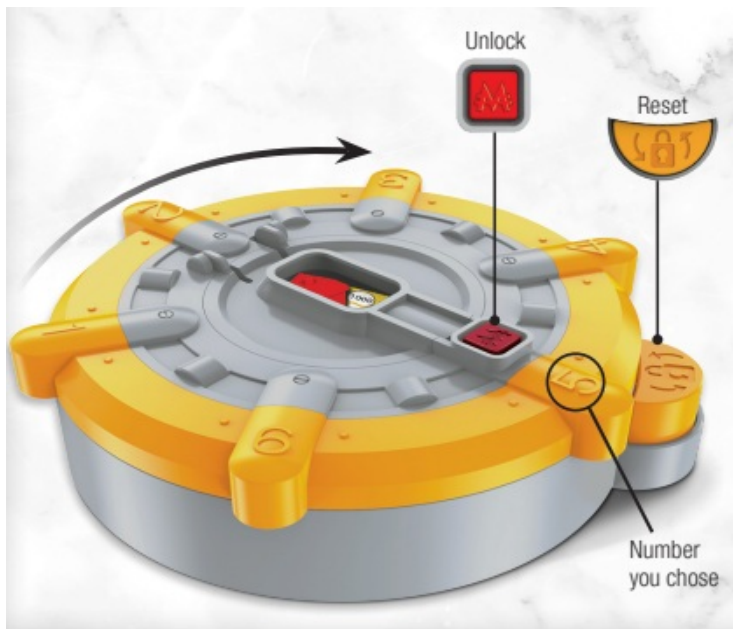
1. Take what's inside!



2. Banker, refill the vault by putting in
3. Close the lid until it clicks.
4. Press the  button 3 times to lock the lid and reset the code to a random number

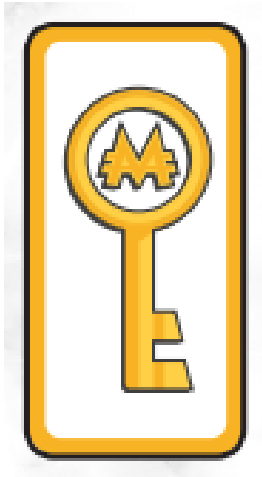
If you guess wrong, the vault won't open.

Better luck next time!



KEYS

There are four Keys in the game and four locked properties on the board: Vermont Avenue, St. James Place, Ventnor Avenue, and Boardwalk. Each time the vault is reset, you'll put one of those four Keys in the vault. If you get a Key:



1. Immediately choose one of the locked properties.
2. Place that Key on that board space.
3. Take that property's Title Deed card. It's yours for free!

HOTELS



You cannot buy Hotels from the Bank in this game. You have to find them in the vault or make a deal with another player to trade them.

Once you have a Hotel, you may place it on any property you own that is part of a complete color set.

You may place up to 2 Hotels on a property. You may never sell Hotels back to the Bank.

DEALS & TRADES

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

Property, whether mortgaged or not, can be traded for cash, other property, Hotels, and/or Get Out of Jail Free cards.

The amount is decided by the players making the deal. If you trade a property with Hotels, you must first remove those Hotels. Place them in front of you. You may use them on another color set you own.

HELP! I CAN'T PAY!

1. Try to raise money.

If you owe money and can't pay, try to raise money by mortgaging properties. You may mortgage a property with Hotels.

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 streets in a color set.

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, any Chance cards, and unused Hotels.

The new owner may immediately repay the mortgage or keep it.

Do you owe the Bank?

Return all your properties and unused Hotels to the Bank.

Any mortgages are canceled.

All your properties must immediately be put up for auction.

Return any Chance cards to the bottom of the appropriate deck.

THE END OF THE GAME

The game ends when all properties are owned, including the four locked properties. Then all players count up their cash by doing the following:

1. Collect rent for each property you own.

- For properties in a set, collect the increased rent.
- For properties with Hotels, collect rent for that many Hotels.
- Do not collect rent for any mortgaged properties.
- Do not collect cash for any unused Hotels.

2. Add up your cash!

The player with the most cash wins!

ANOTHER WAY TO PLAY

Follow all the rules described above, but play until one player goes bankrupt. When that happens, all other players collect

rent for each of their properties as described above. The player with the most cash wins!



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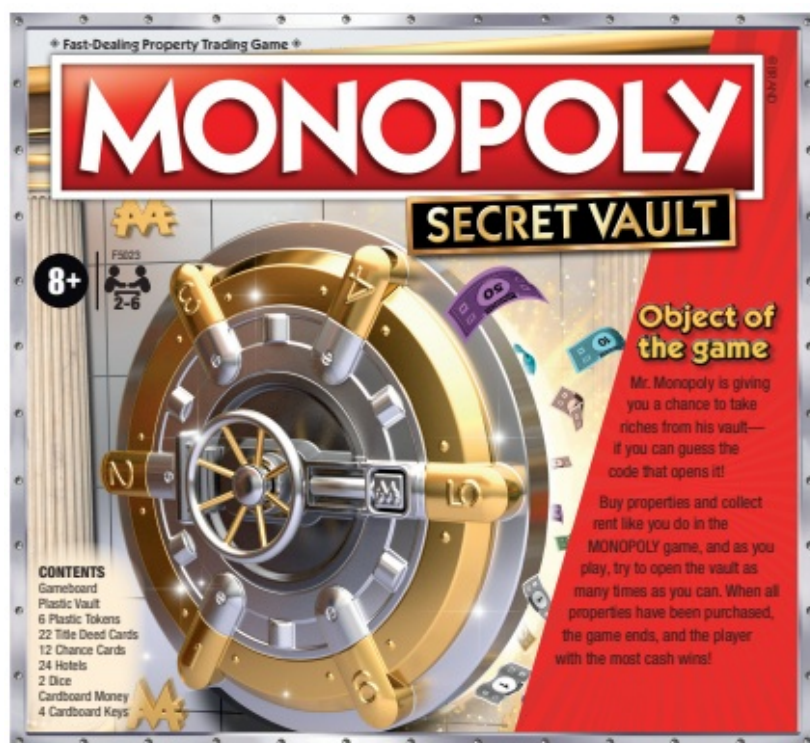
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What's different about SET IT UP! MONOPOLY Secret Vault? Get in the vault, get rich! You'll fill the vault with riches at the start of the game, add to it as you play, and refill it each time a player opens it—so there are always riches to find! To open the vault, you'll have to guess the code: a random number from 1 to 6. You can guess when you

- roll
- land on a certain board space
- or draw a certain Chance card.

Watch when other players guess so you know what numbers don't work!

Each time you lock the vault, the code resets. See THE VAULT for more information.

Find Hotels and Keys to locked properties!

Along with cash, there are

Hotels that you can find only in the vault. There are also four locked properties on the board. If you find a Key in the vault, you can unlock one and take it for free!



SET IT UP!

The first time you play, punch out the money and keys



PLAY!

How to win

Move around the board buying as many properties as you can. The more you own, the more rent you'll be able to collect. If you get a chance to open the vault, make your best guess!

The game ends when all properties are owned. Then the player with the most money wins!

Who goes first?

Each player rolls both dice. The highest roller starts, and play moves to the left. On your turn

1. ROLL both dice.

Did you roll ?

Guess the vault's code by choosing one number, lining it up with the button, and pressing . See THE VAULT.

If you guess right, the vault will pop open! Take what's inside! Then the Banker puts 1 Key, 1 Hotel, and a400 from the Bank in the vault, closes the lid, and presses the button 3 times.

If you guess wrong, the vault won't open. Better luck next time!

2. MOVE your token clockwise the number of spaces you rolled.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES. Did you roll doubles? Roll the dice again, and take another turn.

Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

4. Your turn ends. Pass the dice to your left

THE BOARD SPACES PROPERTIES

Unowned Properties

When you land on an unowned street, 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? Auction it!
Bidding starts at \$10, and anyone can increase the bid by as little as \$10. 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.

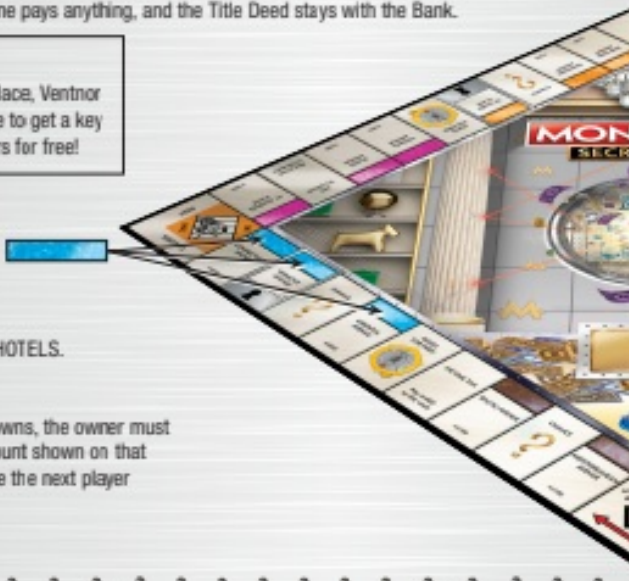
Locked Properties
Four properties—Vermont Avenue, St. James Place, Ventnor Avenue, and Boardwalk—are locked! You'll have to get a key from the vault to unlock them. Then they're yours for free!

Collect color sets!

When you own each street in a color set:

- You can increase the rent for those streets!
- You can place a Hotel—if you get one from the vault—and charge even more rent! See HOTELS.

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 the amount shown on that property's Title Deed card. If they don't ask before the next player rolls the dice, you don't have to pay!



ACTION SPACES



GO

When you pass or land on the GO space, collect $\text{\$}400$ from the Bank, then take $\text{\$}100$ from the Bank, and put it in the vault.



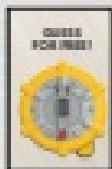
Chance

Take the top card from the Chance deck. If the card says you may keep it until you're ready to use it, you may do so. Otherwise, read it out loud and immediately do what it says. Return it to the bottom of the deck when done.




Income Tax and Luxury Tax

Immediately pay $\text{\$}400$ to the vault!




Guess for Free!

Try to open the vault! You get one guess. Pick any number, turn the dial, and press the  button! See THE VAULT.




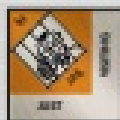
Pay to Guess!

Pay $\text{\$}100$ to the Bank. Then try to open the vault! You get one guess. Pick any number, turn the dial, and press the  button! See THE VAULT.



Free Parking

Not much to do in an empty parking lot. Try to open the vault! You get one guess. Pick any number, turn the dial, and press the  button! See THE VAULT.



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 $\text{\$}400$ for passing GO. Your turn is then over. You can still collect rent, bid during auctions, and trade while you are in Jail.

How do I get out of Jail? You have 3 options:

1. Pay $\text{\$}100$ to the vault at the start of your next turn, then roll and move as normal.
2. 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 appropriate deck, then roll and move.

3. Roll doubles on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. If you roll , you may not try to open the vault.




You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay a100 to the vault, and use your last roll to move.

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References

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