



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO MONOPOLY EXPRESS. You'll find the answers to all your questions on the HASBRO MONOPOLY EXPRESS in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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MONOPOLY EXPRESS

FOR 2 TO 4 PLAYERS • AGES 8+

CONTENTS: Game Pod, Gameboard, 4 Houses, Score Pad, 11 Dice

OBJECT: Be the first player to earn \$15,000 by collecting color groups.

On each turn, you'll roll the dice one or more times trying to collect money by completing color groups. The trick is to know when to stop rolling: if you roll all 3 Go to Jail dice, you'll lose everything you've collected during your turn!

SETUP
Place the circular gameboard in the center of the play area, with the dice and houses nearby.

Each player takes a score sheet and a pencil (not included) and writes his or her name at the top of the sheet.

STARTING A GAME
Decide who will go first. Play will then continue clockwise.

On Your Turn

1. Roll the dice. Place the house/hotel die aside. Roll all of the remaining dice. Then do the following, depending on what dice you rolled:

- The Policeman:** Place any Policeman dice on a matching Go to Jail gameboard square. If you roll all 3 Policemen, your turn is immediately over!
- GO:** You collect \$200. Enter \$200 on your score sheet.

2. Place dice in color groups. Now look at the remaining dice that you rolled, and decide which color groups you want to collect. Here are your options:

- Properties:** These are the solid-color squares. Each property is worth a certain dollar value if you roll enough dice to complete the group. After you complete a property, you may try to build house and even a hotel there! For example, if you complete the blue group, you'll earn \$1000.
- Railroads:** These four gray squares are worth \$2,500 if you roll enough dice to complete the group.
- Utilities:** These two black squares are worth \$800 if you roll enough dice to complete the group.
- Chance:** These act as wild dice: you may place a Chance die on a square in any color group. Only one Chance is allowed per color group.
- Blanks:** If you roll a blank, it is worth nothing and may not be substituted for anything else.

3. Roll again or end your turn. You can roll the dice as many times as you want. Rolling the dice increases your chances of collecting color groups, but it also increases your chances of going to jail and losing all of your money!

After placing any dice on the gameboard, decide if you want to roll the remaining dice. *Hint:* Before deciding, you may want to check the sides of the remaining dice to see if the odds of rolling what you want are high enough to risk another roll.

- If you decide to roll again, follow steps 1 through 3 again.
- If you decide to end your turn, tally and record your score for that turn (see **Scoring** on other side). Remove all dice from the gameboard. Your turn is over.

Going to Jail
If you fill all 3 of the Go to Jail squares with Policemen dice, your turn immediately ends. Remove all of the dice from the gameboard. You do not score anything for this turn. Remove any score that you previously entered for that turn (such as \$200 for rolling GO).

Hints: The more valuable the color group, the less frequently that color appears on the dice, so the harder it is to roll. Also, placing dice for one color group on the gameboard may limit your chances of completing another color group!



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Manual abstract:

@@After deciding which group(s) you want to collect, place the dice on their matching squares. Think carefully! After you place a die, it can't be moved or removed. Chance: These act as wild dice: you may place a Chance die on a square in any color group. Only one Chance is allowed per color group. Blanks: If you roll a blank, it is worth nothing and may not be substituted for anything else. 3. Roll again or end your turn. You can roll the dice as many times as you want. @@@@. If you decide to roll again, follow steps 1 through 3 again. @@Remove all dice from the gameboard.

Your turn is over. If you fill all 3 of the Go to Jail squares with Policemen dice, your turn immediately ends. Remove all of the dice from the gameboard. You do not score anything for this turn. Remove any score that you previously entered for that turn (such as \$200 for rolling GO).

FOR 2 TO 4 PLAYERS · AGES 8+ CONTENTS: Game Pod, Gameboard, 4 Houses, Score Pad, 11 Dice OBJECT: Be the first player to earn \$15,000 by collecting color groups. @@@@. Play will then continue clockwise. 1. Roll the dice. Place the house/hotel die aside.

Roll all of the remaining dice. @@If you roll all 3 Policemen, your turn is immediately over! GO: You collect \$200. Enter \$200 on your score sheet. 2. Place dice in color groups. @@Here are your options: Properties: These are the solid-color squares. @@@@. If there are no houses left to "buy," you're out of luck! Broken House: Return a house (if you have any). WINNING The first player to reach \$15,000 wins the game! For a shorter game, play to \$10,000. For a longer game, play to \$25,000. Hotel: Score \$5,000 (ONLY if you already have all four houses).

) STORAGE Get Out of Jail Free: If you have any Policeman dice on the gameboard, remove one of those dice and add it to the remaining dice. Done playing for now? @@We will be happy to hear your questions or comments about this game. @@Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

@@@BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276. Scoring When you decide to stop rolling, add up the score for your turn and enter it on your scoresheet. · For each complete color group, add the amount shown on the board for that group. See the chart at right. @@Add the value on each die to your score. You can score for only one incomplete group.

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