Monopoly Junior

**OBJECT**

To be the player with the most money when another player runs out of cash.

You do this by setting up Ticket Booths on as many Boardwalk Amusements as possible and collecting entrance fees from the other players.

**EQUIPMENT**

Monopoly Junior Game Board \* 1 Deck of 25 Chance Cards \* 56 Plastic Ticket Booths (4 sets of 14) \* Play Money \* 1 Die \* 4 Car Movers

**SETUP**

1. Each player takes a Car mover and places it on “GO.” Put any extras aside, out of play.
2. Each player takes 10 (14 in a 2-player game) Ticket Booths that match the color of his or her mover. Put any extras aside, out of play.
3. Shuffle the deck of Chance cards (with the “?”) and place them face down on the marked place on the board.
4. Choose a player to be the Banker. This person hands out money to all the players as follows: five 1’s, four 2’s, three 3’s, one 4, and one 5. The Banker also plays the game – but always keeps the Bank’s money separate from his or her own!
5. Roll the die. High roller goes first.

**GAMEPLAY**

**ON YOUR TURN,YOU:**

\*Roll the die and move that number of spaces, then

\*Follow the instructions on that space.

**SPACES ON THE BOARD: If you land on…**

**An Amusement without a Ticket Booth**: You must pay the Bank the amount shown on the space so you may put one of your own Ticket Booths on it. You’re now in charge of that Amusement – and you collect an entrance fee from any player who lands on it.

**An Amusement with a Ticket Booth:** You must pay the owner (the person whose Ticket Booth is on it) the amount shown on the space. But, if that person also owns the other Amusement of the same color, you must pay double the amount shown on the space.

**GO**: Every time you pass GO, collect $2 from the bank. Don’t forget… if you do, you’re out of luck!

**A Railroad:** Roll again, move, and follow the instructions on the space you land on.

**Fireworks or Watershow:** You must pay $2 to see the show: put the money on the space marked “Uncle Pennybags Loose Change.”

**Uncle Pennybags’ Loose Change:** If there’s any money here when you land on it, you take it all!

**Rest Rooms:** If you land here by a roll of the die, you’re “just waiting.”

**Go to the Rest Rooms:** You must put $3 on the “Uncle Pennybags’ Loose Change” space, then move your token immediately to the Rest Rooms. Do NOT pass “GO” and do Not collect $2. On your next turn, roll and move.

**“?” :** Draw the top Chance card, follow its instructions, then discard it face up next to the draw pile. If you run through the deck, turn the discard pile over and use it again.

**THE “?” CARDS:**

**Go to … or Take a Ride…:** Move your token to that space immediately, then follow the instructions there. If you pass “GP” on the way, collect your $2.

**Free Ticket Booth:** Do not move your token. Place one of your own unused Ticket Booths on either of the unoccupied Amusements of the color shown on the card. If both Amusements already have two different colored Ticket Booths on them, you may remove either one of them and replace it with your own Ticket Booth. Give the booth you remove back to its player. However, if both Amusements have the same color Ticket Booth already on them, you’re out of luck: you cannot replace either one. In this case – and only in this case – you may discard this Chance card and draw a new one. Follow its instructions.

**STRATEGY HINT:** When you draw a “Free Ticket Booth” Chance card, replace a Ticket Booth of the player who is farthest ahead in the game. Remember, it’s to your advantage to have your own Ticket Booths on both amusements of the same color so they cannot be taken away when another player draws a “Free Ticket Booth” card. Also, owning both means you collect double when someone lands on either one.

**WINNING THE GAME**

As soon as one layer runs out of money, the game ends, and all the other players count up their money. The player with the most cash on hand wins!