

MR. MONOPOLY



Throughout the game, you'll collect sore loser coins when something unfair, annoying, or frustrating happens to you. Once you collect four coins, you may trade in all four at the start of any of your turns to take the MR. MONOPOLY token and make a comeback!

When do I collect a sore loser coin?

Immediately collect one sore loser coin each time you:



- pay rent
- pay taxes or bills
- go to Jail for any reason
- land on your own property
- draw a Chance or Community Chest Card that says to collect one

You also collect one sore loser coin when MR. MONOPOLY lands on the same space as you.

When you land on Free Parking, steal one sore loser coin from any player!

Note: You can never have more than four sore loser coins at a time. If you ever have four and need to collect one, do nothing.

MR. MONOPOLY never collects sore loser coins.

What do I get to do when I'm MR. MONOPOLY?

As soon as you cash in four sore loser coins, take the MR. MONOPOLY token, and place it on your current space. Put your token in the middle of the board for now. While you are MR. MONOPOLY:

- instead of paying rent when you land on another player's property, collect that rent from them.
- instead of paying taxes or bills when you land on a tax or bill space, collect the amount shown on the board space from the Bank.
- instead of going to Jail, send any other player in your place!
- whenever any player, including you, rolls doubles, place one free House on any street on the board. The street does not have to be part of a complete set, and you don't have to own it. If you place a House on a street that is owned by the Bank, when a player lands on that space, they still pay the price on the board space and get the House for free!
- when you land on the same space as another player, put the MR. MONOPOLY token on top of their token. Then, you may steal one property from that player. You may not steal a property that is part of a complete set. That player may not move until their token is free. While trapped, players may still take part in auctions, collect rent, and buy Houses and Hotels. They may not cash in sore loser coins.

If another player cashes in four sore loser coins while you are MR. MONOPOLY, they take the MR. MONOPOLY token, place it on their current space, and place their token in the middle of the board. You then take your original token from the middle of the board and place it on your current space.

Note: If someone is on the same space as you when you become MR. MONOPOLY, you do not land on them or take property from them.

Note: You may not collect sore loser coins when you are Mr. Monopoly.

BUILDINGS

Building Houses

As soon as you get a color set, you can start buying Houses (you don't have to wait for your turn).

Pay the Bank the cost on the Title Deed card, and place a House on the street.

You can only have four Houses on a street.

Building Hotels

Once you have four Houses on all streets in a color set, you can pay to upgrade to a Hotel. Pay the Hotel cost on the Title Deed card, return all 4 Houses to the Bank, and put a Hotel on the street.

You can only have one Hotel per street. You can't add any more Houses.

Once buildings are built, they must stay on their street for the rest of the game.

Not enough buildings?

If multiple players want to buy the last House or Hotel, the Banker must auction it. Bids start at \$10 and anyone can increase the bid by as little as \$1. You don't need to follow turn order. Payment goes to the Bank.

DEALS & TRADES

You can buy, sell, or swap property and sore loser coins with other players at any time.

Property can be traded for cash, other property, sore loser coins, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

If you trade or sell a street with a building on it, those buildings go to the new owner.

Mortgaged property can be traded at any agreed-upon price. The new owner must immediately:

Repay the mortgage (pay the Bank the unmortgage cost).
Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

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 or selling them to other players for an agreed-upon price.

Remember, if you sell streets with a building, the building stays where it is.

Mortgaging Property

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 (mortgage value +10%), 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.

The increased rent on unmortgaged railroads may be collected in the same way.

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. Place any sore loser coins you have back in the Bank. People have to earn those!

The new owner may unmortgage those properties at any time.

Do you owe the Bank?

Return all your properties to the Bank. Any mortgages are canceled, and any buildings stay where they are. If a player buys a property with a building on it from the Bank, they pay the price on the board space and get the building for free.

Place any sore loser coins you have back in the Bank.

THE END OF THE GAME

The game ends when all of the properties have been purchased and all players have made it back to the GO space.

When you reach GO, stop there even if you have moves left. Collect \$200.

Once all players reach GO, in turn order, each player collects rent for each of their properties.

- For properties in a set, collect double rent.
- For properties with buildings, collect rent for those buildings.

Count up your cash. The player with the most wins!

Note: If you are MR. MONOPOLY at the end of the game and you land on players who have reached GO, you may not steal a property from them.

Players may still cash in sore loser coins to take the MR. MONOPOLY token from you.



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♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

FOR SORE LOSERS

Object of the Game

Travel around the board buying property and collecting rent. All the same annoying stuff that usually happens in a MONOPOLY game—like paying rent and taxes or going to Jail—will happen, except this time when it does, you get to collect a sore loser coin. Collect four coins, and you can cash them in to make a comeback as MR. MONOPOLY and stomp your way around the board! The game ends when all the properties have been purchased and each player has made it back to GO. Then the player with the most cash—sore loser or not—wins!

CONTENTS

Gameboard	16 Community Chest Cards
6 Tokens	6 Reference Cards
1 MR. MONOPOLY Token (top and base)	32 Houses
26 Title Deed Cards	12 Hotels
16 Chance Cards	2 Dice
	30 Cardboard Sore Loser Coins
	Money Pack

8+



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WHAT'S DIFFERENT ABOUT MONOPOLY FOR SORE LOSERS?

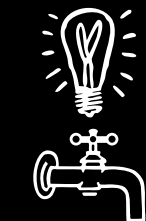


IT PAYS TO LOSE!

Whenever you do things like pay rent or taxes, go to Jail, or land on useless spaces like Free Parking, you get to collect one sore loser coin!

MR. MONOPOLY TO THE RESCUE!

Once you have four sore loser coins, cash them in at the start of your turn and make a comeback as MR. MONOPOLY! Grab the MR. MONOPOLY token, and as you make your way around the board, instead of paying rent or taxes, you'll collect them. When you land on the same space as another player, they not only lose their next turn, but you get to take one of their properties!



MORE BILLS!

Life is hard. Those utility spaces are now electric and water bills. But that means more chances to collect sore loser coins!

SET IT UP!



The first time you play, snap MR. MONOPOLY into his base. He can face either direction.

- 1 Choose someone to be the Banker. The Banker's in charge of:

- The Bank's money
- Houses
- Hotels
- Title Deed cards
- Auctions
- The Banker can play too but must keep their money separate from the Bank.

- 2 Banker, give each player:



(Total = \$1500)

Keep the rest of the money in the box as the Bank.

- 3 Place the Title Deed cards next to their matching board spaces.

- 4 Shuffle the Chance cards, and place them facedown here.

- 5 Shuffle the Community Chest cards, and place them facedown here.

- 6 Place the MR. MONOPOLY token here.

- 7 Each player takes two sore loser coins. Place the rest of the coins here.

- 8 Each player chooses a token and a reference card. Place your token on GO and your reference card in front of you.

- 9 Put the dice by the gameboard.



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 from other players. The game ends when all the properties have been purchased and each player has made it back to GO. Then the player with the most cash wins!

Who goes first?

Each player rolls both dice. The LOWEST roller starts, and play moves to the left.

On your turn

1. Roll both dice.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.
4. Your turn ends. Pass the dice to your left.

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.

When you're MR. MONOPOLY, any time any player rolls doubles, place one house on any property! If you ever roll doubles three times in a row, don't go to Jail! Just move and roll again!

THE BOARD SPACES

PROPERTIES

There are two types of properties: streets, which come in color sets, and railroads.

Unowned Properties

When you land on an unowned property, 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?

The Banker must auction it. Bidding starts at \$10, and anyone can increase the bid by as little as \$1. 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.

Collect color sets!

When you own each street in a color set:

- You can double the rent for those streets!
- You may build Houses and Hotels and charge even more rent! See BUILDINGS.

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. If they don't ask before the next player rolls the dice, you don't have to pay!



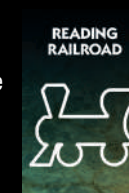
Whenever you pay rent, take one sore loser coin from the Bank!



When you're MR. MONOPOLY, instead of paying rent, collect rent from the property's owner! That player collects one sore loser coin from the Bank.



Streets
Pay the rent shown on the Street's Title Deed card.



Railroads
Pay rent based on the number of Railroads the owner has.



Free Parking
Don't worry; your turn isn't totally wasted! Steal one sore loser coin from any player. If you already have four, or if you are MR. MONOPOLY, take one sore loser coin from any player, and return it to the Bank.

ACTION SPACES



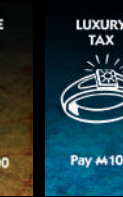
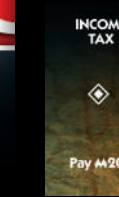
GO

When you pass or land on the GO space, collect \$200 from the Bank.



Chance and Community Chest

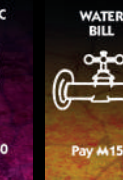
Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when done.



Taxes and Bills

Pay the Bank the amount shown on the space.

Whenever you pay taxes, collect one sore loser coin!



When you're MR. MONOPOLY, instead of paying taxes or bills, collect the amount shown on the board space from the Bank!



Just Visiting

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 \$200 for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Houses and Hotels, mortgage, and trade while you are in Jail.



Whenever you go to Jail, collect one sore loser coin from the Bank.



If you are MR. MONOPOLY, send any other player to Jail in your place!

Note: If MR. MONOPOLY lands on the In Jail/Just Visiting space, he lands on any players on either space!

How do I get out of Jail?

You have 4 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** 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. You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay \$50, and use your last roll to move.
4. **Become MR. MONOPOLY** by trading in four sore loser coins at the start of your next turn. Then, roll and move.