

## BUILDINGS

Read below for information about how to use Buildings.



### Building Houses

As soon as you get a color set, you can start buying Houses at any time on your turn.

Pay the Bank the cost on the Title Deed card, and place a House on any version of a street in that color set. You can have only four Houses on a street, but you may split those four Houses between the three versions of that street. For example, if you own Boardwalk and Park Place, you may decide to build three Houses on Boardwalk. You could put all three on Boardwalk, or you could put two on Boardwalk 2 and one on Boardwalk 3. You choose the combination. You may move any number of your Houses to any version of their street at any time on your turn.



### Building Hotels

Once you have a combination of four Houses on a street, you can pay to upgrade to a Hotel. Pay the Hotel cost on the Title Deed card, return all four Houses to the Bank, and put a Hotel on any version of that street. You can only have one Hotel per street. You can't add any more Houses. You may move your Hotels to any version of their street at any time on your turn.



### Move your buildings thoughtfully!

Remember, players have to land on the version of a street that has the physical building in order to owe rent with a building. For example, if you have one House on Boardwalk 2 and no Houses on Boardwalk and another player lands on Boardwalk, they do not owe you rent for a House.

### No buildings left?

You can't buy any until someone sells theirs back.

## DEALS & TRADES

You can buy, sell, or swap property with other players at any time, including streets with buildings on them. Buildings stay with their streets until the new owner decides to move them. You may even split color sets if you want to!

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

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!

### ❶ Try to raise money so you can pay your debt.

If you owe money and can't pay, try to raise money by selling buildings back to the Bank and/or mortgaging properties, and/or selling properties to other players.

### Selling Buildings

**Sell Hotels** to the Bank for half the price you bought them for, and exchange them for four Houses. You may then place those Houses on any version of that Hotel's street, in any combination.

**Sell Houses** to the Bank for half the price you bought them for.

### Mortgaging Property

**To mortgage a property**, you must first sell all of its buildings back to the Bank at half the price you bought them for.

**To mortgage**, turn the Title Deed card facedown to show the mortgage side, and collect the mortgage value on the back from the Bank. Now all versions of that property are mortgaged.

**To repay a mortgage**, pay the unmortgage cost to the Bank (mortgage value +10%), then turn the card faceup to show the rent side.

Rent cannot be collected on any version of a property that is mortgaged, and players may not purchase a mortgaged property when they land on it. The increased rent level can be collected on any version of an unmortgaged street in a color set.

The increased rent on any version of an unmortgaged railroad or any version of an unmortgaged utility may be collected in the same way.

### ❷ If you're still in debt, you are bankrupt, but you're not out of the game!

#### Do you owe another player?

Give them all your mortgaged properties and any Get Out of Jail Free cards. 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).

#### Do you owe the Bank?

Return all your properties to the Bank. Any mortgages are canceled.

Return any Get Out of Jail Free cards to the bottom of the appropriate deck.

**Now hang in there! Maybe you'll land on Free Parking or GO. There are three of each!**

## THE END OF THE GAME

The game ends only when one player owns all of the properties, including sixteen streets, the four railroads, and the two utilities. Then and only then does the game finally end and you can say you made it through MONOPOLY LONGEST GAME EVER! Congratulations!

◆ Fast-Dealing Property Trading Game ◆

# MONOPOLY

## LONGEST GAME EVER

Retain this information for future reference.

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◆ Fast-Dealing Property Trading Game ◆

# MONOPOLY

## LONGEST GAME EVER



**WELCOME TO THE MONOPOLY GAME!**  
Welcome to the MONOPOLY game rules! Are you ready to play? Because we're going to tell you how to play.

Here's how to play:

**How to play**  
Start by deciding that you'd like to play MONOPOLY Longest Game Ever!

**CONTENTS**  
Gameboard  
4 Tokens  
22 Title Deed Cards  
16 Chance Cards  
16 Community Chest Cards  
32 Houses  
12 Hotels  
1 Die  
Money Pack

AGES  
**8+**

**2-4**  
PLAYERS

E8915



## WHAT'S DIFFERENT ABOUT MONOPOLY LONGEST GAME EVER?

**THE GAME IS DESIGNED TO GO ON AND ON AND ON . . .**  
We dare you to finish it.

### TO WIN, YOU NEED TO OWN ALL OF THE PROPERTIES.

It's not enough to bankrupt your opponents. Actually, players aren't out of the game when they go bankrupt. They simply move around the board until they make money somehow. The game only ends when one player owns every single property. That player wins!

### THERE ARE THREE VERSIONS OF EVERY PROPERTY.

The gameboard is extra long. That means there are sixty-six properties! When you own Boardwalk, you automatically own Boardwalk 2 and Boardwalk 3, and you can split your buildings up amongst those versions any way you'd like. You can even move your buildings around on your turn. If someone lands on any version of a property you own, they must pay you rent! And, just to make things more interesting, when someone lands on a property you own, they have the option of forcing you to sell it to them for rent plus  $\$10$ . Even if it's in a color set or has a building on it.



### THERE'S ONLY ONE DIE.

No more doubles. It's going to take you a long time to get around this gameboard.



### THERE ARE NO AUCTIONS.

Super fans know you must auction properties when you play the classic MONOPOLY game. Not doing so makes the game longer. Therefore, auctions aren't allowed here!



### YOU GET MONEY IF YOU LAND ON FREE PARKING.

You're not supposed to do this in the classic MONOPOLY game. It makes the game last longer. So you have to do it here! You'll put  $\$500$  in the middle of the board at the start of the game. When you pay taxes or Chance and Community Chest card fees, place that cash in the middle of the board. When a player lands on Free Parking, they get that cash.



### YOU CAN RIP UP THE MONEY!

The truth is we don't know how long your game will last, so if you play for so long that you run out of money, just rip your bills in half! Then your  $\$500$  bill will become two  $\$250$  bills! Just keep one half and stick the other half in the Bank. Tear the bills on the dotted line when you need more.

**Those are the highlights! Now here are the full rules, starting with Set up. Good luck!**

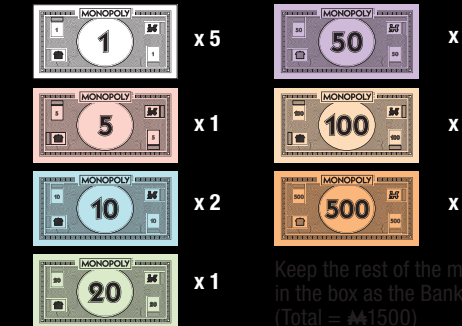
## SET IT UP!

- 1 First, you need to choose someone to be responsible for everything in the Bank. They will be the Banker. The Banker will be in charge of:
  - The Bank's money
  - Houses
  - Hotels
  - Title Deed cards

The Banker can play too, but the Bank's money does not belong to them, and they must keep their money separate from the Bank. To decide who will be the Banker, each player who would like the role should make a case for why they'd be the best Banker. They should then try to convince the rest of the players that they should be the Banker. Players must all agree on who should be the Banker before one is finally chosen.

2

If you have been chosen to be the Banker, give each player, including yourself:



Keep the rest of the money in the box as the Bank.  
(Total =  $\$1500$ )



3

Next, choose one player to shuffle the sixteen Chance cards. After shuffling them, place them facedown on the board in the spot that this arrow points to.

4

Now choose one player to shuffle the sixteen Community Chest cards. After shuffling them, place them facedown on the board in the spot that this arrow points to.

5

The fifth thing you have to do is place one  $\$500$  bill in the middle of the board for the Free Parking bonus. You may place five  $\$100$  bills if you'd like.

6

Now each player must choose a token. Take your time, and be civil. Place your chosen token on the first GO space.

7

Finally, place the one die next to the gameboard where all players can reach it.

Now your game should be set up! You are now ready to learn how to play and start playing MONOPOLY Longest Game Ever.

## PLAY!

### How to win

Your ultimate goal is to own every single property. All together, there are twenty-two, with three versions of each. Move around the board buying as many properties as you can so you can collect rent and buy more properties!

### Who goes first?

Players take turns rolling the one die. Whoever rolls the highest number gets to go first. Then the player to that person's left goes, and then the person to their left, and so on and so on and so on and so on and so on and so on and so on . . .

### On your turn

1. Roll the one die.
2. After the die stops rolling, count the number of dots on the top of the die out loud.
3. Move your token clockwise that number of spaces. Count the spaces out loud as you move.
4. Where did you land? Carry out the rules of that board space. See the rules below under THE BOARD SPACES so you know what to do.
5. After you carry out the rules of the space, your turn ends. Pass the die to your left.

## THE BOARD SPACES

Read below for information about the board spaces you might land on.

### PROPERTIES

There are three types of properties: streets, which come in color sets, railroads, and utilities. Three are three versions of each property. Those three versions share the same Title Deed card. See the diagram of a Title Deed card below.

### Unowned Properties

When you land on an unowned street, railroad, or utility, you may buy it. There are no auctions, so if you don't want to buy the street, railroad, or utility, nothing happens.

### Want to buy it?

Pay the Bank the price on the board space. You may use any combination of bills you'd like. Then take the Title Deed card from the Bank. You now own all three versions of that property. For example, if you bought Boardwalk, you automatically own Boardwalk 2 and Boardwalk 3.

### Don't have enough money?

You can try to raise funds by mortgaging properties or making deals with other players. Take as long as you'd like. Other players may not rush you. If you make deals with other players, try to make the best deals possible. If you aren't able to raise enough funds, you can't buy the property! It stays unowned until someone else lands on it and has the opportunity to buy it.

### Collect color sets!

When you own each street in a color set:



- You can double the rent for any of the three versions of those streets. For example, if you own Boardwalk and Park Place, you can double the rent for Boardwalk, Park Place, Boardwalk 2, Park Place 2, Boardwalk 3, and Park Place 3.
- You may build Houses and Hotels and charge even more rent. See BUILDINGS.



Note, color sets are not safe in this game! When a player lands on a property in your color set, they may pay you rent plus  $\$10$  to steal that property—even if it has buildings on it! When a player steals a property with buildings on it, they then own those buildings along with the property. See **Owned Properties** below.

### Owned Properties

When you land on a property that someone else owns, you have two options:

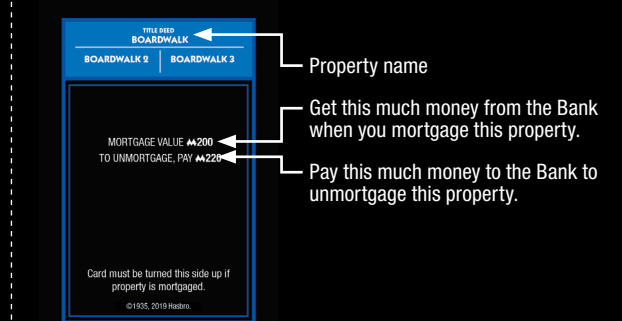
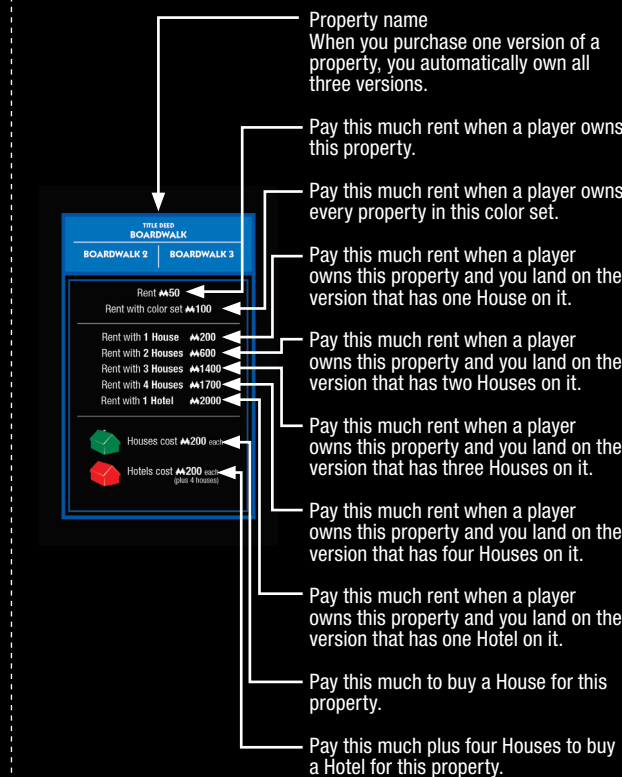
- The first option is to pay that owner rent according to the Title Deed card. They must ask you for it, and if they do, you must pay! If they don't ask before the next player rolls the dice, you don't have to pay. You only have to pay for rent with a building when you land on the version of a street that has a physical building.
- The second option is to buy the property from that player for the price of rent plus  $\$10$ . They must sell it to you. You may split a complete color set, and you may buy a property with a building on it. Just pay the rent shown on the Title Deed card for a color set or whatever buildings are on that property, plus  $\$10$ . If you buy a property with buildings, you may move those buildings to any version of that property at any time on your turn.

You may not buy a mortgaged property.

Here's an example: You land on Boardwalk with a Hotel. You may pay rent for the Hotel plus  $\$10$ . Then you own Boardwalk and that Hotel. You also own Boardwalk 2 and Boardwalk 3. You may then move that Hotel to Boardwalk 2 or Boardwalk 3 at any time on any of your turns.

When you land on a property you own, you don't need to do anything. Just take your time passing the one die.

## Here's how to read a Title Deed card.



## ACTION SPACES

**GO**  
When you pass or land on a GO space, collect  $\$200$  from the Bank. You may collect the  $\$200$  in any combination of bills.

**Chance and Community Chest**  
When you land on a Chance or Community Chest card space, take the top card from the matching deck. Read the card out loud and do what it says, but don't rush. Return it to the bottom of the deck when you're done.

**Income Tax and Luxury Tax**  
When you land on an Income Tax or Luxury Tax space, place the amount shown on the space in the middle of the board.

**Free Parking**  
When you land on a Free Parking space, take the money that's in the middle of the board. It's yours! Woo! Keep it until you need or want to use it. Then take  $\$500$  from the Bank, and place that in the middle of the board.

**Just Visiting**  
Don't worry. If you land here, it doesn't mean you're in Jail. You're just visiting. Put your token in the Just Visiting section.

**Go to Jail**  
Move your token to the next In Jail space immediately! Do not collect  $\$200$  for passing GO. Your turn is then over. You can still collect rent, buy Houses and Hotels, mortgage, and trade while you are in Jail.

**How do I get out of Jail?**  
You have two options for how to get out of Jail:

1. **You can pay  $\$50$**  at the start of your next turn, then roll and move as normal.
2. **You can 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.