Each player chooses a token and puts it on the GO space.
DON'T WAIT FOR THE DICE!

Here's how to play

1. AN UNOWNED PROPERTY

   ◆ If you are the first player to reach a site, you may build houses and hotels on that site at a price fixed by the bank. (See Title Deed card.)
   ◆ If you buy property that is mortgaged, you must pay 10% on the mortgage amount to the mortgagee.
   ◆ Any property that you buy must be paid for in cash. You may not use your mortgage money to buy property.

2. A PROPERTY OWNED BY ANOTHER PLAYER

   ◆ If another player lands on one of your unmortgaged properties, you must pay him the rent due on the property after he has paid his move. (See Title Deed card.)
   ◆ If you land on another player's property, you must pay rent. (See Title Deed card.)
   ◆ If you land on another player's unmortgaged property you are still allowed to purchase it. You must, however pay rent to the owner on the property at the listed amount.

3. UP RUN or DOWN RUN

   ◆ If you land on a space which is the first of a series of spaces of the same colour group, you may move up the run or down the run. If you land on the last space of a colour group, you must pay the listed rent on that space. You may not move past the last space of a colour group.

4. SELL BUILDINGS

   ◆ Buildings can be sold back to the bank at the listed amount plus 10% interest on the mortgage amount. (See Title Deed card.)

5. MORTGAGE PROPERTIES

   ◆ Properties may be mortgaged. (See mortgage amount listed on the card.) Mortgageable properties are those that you own. (See Title Deed card.)
   ◆ When you buy property, you cannot mortgage any of the sites of the property you just bought.
   ◆ The amount is decided by the players making the deal.

6. JAIL (JUST VISITING)

   ◆ As soon as you are sent to jail, your move ends. You must turn the card face down and collect the listed value (shown on the back of the card). To get out of jail, you must either:
     - Pay the bank the required amount of money.
     - Get a “Get Out of Jail Free” card.

7. FREE PARKING

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

8. 5X TIMES ZOOM

   ◆ This space allows you to make your move three times and the properties you pass will show you three times their normal price. You may not move past the last space of a colour group.

9. HELP! I'M IN DEBT!

   ◆ You are now in debt. You do not have to pay any rent unless you own property. (See Title Deed card.)

10. DO A DEAL

   ◆ A player must make a deal with another player to sell or buy property or other items at an agreed price. Any player can be bought or sold anything in accordance with the rules of the game. A player who has sold or bought an item has the right to demand the item from the other player at any agreed price.

11. WHERE DID I LAND?

   ◆ This space allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

12. 3X TIMES ZOOM

   ◆ This space allows you to make your move three times. The properties you pass will show you three times their normal price. You may not move past the last space of a colour group.

13. 4X TIMES ZOOM

   ◆ This space allows you to make your move four times. The properties you pass will show you four times their normal price. You may not move past the last space of a colour group.

14. 6X TIMES ZOOM

   ◆ This space allows you to make your move six times. The properties you pass will show you six times their normal price. You may not move past the last space of a colour group.

15. 100

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

16. 200

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

17. 500

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

18. FREE PARKING

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

19. FREE PARKING

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

20. FREE PARKING

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

21. FREE PARKING

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.

22. FREE PARKING

   ◆ Allows you to move to any space on the board. This space may be an unmortgaged, mortgaged, owned, or unowned property. If on an owned property, you may not land on the same site more than once.