

# MONOPOLY

◆ Fast-Dealing Property Trading Game ◆



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Game board,  
6 Collectible tokens, 28 Title  
Deed cards, 16 CREATION LAB  
cards, 16 JURASSIC WORLD  
cards, 2 Dice, 32 Houses  
renamed Fences, 12 Hotels  
renamed Enclosures, 1 Pack of  
Jurassic World Money, Rules.

## JURASSIC WORLD™

Original MONOPOLY® Game Rules  
plus Special Rules  
for this Edition.

### You asked for more teeth!

Now is your chance to experience the dinos and attractions of Jurassic World up close. Set forth on your quest to own it all, but first you will need to know the basic game rules along with custom Jurassic World rules.

If you've never played the original MONOPOLY game, refer to the original rules beginning on the next page. Then turn back to the Set It Up! section to learn about the extra features of the Jurassic World Edition.

If you are already an experienced MONOPOLY dealer and want a faster game, try the rules on the back page!

# SET IT UP!

## WHAT'S DIFFERENT?

Shuffle the **CREATION LAB** cards and place face down here.

Houses and hotels are renamed **Fences and Enclosures**, respectively.

**FERRY, GYROSPHERE, GONDOLA** and **MONORAIL** replace the traditional railroad spaces.



### THE BANK

- ◆ Holds all money and Title Deeds not owned by players.
- ◆ Pays salaries and bonuses to players.
- ◆ Collects taxes and fines from players.
- ◆ Sells and auctions properties.
- ◆ Sells Fences and Enclosures.
- ◆ Loans money to players who mortgage their property.

The Bank can never 'go broke'. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.

Game board spaces and corresponding Title Deed cards feature Jurassic World attractions. All property values are the same as in the original game.

### THE BANKER

Choose a player to be the Banker who will look after the Bank and take charge of auctions.

It is important that the Banker keeps their personal funds and properties separate from the Bank's.

Shuffle the JURASSIC WORLD cards and place face down here.

Choose from six Collectible tokens designed with the Jurassic World Fan in mind. Which will you be? DNA Sequence, Park Vehicle, T. Rex Skull, Founder Statue, Entrance Gate or Helicopter? Place your token on the GO space.

Each player starts the game with:





# DO YOU LIKE TO PLAY FAST?

## SPEED PLAY RULES

### RULES for a SHORT GAME (60-90 minutes)

There are four changed rules for this first Short Game.

1. During **PREPARATION**, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
2. You need only three Fences (instead of four) on each property of a complete color group before you may buy an Enclosure. Enclosure rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one Fence less than in the regular game.
3. If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; (2) rolling doubles; or (3) paying \$50. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the \$50 on the same turn.

**END OF GAME:** The game ends when one player goes bankrupt. The remaining players add up their: (1) Dollars on hand; (2) properties owned, at the value printed on the board; (3) any mortgaged properties owned, at one-half the value printed on the board; (4) Fences, counted at the purchase value; (5) Enclosures, counted at purchase value including the amount for the three Fences turned in.

**The most powerful player wins!**

### PLAY IT RIGHT!

Many players like to devise their own 'house' MONOPOLY rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other money or trade 'promises' not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

We will be happy to hear your questions or comments about this game.  
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# HERE'S HOW TO



## HOW DO I WIN?

Be the only player left in the game after everyone else has gone bankrupt.

**Do this by:** buying properties and charging other players rent for landing on them.

Collect groups of properties to increase the rent, then build Fences and Enclosures to really boost your income.

## WHO GOES FIRST?

Each player rolls the two dice. The highest roller takes the first turn.

## ON YOUR TURN

1. Roll the two dice.
2. Move your token clockwise around the board the number of spaces shown on the dice.
3. You will need to take action depending on which space you land on. See *Where Did You Land?* below.
4. If your move took you onto or past the GO space, collect \$200 from the Bank.



## WHERE DID YOU LAND?

### 1: AN UNOWNED PROPERTY

There are three types of properties:



Attractions



Conveyances



DNA & GENE SPLICING

You can buy the property you land on for the listed price on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you don't want to pay the listed price, the property goes up for auction.

When buying property you should plan to acquire groups.

For example:

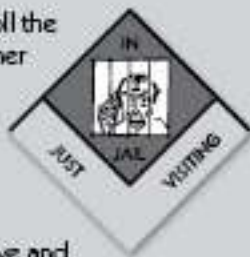
if you buy a green attraction, you should try to get the other two green attractions during the game. Owning groups earns you more rent when other players land on them and lets you build on your attraction for even bigger profits.



# TO PLAY

5. If you rolled a double, roll the dice again and take another move (steps 1-4).

**Watch out!** If you roll doubles 3 times on the same turn, you must **Go to Jail**.



6. When you finish your move and action, pass the dice to the player on your left.



## HELP! I'M IN DEBT!

If you ever owe the Bank or another player more cash than you have, try to raise the money by selling Fences and Enclosures and/or mortgaging properties.

If you still owe more than you have, you are **BANKRUPT** and out of the game!

- ◆ Pay whatever money you were able to raise.
- ◆ If the debt is to another player – give them all your mortgaged properties and any *Get Out of Jail Free* cards. The player must pay 10% interest on each mortgaged property, even if they don't want to pay off the mortgage yet.
- ◆ If your debt is to the Bank – all your mortgaged properties must be put up for auction. These are sold unmortgaged (face up). Return any *Get Out of Jail Free* cards to the bottom of the appropriate piles.

### 2: A PROPERTY OWNED BY ANOTHER PLAYER

If you land on another player's property you must pay rent to them as shown on the Title Deed card. You do not pay rent if the property is mortgaged (its Title Deed is face down).

**Important:** the owner must ask you for the rent before the player to your left rolls the dice. If they forget to ask, you don't have to pay!

#### Attractions

The rent for an **unimproved** attraction is printed on the matching Title Deed card. This is **doubled** if the owner owns all attractions in its color group and none of them are mortgaged. If the attraction is **improved** with Fences or Enclosures, the rent will be much higher – as shown on the Title Deed card.

### Conveyances

Rent depends on how many Conveyances the other player owns.

	1	2	3	4
Rent:	\$25	\$50	\$100	\$200



### DNA & Gene Splicing

Roll the dice and multiply the result by 4 – this is the rent you must pay.

If the owning player owns both DNA & GENE SPLICING, multiply the result by 10!



# DON'T WAIT FOR T

You can do the following even when it isn't your turn – even if you're in Jail!

## 1: COLLECT RENT

If another player lands on one of your unmortgaged properties, you can demand rent from them as shown on the Title Deed – see *Property Owned by Another Player* below.

## 2: AUCTION

The Banker holds an auction when...

- ◆ A player lands on an unowned property and decides not to buy it for the listed price.
- ◆ A player goes bankrupt and turns over all his or her mortgaged properties to the Bank, which are auctioned unmortgaged (face up).
- ◆ There is a Fence/Enclosure shortage and more than one player wants to buy the same Fence(s)/Enclosure(s).



Auction bids can only be made in cash. Any player can start the bidding for as little as \$1. If no one makes a higher bid, the last player to bid must buy the property.

## 3: BUILD

When you own all the attractions in a color group, you can buy Fences/Enclosures from the Bank and put them on any of those attractions.

- i The listed price of each Fence is shown on the attraction's Title Deed.
- ii You must build evenly. You cannot build a second Fence on an attraction until you have built one on each attraction of its color group.
- iii You can have a maximum of 4 Fences on a single attraction.
- iv When you have 4 Fences on an attraction, you can exchange them for an Enclosure by paying the listed price on the Title Deed. You can only have one Enclosure per attraction and cannot build additional Fences on an attraction with an Enclosure.

## 3: CREATION LAB or JURASSIC WORLD

Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile. If it is a Get Out of Jail Free card, keep it until you need to use it or sell it to another player.



## 4: TECHNICAL DIFFICULTIES/ELECTRIC

**FENCE REPAIR** If you land on one of these spaces, you must pay the Bank the amount shown.



## 5: GO TO JAIL

If you land on this space, you must move your token to the Jail space immediately.

**Important:** You do not collect \$200 for passing GO if you are sent to Jail.

As soon as you are sent to Jail, your turn ends – pass the dice!

**Other ways to end up in Jail...**

- ◆ Draw a CREATION LAB or JURASSIC WORLD card that tells you to Go to Jail.
- ◆ Roll three doubles in a row on your turn.



# THE DICE!

**Important:** you cannot build on an attraction if any attraction in its color group is mortgaged.

**Fence/Enclosure shortage?** If there are no Fences/Enclosures left in the Bank, you must wait for other players to sell theirs before you can buy any. If Fences/Enclosures are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

## 4: SELL FENCES/ENCLOSURES

Fences/Enclosures can be sold back to the Bank at half the listed price. Fences/Enclosures must be sold evenly in the same way that they were bought. Enclosures are sold for half the listed price and immediately exchanged for 4 Fences.

## 5: MORTGAGE PROPERTIES

If you're low on cash or don't have enough to pay a debt, you can mortgage any of your unimproved properties. You must sell all Fences/Enclosures on a color group to the Bank before you can mortgage one of its attractions.



To mortgage a property turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To repay a mortgage, pay the listed value plus 10% to the Bank then turn the card face up. Rent cannot be collected on mortgaged properties.

## 6: DO A DEAL

You can do a deal with another player to buy or sell unimproved property. You must sell all Fences/Enclosures on a color group to the Bank before you can sell one of its attractions.

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

Mortgaged property can be sold to another player at any agreed price. After buying a mortgaged property, you must either repay it immediately or just pay 10% of the listed value and keep the card face down; if you later decide to repay to the bank the mortgage, you will have to pay the 10% fee again.



**Remember:** your aim is not just to get rich. To win you must make every other player **BANKRUPT!**

**Q:** How do I get out of Jail?

**A:** You've got 3 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 if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.
- 3 Wait three turns. On each turn roll the dice, if you get a double, move out of Jail and around the board using this roll. If you do not get a double on your third roll, you must pay \$50 to the Bank, then move the number of spaces rolled.

## 6: JAIL (JUST VISITING)

Don't worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.



## 7: FREE PARKING

Relax! Nothing bad (or good) happens.

**8: A PROPERTY THAT YOU OWN**  
Nothing happens. But you're not making any money!