

MONOPOLY

◆ Fast-Dealing Property Trading Game ◆

GAME OF THRONES

COLLECTOR'S EDITION

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

Set forth on your quest to own it all, but first you will need to know the basic game rules along with custom GAME OF THRONES COLLECTOR'S EDITION 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 GAME OF THRONES COLLECTOR'S EDITION.

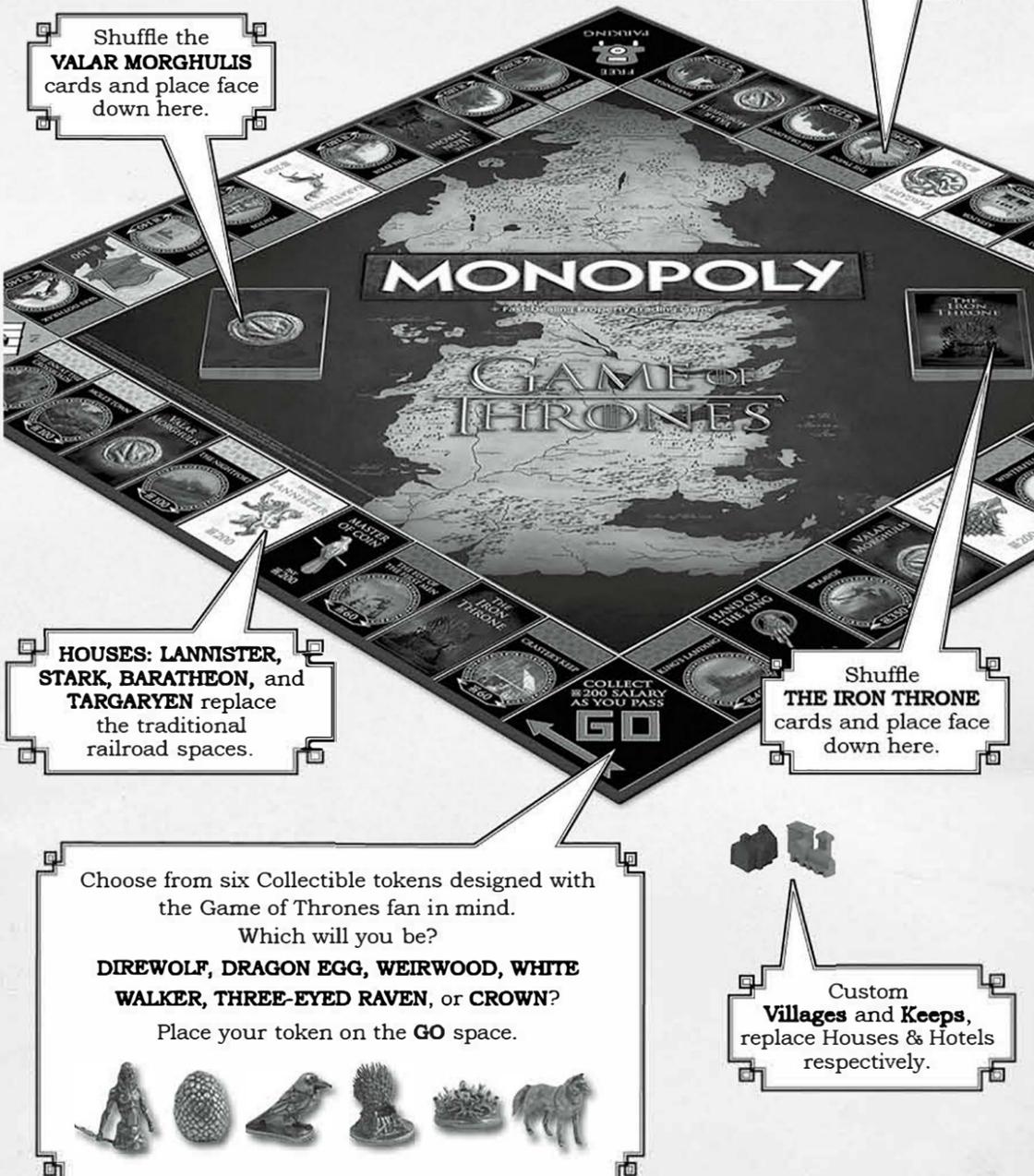
CONTENTS:

Game board, 6 Collectible tokens, 28 Title Deed cards, 16 Valar Morghulis cards, 16 The Iron Throne cards, Custom Game of Thrones Gold Dragons (Money), 32 Custom Villages, 12 Custom Keeps, 2 Dice, and Rules.

If you are already an experienced MONOPOLY dealer and want a faster game, try the Speed Play rules under *Do You Like To Play Fast?*

SET IT UP!

WHAT'S DIFFERENT?



EACH PLAYER STARTS THE GAME WITH:



THE BANK

- Holds all Gold Dragons and Title Deeds not owned by players.
- Pays salaries and bonuses to players.
- Collects taxes and fines from players.
- Sells and auctions properties.
- Sells Villages and Keeps.
- Loans Gold Dragons to players who mortgage their property.

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

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.



DO YOU LIKE TO PLAY FAST?

SPEED PLAY RULES FOR A SHORT GAME (60-90 MINUTES)

There are three changed rules for this Short Game.

- I.** During **PREPARATION**, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
- II.** You need only three **Villages** (instead of four) on each property of a complete color group before you may buy a **Keep**. **Keep** rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one **Village** less than in the regular game.
- III.** If you land in Jail you must exit on your next turn by (I) using a "Get Out of Jail Free"

card if you have (or can buy) one; (II) rolling doubles; or (III) paying ~~50~~ 50. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the ~~50~~ 50 on the same turn.

END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (I) Gold Dragons on hand; (II) properties owned, at the value printed on the board; (III) any mortgaged properties owned, at one-half the value printed on the board; (IV) Villages, counted at the purchase value; (V) Keeps, counted at purchase value including the amount for the three Villages 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 original rules players may never loan each other Gold Dragons 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!

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We will be happy to hear your questions or comments about this game. Write to: USAOPOLY Customer Service 5607 Palmer Way, Carlsbad, CA 92010 Tel: 1-888-876-7659 (toll free) Email: customersupport@usaopoly.com

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HERE'S HOW TO PLAY

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 Villages and Keeps 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.
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 GOLD DRAGONS BY SELLING VILLAGES AND KEEPS AND/OR MORTGAGING PROPERTIES.

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

- Pay whatever Gold Dragons 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.

DON'T WAIT FOR THE DICE!

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

I. 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.

II. 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 **Village/Keep shortage** and more than one player wants to buy the same Village(s)/Keep(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.

III. BUILD

When you own all the Properties in a color group, you can buy **Villages/Keeps** from the Bank and put them on any of those Properties.



- The listed price of each **Village** is shown on the property's **Title Deed**.
- You must build **evenly**. You cannot build a second **Village** on a property until you have built one on each property of its color group.
- You can have a maximum of **4 Villages** on a single property.
- When you have **4 Villages** on a property, you can exchange them for a **Keep** by paying the listed price on the Title Deed. You can only have one Keep per property and cannot build additional Villages on a property with a Keep.

IMPORTANT: You cannot build on a property if any property in its color group is mortgaged.

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

VILLAGE/KEEP SHORTAGE?

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

IV. SELL VILLAGES/KEEPS

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

V. 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 Villages/Keeps on a color group to the Bank before you can mortgage one of its Properties.



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.

VI. DO A DEAL

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



WHERE DID YOU LAND?

I. AN UNOWNED PROPERTY

There are three types of properties:



Properties



Houses



Utilities

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



II. 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!

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

House Spaces (Railroads) ~ Rent depends on how many House Spaces the other player owns.

1 2 3 4

Rent: £25 £50 £100 £200



Utilities ~ **The Red Wastes & The Wall** Roll the dice and multiply the result by 4 – this is the rent you must pay. If the owning player owns both The Red Wastes & The Wall, multiply the result by 10!



III. VALAR MORGHULIS OR THE IRON THRONE

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.



IV. MASTER OF COIN & MASTER OF WHISPERS

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



V. 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 *Valar Morghulis* or *The Iron Throne* card that tells you to Go to Jail.
- Roll three doubles in a row on your turn.

Q: How do I get out of Jail?

A: You've got 3 options...

- Pay £50 at the start of your next turn, then roll and move as normal.
- 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.
- 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.

VI. 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.



VII. FREE PARKING

Relax! Nothing bad (or good) happens.



VIII. A PROPERTY THAT YOU OWN

Nothing happens. But you're not earning any Gold Dragons!