



**THE DEAL**

**Select a Banker.** The banker stacks the money by denomination (£50, £100, £500 and £1000 notes). At the end of each hand, the banker will pay each player his winnings.

**Select the first Dealer.** The dealer shuffles the deck, offers a cut, and deals 10 cards to each player. Cards are held in hand. The dealer then deals one card FACE UP before each player. This is the first "trading" card for each player. The dealer places the remainder of the pack FACE DOWN in the centre of the table, forming a Draw Pile.



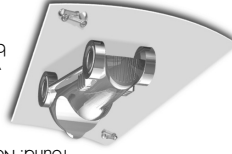
**OBJECT OF THE GAME**

The object is to draw and trade until the 10 cards in your hand are organised into one or more "Monopolies" plus any number of Bonus cards.

A MONOPOLY must include all (2 or 3) property cards that comprise a monopoly (colour-group) on the dark blue colour monopoly. (A Railway Station and Mayfair complete the dark blue colour monopoly. For example, Park Lane and Mayfair complete the dark blue colour monopoly.)

A Monopoly can be 2, 3 or all 4 Railway Station monopoly cards.)

Adding to it, in sequence, a 1st, 2nd, 3rd and 4th House card. Each of these cards represents one additional house on all properties in the Monopoly. Note: you cannot add a House card in a sequence. For example, you can't include a 3rd House card in a Monopoly if you don't have both the 1st and 2nd House cards. Should you get all 4 House Cards, you can add a Hotel card to a Monopoly. Thus, a three property Monopoly can include as many as 8 cards ( 3 Property cards, 4 House cards, and one Hotel card). A two-property Monopoly can include as many as 7 cards.



**PLAY**

You may elect to do ONE of three play options on your turn: 1. DRAW, or 2. TRADE, or 3. GO OUT by laying down your hand at the end of the round. Note: if you Draw or Trade you cannot Go Out on the same turn.

**DRAW**

Take the top card from the Draw Pile and add it to your hand, then end your turn by discarding (see below).

**TRADE**

Your trade pile is likely to grow and shrink during the game. You may trade (exchange) one or more of the cards in your Trade pile for a like number from any opponent's Trade pile. IMPORTANT! If you like, you may add one card from your hand to your trade pile BEFORE making a trade. (Keep cards in your Trade Pile fanned so the identity of all can be seen and it is clear which card is on top.) To make a trade, take from the top of your pile the number of cards from the top of his Trade pile and add them to your hand (not your Trade Pile). After making a trade, end your turn by discarding (see below).



**GO OUT**

Simply lay down your hand and say "Monopoly!"

You may only go out if all property, house and hotel cards in your hand are organised into one or more Monopolies. You must have at least one Monopoly before you may go out.

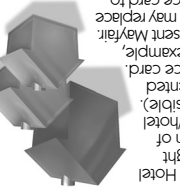
You may have any number of Bonus cards.

"Chance" may be substituted for a missing Property card or a House/Hotel card in order to complete or extend a Monopoly. Chance card in hand scores NOTHING. This is the "chance" you take. Note: if you began your turn with more than 10 cards in hand, because an opponent traded with you, you can discard the excess to your Trade Pile and still go out on the turn. Remember - you may not go out if you draw or trade on a turn.

**END TURN: DISCARDING**

After you Draw or Trade, you end your turn by discarding onto your Trade Pile. You may not hold more than 10 cards in your hand when you end your turn. You must discard excess cards, of your choice, onto your Trading Pile. Fan cards in this pile so the identity of each can be seen and it is obvious which one is top most (the last card to be discarded).

**ENDING THE HAND**



**A) REWARD:** The first player to lay down his/her hand, and go out, takes the top FIVE cards from the Draw Pile and ADDS to his/her hand any of the cards that can be included, discarding those that can't be included. This player's final hand could, therefore, be as long as 15 cards.

**Bonus card draw** may be added, as can House or Hotel cards if in proper sequence. A new Monopoly might even be drawn. If so, the player may decide which of the hand's Monopolies to enhance with the house/hotel cards present (to make the hand as valuable as possible).

**IMPORTANT:** If among the Reward is a card represented by a Chance card now be used elsewhere. For example, this Chance card can now be used elsewhere. For example, you laid down Park Lane and a Chance card to represent Mayfair. As part of the Reward, you draw the Mayfair card. You may replace the Chance with Mayfair and may now use the Chance card to represent a missing house or hotel or a token. (You may not otherwise "move" a Chance card after the hand is laid down.)

**B) COLLECT DISCARDS:** Gather and remove from play all cards remaining in the draw pile, the trading piles, plus any unusable Reward cards.

**C) LAY DOWN OTHER HANDS:** Each opposing player lays down their entire hand. (Some hands may be longer than others due to trades. That's okay.)

**SCORING**

1. Each player scores the value of each Monopoly held. Note that each Monopoly's property cards collectively have a "basic" value (from £50 to £400). Each house included in a Monopoly is again worth the basic value of the Monopoly. A Hotel adds £500 (regardless of the Monopoly's basic value). Each TOKEN is worth the total value of the Property and House/Hotel cards. Example: You have the Yellow Monopoly and a 1st, 2nd, and 3rd house cards, plus 2 Token cards. The basic value of the Yellow Monopoly is £300; each house adds £300. Thus, your Monopoly is worth £1200. Further, each Token is worth the total value of the Monopoly, or £1200 each. So your total winnings for this Monopoly are £3,600.

Mr. Monopoly cards wins £1,000.

two or more players are tied for





**RULES FOR THREE PLAYERS**  
 Play is the same as for 4 players, except that a fourth trading card is dealt face up to where a fourth player's trading card would be. Players may trade for this card by exchanging it for the top card on their own trading pile. Or, players may trade for it and the top card of the Draw Pile as well, by replacing it with the top two cards on their own trading pile. In this way, the fourth trading pile can grow.

**RULES FOR TWO PLAYERS**  
 Play is the same as for 3 players, except that a third and fourth trading card is dealt to where a third and fourth player's trading card would be dealt.

**RULES FOR FIVE OR SIX PLAYERS**  
 The play of these versions is slightly different than for 2-4 players. The entire deck will be dealt out and there will be no draw pile: A) If six are playing, deal 9 cards to each player. If five are playing, deal 11 cards to each: B) Next, deal one card face up before each player as the first "trade" card for each. On your turn, you must exchange your trade card for one trade card of another player (you and the other player then add the traded card to your hands). Next, discard one card. This card becomes your next trade card. After each and every player's turn, all players pass, face down, one card from hand to the player on the left. After each player has passed a card, each picks up the card passed to him and adds it to his hand.

**Going Out**  
 During your turn, you may go out as usual. You may "go out" after you trade a card with another player. But must do so BEFORE all players would normally pass one card to the player on the left. (No passing may occur on the turn when a player goes out.)

**Reward**  
 After going out, you may add to your hand any and all trade cards on the table that can improve its value. Remove any unusable trade cards from play prior to scoring.

Each of the other players lays down his hand. Scoring now takes place, as usual, prior to a new hand being dealt.

Winning  
 £7,000 wins the game.



If more than one player has £10,000, the player with the most money wins.

**WINNING THE GAME**

Collect all 60 cards; the next dealer is the player to the left of the prior dealer.

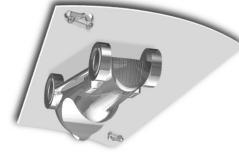
**NEXT HAND**

The Banker pays all winnings from the bank. Money never passes between the players.  
 In this instance, very bad!  
 3. Each GO card pays its owner £200. 4. Any player holding a Chance card or a "Chance" can be good, or

MONOPOLY CARD GAME SCORING CHART									
	Site only	1 House	2 Houses	3 Houses	4 Houses	Hotels	Hotel	750	1000
Brown	50	100	150	200	250	300	350	400	450
Light Blue	100	200	300	400	500	600	700	800	900
Pink	150	300	450	600	750	900	1050	1200	1350
Orange	200	400	600	800	1000	1200	1400	1600	1800
Red	250	500	750	1000	1250	1500	1750	2000	2250
Yellow	300	600	900	1200	1500	1800	2100	2400	2700
Green	350	700	1050	1400	1750	2100	2450	2800	3150
Dark Blue	400	800	1200	1600	2000	2400	2800	3200	3600

NB: '1 House' means one house on all of the properties in the group.

Other Sets			
4 held	3 held	2 held	1 held
500	500	500	500
1000	500	250	1000



Schwarz

# THE CARD GAME



For 2-6 players, ages 8 and up.

**A BRIEF IDEA OF THE GAME**

Property, House and Hotel cards can be combined to form and develop a Monopoly just as in the classic board game. On each hand, you try to draw and trade cards to collect a Monopoly (ie. a full colour set). Chance, Mr. Monopoly, GO and Token cards are known as "bonus" cards. They can have a big effect on the final value of your hand.

Be the first player to collect £10,000 and you'll win the game!

**CONTENTS**

THE DECK - 60 cards comprise the deck; PROPERTY - There are 28 Property cards, one for each property space on the MONOPOLY game board; HOUSE/HOTEL - There are 14 House and 2 Hotel cards, each House card indicates if it is 1st, 2nd, 3rd or 4th to be "built" on a Monopoly; BONUS - There are 16 Bonus cards; 6 x TOKEN cards, Tokens "land" on your Monopoly and dramatically increase your winnings; 2 x CHANCE cards; Chance cards are "wild" and can represent any card you need to complete your Monopoly. Beware, a chance card can also make your entire hand worthless (as you'll see); 4 x GO cards; Each is worth £200. 4 x MR. MONOPOLY cards: Whoever has the most Mr. Monopoly cards at the end of each hand wins £1,000; MONEY - There is a pad of money in the game to keep score.

