

◆ Fast-Dealing Property Trading Game ◆

Ms. MONOPOLY

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CE8424

CONTENTS

- Gameboard
- 6 Tokens
- 24 Invention Cards
- 16 Chance Cards
- 16 Community Chest Cards
- 12 Headquarters
- 2 Dice
- Money Pack

GAME GUIDE

AGES

8+



2-6
PLAYERS

WHAT'S DIFFERENT ABOUT MS. MONOPOLY?

WOMEN MAKE MORE MONEY THAN MEN

Who you are is up to you! But Ms. Monopoly is offering women a higher payout at the start of the game and more money when passing GO.



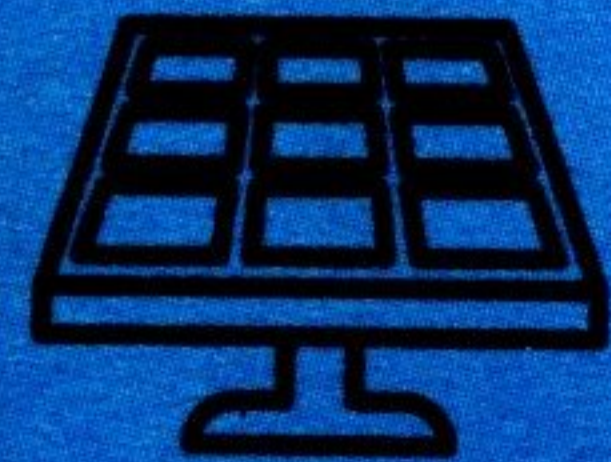
BOARD SPACES ARE INVENTIONS BY WOMEN

Instead of properties, purchase some of the things that wouldn't exist without the innovative women who invented them!



RAILROADS ARE NOW RIDE SHARES

When you land on a ride share, you get to zoom ahead to the next ride share space, moving you around the board more quickly so you can make more money!



UTILITIES HAVE BEEN UPDATED

Spread-spectrum radio (which gave us Wi-Fi!) and solar heating were both invented by women. Wi-Fi and solar heating replace the water works and electric company. You can purchase these just as you would the classic utilities.



BUILD HEADQUARTERS INSTEAD OF HOUSES AND HOTELS

Dream big! Once you own a complete color set of inventions, you can build business headquarters and collect even more rent!

SET IT UP!

1 Choose someone to be the Banker. The Banker's in charge of:

- The Bank's money
- Headquarters
- Invention cards
- Auctions

The Banker can play too but must keep their money separate from the Bank.



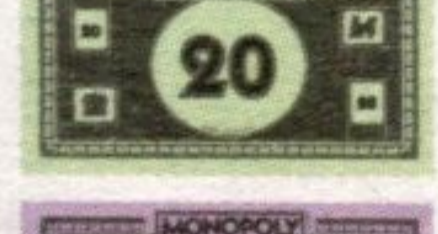

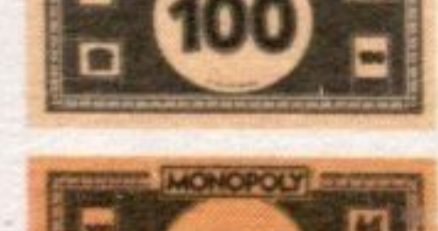
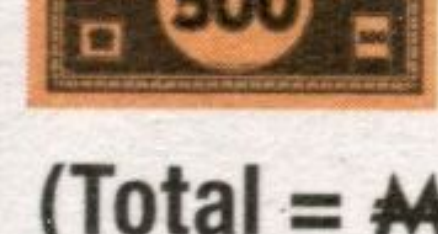
3 Shuffle the Chance cards, and place them facedown here.

4 Shuffle the Community Chest cards, and place them facedown here.




Banker, pass out the money!

Give each woman:

	x 5
	x 1
	x 2
	x 1
	x 1
	x 3
	x 3

(Total = \$1900)

Give each man:

	x 5
	x 1
	x 2
	x 1
	x 1
	x 4
	x 2

(Total = \$1500)

Keep the rest of the money in the box as the Bank.

5 Each player chooses a token and places it on GO.

6 Put the dice by the gameboard.

PLAY!

How to win

Move around the board buying as many inventions as you can. The more you own, the more rent you'll be able to collect from other players. The game ends when the last invention is purchased. Then the player with the most money wins!

Who goes first?

Each player rolls both dice.
The highest roller starts, and play moves to the left.

On your turn

1. Roll both dice.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

Did you roll doubles?

Roll the dice again, and take another turn.

Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

4. Your turn ends. Pass the dice to your left.

Start playing!

That's all you need to know, so get going.
Look up the spaces as you land on them.

THE BOARD SPACES

INVENTIONS

There are two types of inventions: those that come in color sets and utilities.

Unowned Inventions

When you land on an unowned invention, you must buy it or auction it.

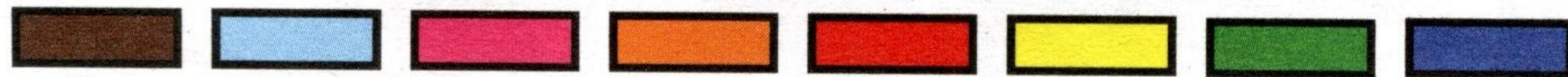
Want to buy it?

Pay the price on the board space, and take the invention card from the Bank.

Don't want to buy it?

The Banker must auction it. Bidding starts at **¥10**, and anyone can increase the bid by as little as **¥1**. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the invention, that's fine. No one pays anything, and the invention card stays with the Bank.

Collect color sets!

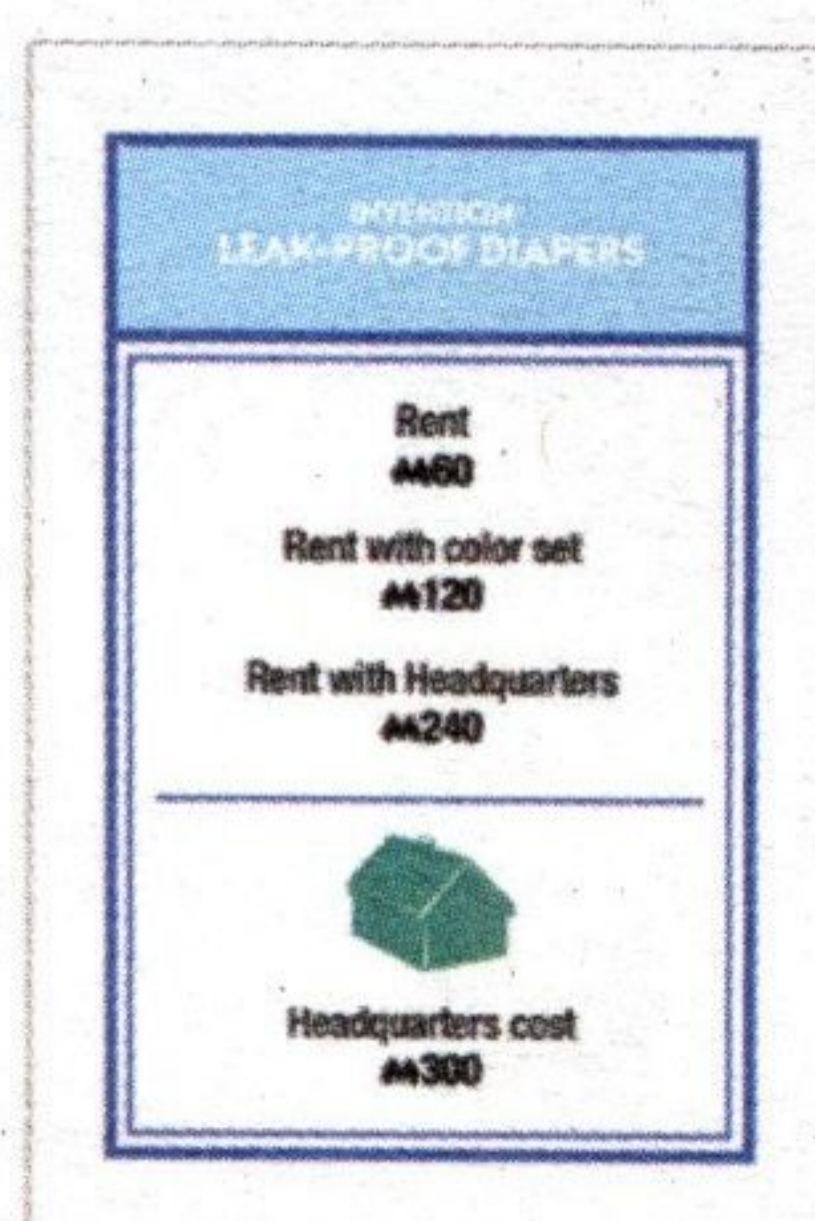
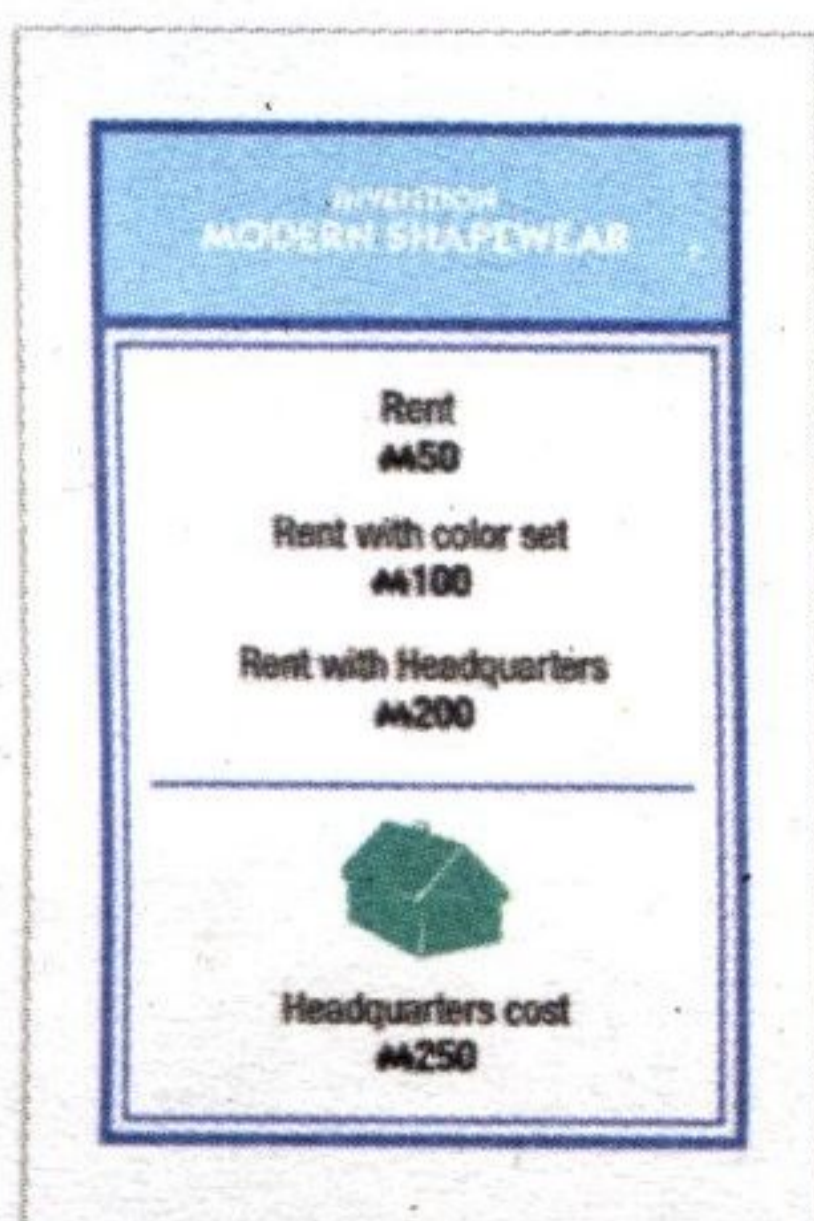


When you own each invention in a color set:

- You can double the rent for those inventions!
- You may build Headquarters and charge even more rent!
See HEADQUARTERS.

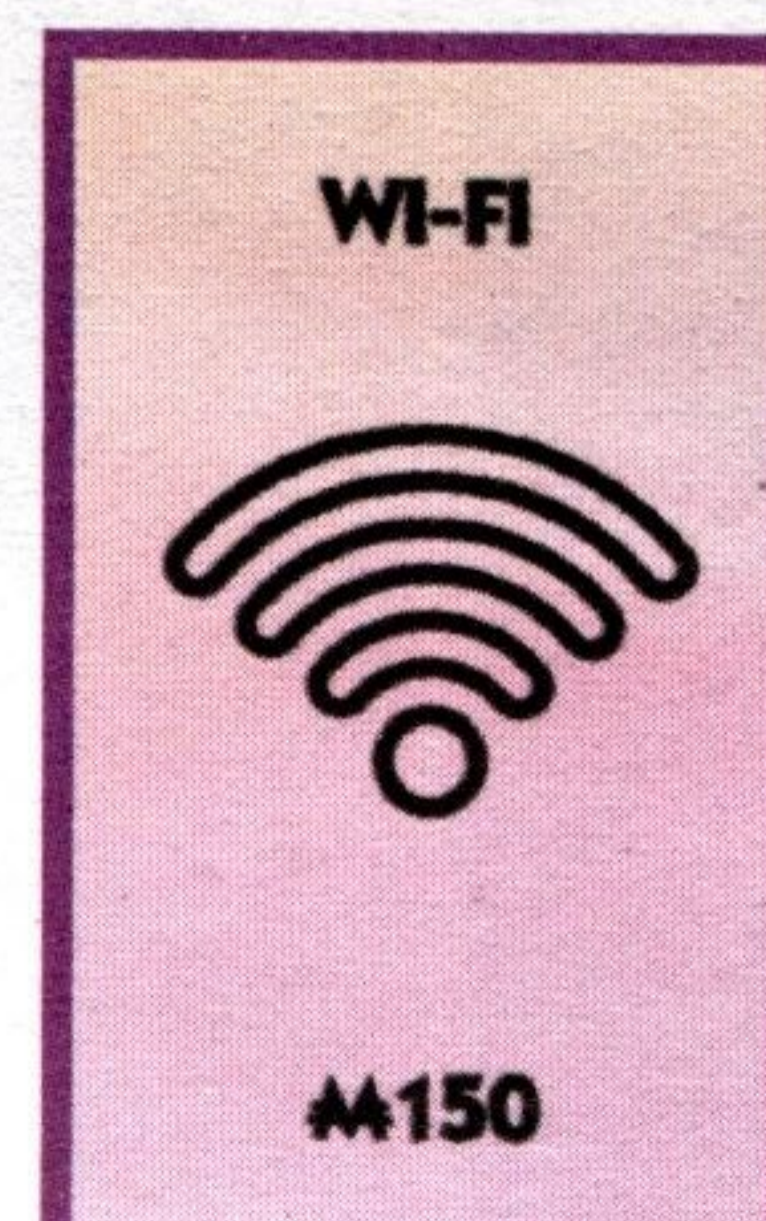
Owned Inventions

When you land on an invention that someone else owns, the owner must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!



Color set inventions

Pay the rent shown on the invention card.



Utilities

Roll the dice to determine rent. If the owner has 1 utility, rent is 4x the dice roll. If the owner has 2 utilities, rent is 10x the dice roll.



ACTION SPACES



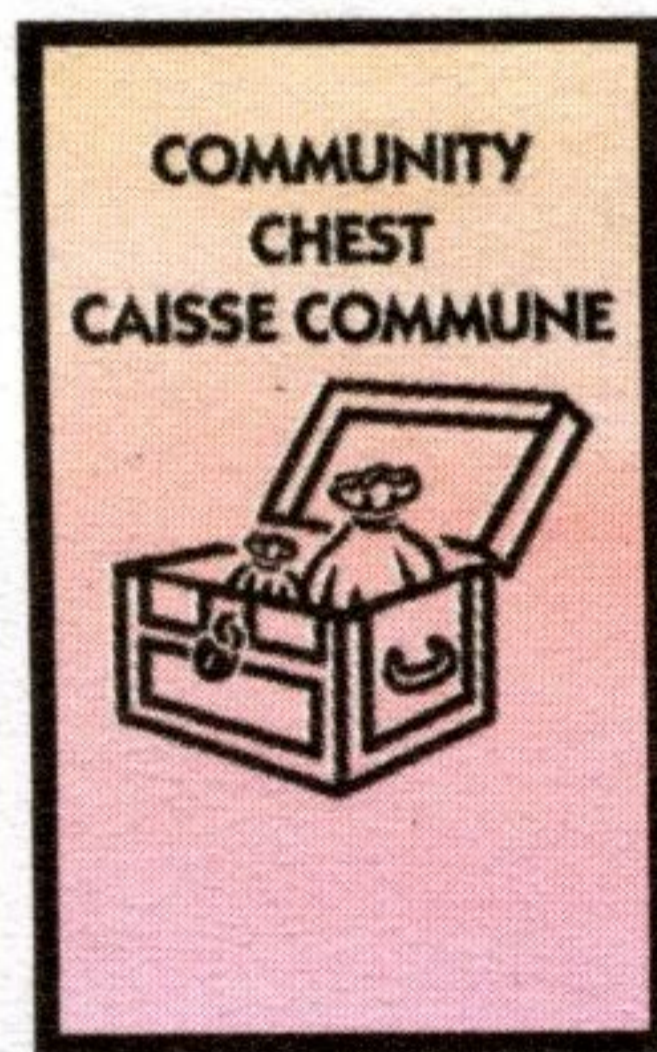
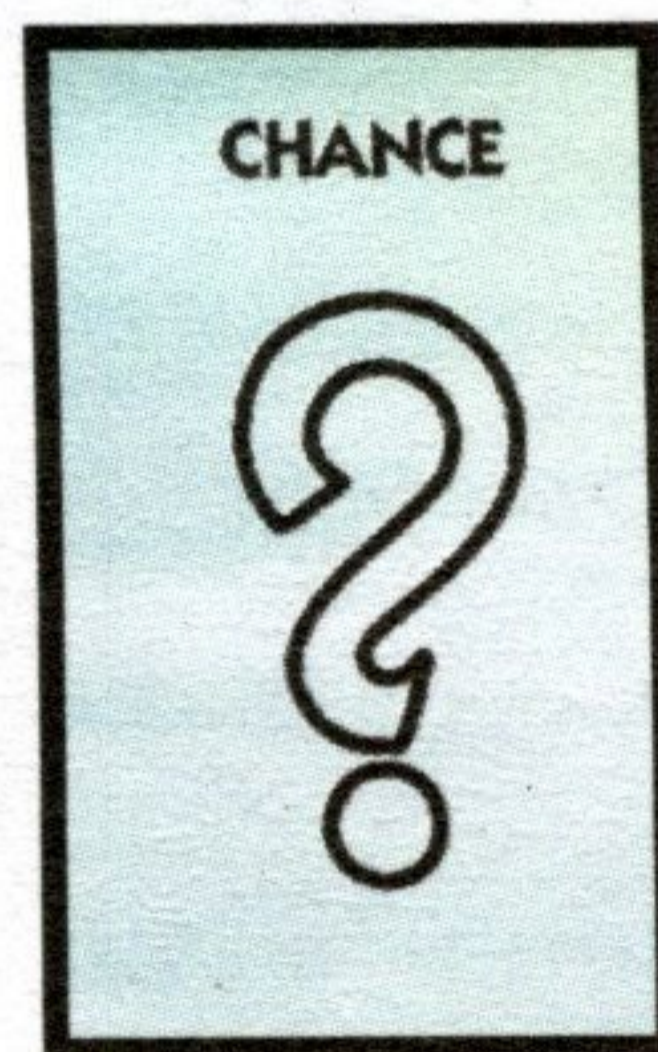
GO

When you pass or land on the GO space, if you're a woman, collect **M\$240**. If you're a man, collect **M\$200**.



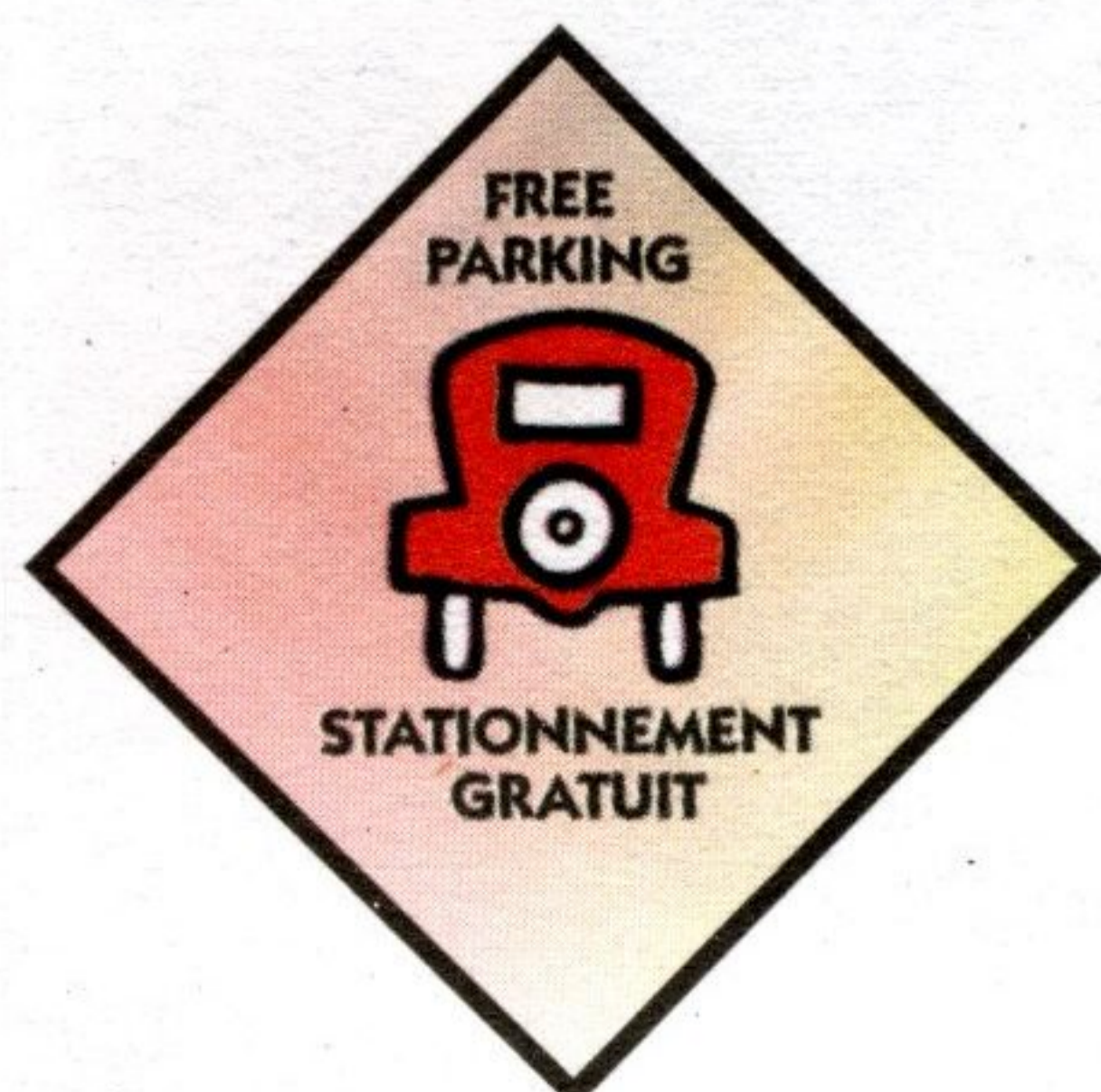
Income Tax and Luxury Tax

Pay the Bank the amount shown on the space.



Chance and Community Chest

Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when done.



Free Parking

Relax! Nothing happens.



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail

Move your token to the In Jail space immediately! Do not collect money for passing GO. Your turn is then over. You can still collect rent, bid during auctions, build Headquarters, and trade while you are in Jail.

How do I get out of Jail?

You have 3 options:

1. **Pay M\$50** at the start of your next turn, then roll and move as normal.
2. **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.
3. **Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay **M\$50**, and use your last roll to move.

HEADQUARTERS



Building Headquarters

Once you have a complete color set, you can build a Headquarters! You don't have to wait until your turn.

Pay the Headquarters cost on the invention card, and put a Headquarters on the invention.

You can only have one Headquarters per invention.

You may not sell Headquarters back to the Bank or to other players.

Not enough Headquarters?

If multiple players want to buy the last Headquarters, it must be auctioned.

Bids start at $\clubsuit 10$ and increase by as little as $\clubsuit 10$. You don't need to follow turn order. Payment goes to the Bank.

DEALS & TRADES

You can buy, sell, or swap inventions with other players at any time.

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

What if I run out of cash?

Owe money for something but don't have enough to pay? Try to raise funds by selling inventions.

Sell inventions back to the Bank for face value or to another player for an agreed-upon price.

Sell inventions with a Headquarters back to the Bank for the price of rent with one Headquarters or to another player for an agreed-upon price.

Whether you sell to the Bank or another player, the Headquarters stays where it is. It's OK to split a color set.

If a player lands on an unowned invention with a Headquarters, that player may buy that invention for the price listed on the board. They get the Headquarters for free!

Still in debt?

You're bankrupt and out of the game!

Do you owe another player?

Give them all your inventions, including any Headquarters on those inventions.

Do you owe the Bank?

All your cash and inventions, including any Headquarters, go back to the Bank.

THE END OF THE GAME

The game ends when all of the inventions have been purchased.

Then, players collect rent from the Bank for each of their inventions.

For inventions in a set, collect double rent.

For inventions with a Headquarters, collect rent for a Headquarters.

The player with the most cash wins!



Meet Ms. Monopoly!

Ms. Monopoly has an adventurous spark and the tireless drive of a MONOPOLY family mogul. Her goal: to support up-and-coming entrepreneurs—especially women!