

CHANCE



## CHANCE

When you land on a Chance space, take any one of the Chance tiles that are facedown next to the game tray. You must use some tiles immediately, while you may keep others to use later.

There are four types of Chance tiles:



### Money Bag

Use this tile immediately. It allows you to take any color landmark block from the tray. Place the block on one of the Build squares on your board. If all your Build squares have blocks on them, but none of them match the block color(s) available in the tray, do nothing, and simply place this tile faceup in a discard pile next to the tray.



### GO Button

Keep this tile to use at any time. It allows you to choose and perform one of the three actions like you would if you landed on GO: take any color landmark block from the tray, try a Bank Heist, or activate a Shut Down.



### Mr. Monopoly

Keep this tile to use at any time. It allows you to move your Mr. Monopoly marker one space to the right on your Mega Shut Down tracker. See MEGA SHUT DOWNS.



### Shield

Keep this tile to use at any time. It allows you to cancel one Shut Down that is played against you (i.e., if two opponents target you with a Shut Down but you have only one shield, you'll be able to protect yourself from only one of their attacks). You may not use Shield tiles to cancel Bank Heists or Mega Shut Downs.

Once you've used a tile, place it faceup in a discard pile next to the tray. If all the tiles end up in the discard pile, reintroduce them into the game by placing them all facedown again.

## MEGA SHUT DOWNS



Move your Mr. Monopoly marker one space to the right on your Mega Shut Down tracker whenever you are unable to take a landmark block from the game tray. That will only happen if the tray has no blocks in the color you need or you don't have a Build square available on your board (because all your Build squares have other block colors on them).

### You may activate a Mega Shut Down:

- Only after your opponents have taken any other actions—such as placing blocks, competing in Bank Heists, activating Shut Downs, and using Chance tiles.

AND

- Only if your Mr. Monopoly marker reaches the end of your tracker.



When you activate a Mega Shut Down, you may choose any block color—and all other players must immediately return any blocks in that color to the tray!



## THE END OF THE GAME

The game ends immediately when the first landmark is built. To build a landmark, you must stack four matching-colored landmark blocks on one of the Build squares on your board. The first player to do so wins!

## FAQs

### Who goes first if two or more players land on a Bank Heist or Shut Down space?

Actions such as Bank Heists, Shut Downs, and Mega Shut Downs take place in a clockwise order, starting from the player who rolled the dice to begin the round.

### What happens if one player lands on a color space and another player lands on a Bank Heist or Shut Down space?

First, the player who landed on the color space follows the rules of that space. Then the other player may attempt a Bank Heist or activate a Shut Down by targeting any opponent.

### If two or more players want the same landmark block from the game tray, who takes it?

The player who is fastest at grabbing that block from the tray!

### What happens if two or more players build the first landmark in the same round?

The player with the most landmark blocks on their board wins. If two or more players have the same number of blocks on their board, the game ends in a tie!

### What happens if one player builds the first landmark in the same round that another player lands on a Bank Heist or Shut Down space?

The player who built the first landmark wins! The other player would not be able to attempt a Bank Heist or activate a Shut Down because the first landmark would have been built before they could carry out either of those two actions. The same rule applies for Mega Shut Downs.

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Fast-Dealing Property Trading Game

# MONOPOLY

# GO!



8+



**CONTENTS:** Portable Game Tray (with storage area and lid) • 4 Double-Sided Mini Gameboards • 4 Tokens • 4 Dice (1 red, 1 yellow, 1 green, 1 blue) • 40 Plastic Landmark Blocks (5 brown, 5 light blue, 5 pink, 5 orange, 5 red, 5 yellow, 5 green, 5 dark blue) • 10 Chance Tiles • 4 Plastic Mr. Monopoly Markers • 2 Cardboard Bank Heist Dials (with plastic fasteners) • 4 Reference Cards

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## What's different about the MONOPOLY GO! board game?

### Simultaneous fun!

This game is played in fast-paced rounds! In each round, dice are rolled, and everyone moves their token at the same time around their own mini gameboard according to the number shown on their die. The mini boards are doubled-sided, with a different theme on each side. Which board will you choose: New York City, the Roaring 20's...or maybe Unicorn Land?

### Race to build!

There's no money. Instead, it's a race to build the first landmark! To build a landmark, you must stack four matching-colored landmark blocks on your board. To collect a block, you must land on a color space. Then take a matching-colored block from the game tray and place it on one of the Build squares on your board.

### Pull off Bank Heists!

When you land on a Bank Heist space, you'll use the two Bank Heist dials to play a mini game with one of your rivals! You'll secretly choose an image on one of the dials and hope that your opponent chooses the same image on the other dial. If they do, you'll have pulled off the perfect heist! Then you can steal a landmark block from your opponent and place it on your board.

### Shut Downs and Mega Shut Downs!

When you land on a Shut Down space, you may choose any opponent to return one of their landmark blocks to the tray. There's also a Mega Shut Down, which allows you to scheme against more than one rival! To activate a Mega Shut Down, you'll need to move your Mr. Monopoly marker to the end of the Mega Shut Down tracker on your board—but that's not easy!



## SET IT UP!

1 Sort the landmark blocks by color and place them into the storage area of the game tray.

2 Place the dice in the center of the tray.

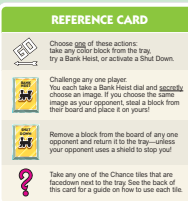


3 Place the Bank Heist dials next to the tray.



4 Place the Chance tiles facedown in a pile next to the tray.

5 Each player chooses a mini gameboard and places it in front of them. **Note:** The mini boards are double-sided, and you can choose whichever side you want. The color of the corner spaces on your board will determine which color die is yours.



6 Each player takes a reference card and a Mr. Monopoly marker that matches the color of the corner spaces on their board. Place your marker on the Start space of your Mega Shut Down tracker.



7 Each player chooses a token and places it on the GO space on their board.

## PLAY!

### How to win

Roll the dice in the game tray, then move your token around your mini gameboard—at the same time as your opponents! Land on a color space to take a landmark block from the tray and add it to your board. Use Bank Heists, Shut Downs, and Mega Shut Downs to sabotage your rivals! **The first player to stack four matching-colored blocks on one of the Build squares on their board wins!**

### Who goes first?

Each round, a different player will roll all the dice in the game tray. To find out who rolls first, each player rolls their color die in the tray. The highest roller starts, and play moves to the left.

### In each round

1. One player rolls all the dice in the tray.
2. Each player moves their token clockwise around their board at the same time according to the number rolled on their die.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

**Did you land on a Bank Heist or Shut Down space?** You must wait until any opponents have placed landmark blocks before you can carry out the rules of those spaces. If two or more players land on Bank Heist or Shut Down, see FAQs.

4. The round ends. Pass the dice to the left.

### Start playing!

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

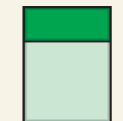
## THE BOARD SPACES



### GO

- When you **land on GO**, choose one of these actions:
1. Take any color landmark block from the game tray and place it on one of the Build squares on your board. See COLOR SPACES.
  2. Try to pull off a Bank Heist. See BANK HEIST.
  3. Activate a Shut Down. See SHUT DOWN.

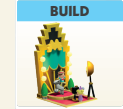
When you **pass GO**, you may not choose an action, so simply follow the rules of the space where you land.



### COLOR SPACES

When you land on a color space, take a matching-colored landmark block from the game tray and place it on one of the Build squares on your board.

- If all your Build squares already have blocks on them, but none of those blocks match the color space, do not take a block. Instead, move your Mr. Monopoly marker one space to the right on your Mega Shut Down tracker. (The same rule applies if there are no matching-colored blocks in the tray.) See MEGA SHUT DOWNS.
- If there is a matching-colored block in the tray, and you have a Build square available on your board, you must place that block there. You may not move your Mr. Monopoly marker along your tracker instead.



### 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! Skip the next round, then move as normal on the following round.



### BANK HEIST

When you land on a Bank Heist space, you must wait until any opponents have placed landmark blocks. Then you may challenge any one player.

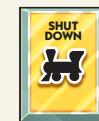
1. You and your opponent each take a Bank Heist dial and **secretly choose** one of its three images—a diamond ring, a stack of money, or a coin—by rotating the dial.



2. Then, on the count of three, reveal your chosen images!

- If you both chose the same image, it means you pulled off a Bank Heist! Steal a block from your opponent's board and place it on one of the Build squares on your board.
- If you chose different symbols, your Bank Heist failed, so do nothing.

**Note:** You may steal any color block from your opponent. But if you can't then place it on your board, return it to the game tray. For example, if your opponent only has a pink block and your board already has orange, green, red, and yellow blocks on it, you must steal their pink block and return it to the tray.



### SHUT DOWN

When you land on a Shut Down space, you must wait until any opponents have placed landmark blocks. Then you may activate a Shut Down on any one player by removing a block from their board and returning it to the game tray—unless that player uses a shield to stop you!



### FREE PARKING

Nothing happens. But this is a good time to quickly check out other players' boards—and think about how you might be able to scheme against them in future rounds!