

MONOPOLY

Millionaire

DEAL CARD GAME

HOW TO WIN

Get $\pounds 1\text{M}$ in your bank pile before anyone else – simple!

Read this side to get started and the other side for more detail. On your very first game, take time to look through the cards before you start. It'll help you get into the game more quickly.

Contents

110 cards (35 Property cards, 40 Action cards, 31 Money cards and 4 Quick Start cards).

GET READY

1. Remove the 4 Quick Start cards and give one to each player. Then shuffle the rest of the cards and deal 5 to each player (facedown). Keep your own cards secret from other players.
2. Put the rest of the pile facedown in the middle. This is the draw pile.

HOW TO PLAY

All players share the draw pile and the play pile.

◆ **Draw pile**
pick up
cards here



◆ **Play pile**
play action
cards or
discard extra
cards here

If the draw pile runs out, shuffle the play pile to make a new one.

During the game you'll lay out your own cards in front of you like this:



◆ **Your bank pile**
put money (NOT
property) here
to build up your
cash total



◆ **Your properties**
to charge rent on



◆ **Your hand**
cards in your hand
are useless until you
play them on to the
table on your turn!

ON YOUR TURN:

1. **Pick up 2 cards** from the draw pile.
2. **Play UP TO 3 cards** onto the table in front of you. (You don't have to play any if you don't want to.) Play any combination of Money, Action and Property cards, in any order.
3. Just before the next player's turn, check how many cards you have left **in your hand**.
 - ◆ More than 7? Throw any extras on the play pile.
 - ◆ 0 – at the start of your **next turn**, pick up 5 cards instead of 2.
 - ◆ 1-7 – perfect!
4. Your turn is over. The player on the left goes next.

Keep playing like this until someone wins by having $\pounds 1\text{M}$ in their bank pile!

ESSENTIALS

- ◆ Play your own cards right in front of you, on the table. Put Money cards in your own bank pile and keep Property cards all together, next to your bank pile.
- ◆ Play Action cards from your hand onto the play pile to use them.
- ◆ Once a card has been played onto the table (into your bank, as a property or onto the play pile) it can **NEVER** go back into **anyone's** hand.
- ◆ If you have to pay another player, or if they steal a card from you, the card goes into their bank pile or property area, never into their hand.
- ◆ **NEVER** give cards to another player directly from your hand – they're useless, remember? **ALWAYS** use cards you've already played onto the table.
- ◆ Change is not given in this game! If you owe $\pounds 50\text{k}$ and you only have a $\pounds 100\text{k}$ card in your bank, too bad! You lose out by $\pounds 50\text{k}$!

Get $\pounds 1\text{M}$ in your bank pile to win



MONEY

Remember: Your bank pile is your chance to WIN!

- ◆ Play money into your bank pile in front of you.
- Why do I need money on the table?**
- ◆ To win! Keep a check on how much money's in your bank pile – get to \$1M first and you've won!
- ◆ Keep your bank stocked with Money cards so you can pay other players rent, or give them money if they play a Birthday or Debt Collector card against you (see **Action Cards**).
- ◆ If you have money in your bank, you **must** use it to pay other players. Only pay with property cards if you've run out of money.



PROPERTY

Build up property sets to increase the amount of rent you can charge other players.

Properties do not count towards your cash total!

- ◆ Property cards show you how much rent you can charge other players, and how many cards of that color make a full set (two or three).
- ◆ The more cards you have of the same color, the more rent you can charge when you play a matching-color Rent card.
- ◆ If you owe money and have no money cards in your bank pile, use Property cards from your sets on the table as cash. **Never use cards from your hand.** The value of a property when used as payment is shown in the corner.



Property Wild Cards

There are two types of Property wild card – standard two-colored and multi-colored.

2-colored wild cards: Use as a property of either color shown.

Multi-colored wild cards: Use as a property of **any** color except gold.

- ◆ Treat Property wild cards just like the other properties in a set (e.g. they **do** count for rent and they **can** be stolen!)
- ◆ You can swap a wild card for a 'real' property of that color, if you want to.
- ◆ You can move a wild card around between sets on any turn. This does **NOT** count as one of the 3 cards you can play per turn (as it's already on the table).
- ◆ If you replace a wild card with a property card of the right color and can't use it as part of another set, leave it in your property card area – you might need it later!

\$150k



ACTION CARDS

- ◆ To use an Action card, play it from your hand onto the **play pile**. After playing an Action card, follow the instructions on it.



Each Action card tells you what to do. Here are some of the most important ones.

Sports Car – Play this as the third card on your turn to take another turn right away!

Sly Deal – Steal a property from any other player and add it to your properties on the table. You can steal a wild card. You can't steal from a complete property set.

Forced Deal – Swap another player's property card with one from your property collection. You can swap a wild card. You can't swap from a complete property set.

Deal Breaker – Steal a full set of properties from any other player and add it to your property collection. Brutal!

Just Say No – Use this card at any time to block an Action card another player plays against you. If that player also has Just Say No card, they **can** use it to cancel yours... sorry! This is the only card you don't have to use on your own turn!



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