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Monopoly jackpot board game instructions pdf

Monopoly jackpot instructions. Monopoly bid instructions pdf. Monopoly jackpot board game rules pdf. Monopoly instructions pdf. Monopoly jackpot rules pdf.

Monopoly Jackpot is a new way to play Monopoly with specific rules and ultra-dynamic parts that challenge players to win big at the casino wheel. The game offers two main modes: a traditional Monopoly experience and a more fast-paced, high-stakes alternative. **Game Components:** The game includes a unique board with a roulette wheel, 4 plastic tokens, 40 houses, 1 pack of Monopoly money (210 bills), 2 dice, and a rule book. **Objective:** The goal is to become the wealthiest player by buying, renting, and selling properties. **Equipment:** - Board - Dice - Tokens - Houses - Hotels - Chance and Community Chest cards - Title Deed cards - Play money **Preparation:** 1. Place the board on a table. 2. Shuffle the Chance and Community Chest cards face down on their spaces. 3. Each player chooses a token, then receives $1500 in play money divided into various denominations. **Gameplay:** 1. The Banker is selected to start the game. 2. Players take turns throwing the dice to move their tokens around the board. 3. The player with the highest total starts the turn. 4. If a player lands on a property, they may buy it or rent it to other players. 5. Certain spaces require players to pay taxes, draw Chance or Community Chest cards, or go to jail. When playing the game, tokens immediately jump into the space labeled "Jail". Each time a player's token lands on or passes GO, they receive $200 from the Banker. However, if they pass GO and land two spaces beyond it on Community Chest or seven spaces beyond it on Chance, they collect an additional $200 for advancing to GO twice. Players can purchase unowned properties from the Bank at their printed prices, receiving a Title Deed card showing ownership. If they decline to buy, the Bank auctions the property to the highest bidder. Any player, including the one who declined the option to buy, may bid. When landing on an owned property, the owner collects rent according to the listed price on their Title Deed card. If the property is mortgaged, no rent can be collected. Players holding all Title Deed cards in a color-group (e.g., Boardwalk and Park Place) can charge double rent for unimproved properties within that group. Holding houses or hotels on properties increases rents further. The owner must ask for rent before the second player throws the dice to collect it. If they fail to do so, no rent is collected. Drawing a Chance or Community Chest card follows instructions and returns the card face down to the deck. The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. When landing on Income Tax space, players have two options: pay $200 or 10% of their total worth to the Bank. Their total worth includes cash, property prices, and building costs. Players land in Jail when their token lands on the "Go to Jail" space, draws a "Go to Jail" card, or throws doubles three times in succession. While in Jail, they cannot collect their $200 salary in that move. If you land on Jail while its your turn, you gotta go directly into jail and thats it for this round. But if you just happen to land on Jail by chance, you dont have to do anything and can just keep playing like normal. You still get rent money from any properties you own even though youre "just visiting". Now, to get out of jail, you got a few options: either throw doubles with the dice three times in a row, use one of those special "Get Out of Jail Free" cards, buy one of those cards from another player, or pay $50 and hope for the best. And dont worry if youre stuck in jail, you can still do some shopping and sell property while your sitting there. FREE PARKING is just a spot where players can chill without getting anything extra. If you wanna get fancy, you can put some taxes and fines collected from chance/community chest cards here instead. Now, when building houses on your properties, remember to build them evenly across the group, so if you got one house on one property, you gotta put another on the others in that same color group before moving on to the next row of houses. You can build up to four houses per property. Houses are pretty cheap and you can buy them from the Bank when you own all the properties in a color group. Just remember to pay for each house individually based on the price listed on your Title Deed card. And if you got hotels, dont forget that they cost money too! But hey, at least you get double rent from anyone who lands on one of those fancy hotel-owning properties. Oh, and did i mention houses are super cheap? You can buy them when you complete a color group and put them on any unimproved property in that group. Just make sure to pay the Bank what they're asking for! In Monopoly, building structures requires waiting for another player to return their properties to the Bank or sell them. When there's limited availability and multiple players want more, auctions take place to determine the highest bidder. **Selling Properties** Unimproved assets can be traded privately with any player at a negotiated price. However, this is only possible if no buildings are standing on that colour-group property. If so, those buildings must be sold back to the Bank before selling the property. Houses and hotels can be returned to the Bank for half their original value. These structures can be sold collectively or individually, in reverse order of construction. **Mortgages** Unimproved properties can be mortgaged at any time through the Bank. Before improving a property, all buildings on that colour-group must be sold back to the Bank for half price. When collecting rent, no interest is paid on mortgaged properties or utilities. The mortgage value is listed on each Title Deed card. To lift the mortgage, the owner pays the Bank the mortgage amount plus 10% interest. Once all properties in a colour-group are free from mortgages, owners can repurchase houses at full price. The player who mortgages property retains ownership but cannot secure it through the Bank. They may sell this mortgaged property to another player at an agreed-upon price. If the new owner wants to lift the mortgage immediately, they must pay the Bank's interest and principal; otherwise, they'll need to pay interest in future turns. **Bankruptcy** If a player owes more than they can pay to another player or the Bank, they're declared bankrupt. They must surrender all valuable assets and leave the game. In settling debts, if buildings are owned, they must be returned to the Bank for half their original value. Any mortgaged properties are also surrendered. The creditor receives cash from the Bank equal to one-half the amount paid for these structures. Bankruptcy forces a player to surrender all assets, with buildings exempt, and immediately exit the game. The last remaining player wins. Only the Bank can provide loans, and players must mortgage properties to secure them. A Short Game features modified rules: 1. The Banker shuffles cards before dealing two per player, which they must pay for. 2. Three houses are required to buy a hotel in each color group. 3. The first bankruptcy ends the game, but subsequent bankruptcies lead to the player's assets being transferred to their creditor.