

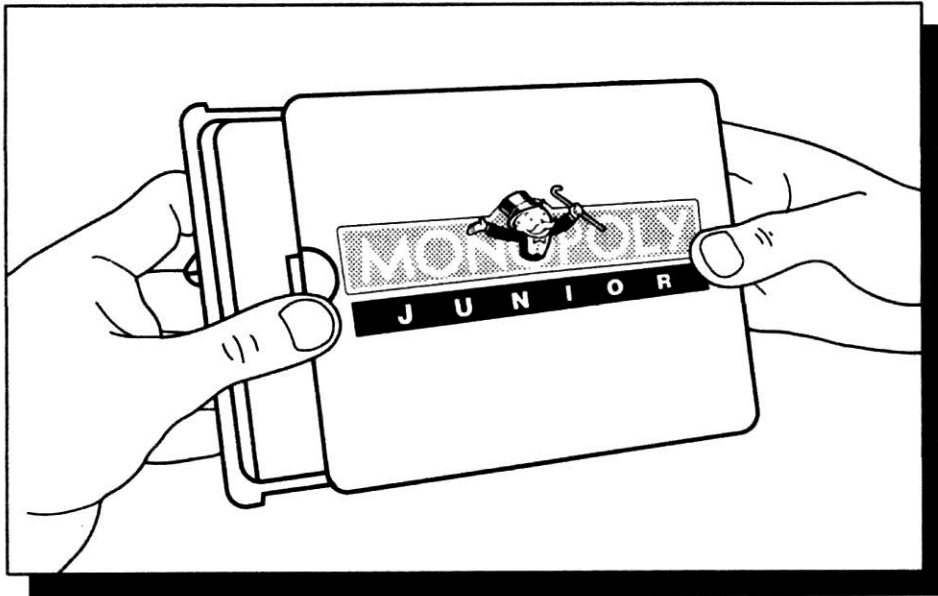
## TO ORDER PARTS

To order a replacement set of Ticket Booths, Movers and Die, send a check made out to Parker Brothers for \$2.50 (postage and handling included) to: MONOPOLY JUNIOR TRAVEL, Parker Brothers, P.O. Box 873, Deerfield, IL 60015-0873. Please allow 6 to 8 weeks.

## TO OPEN AND CLOSE THE CASE

**To Open:** Hold the case flat. With your left thumb above the catch on the left and your right thumb on the opposite end, push the lid hard with your left thumb to un-catch it, and slide it to the right.

**To Close:** Set the lid down over the bottom so it almost covers what's inside (as shown here). Snap it into place by pushing it hard to the left.



We will be happy to answer your questions or comments about this MONOPOLY JUNIOR® travel game. Write: Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



For 2 to 4 players / Ages 5 to 8

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## OBJECT

To be the player with the most money when another player runs out of money. You do this by setting up Ticket Booths on as many Boardwalk Amusements as possible and collecting entrance fees from the other players.

## OPENING AND CLOSING THE CASE

To keep the parts secure, please make sure your case is closed tightly. See explanation and illustration on back page.

## EQUIPMENT

MONOPOLY® JUNIOR Game Unit • 24 CHANCE "?" Cards • 1 Die  
• Play Money • 4 Car Movers • 56 Plastic Ticket Booths (4 sets of 14)

## SETUP

1. Each player takes a Car mover. Leave any extras inside the case, out of play.
2. Each player is entitled to 10 Ticket Booths (14 in a 2-player game) that match the color of his or her mover. Take them out of the TICKET BOOTH section of the base now, or leave them there until needed.
3. Shuffle the deck of Chance cards (with the "?") and place them face down in the section of the base marked DRAW.
4. Choose a player to be the Banker. This person separates the different denominations and puts them in the sections marked 1 through 5 in the base, then hands out money to each player as follows: five 1's, four 2's, three 3's, one 4, and one 5. The Banker also plays the game — but always keeps the Bank's money separate from his or her own!
5. Roll the die. High roller goes first.



## GAMEPLAY

### ON YOUR TURN:

- Roll the die and move that number of spaces, then
- Follow the instructions on that space.
- If you've drawn a CHANCE card, follow its instructions, then discard it in the section of the base marked DISCARD.

### SPACES ON THE BOARD: If you land on...

**Another Player's Mover:** Advance to the next available space.

**An Amusement without a Ticket Booth:** You must pay the Bank the amount shown on that space so you may put one of your own Ticket Booths on it. You're now in charge of that Amusement — and you collect an entrance fee from any player who lands on it.

**An Amusement with a Ticket Booth:** You must pay the owner (the person whose Ticket Booth is on it) the amount shown on the space. But, if that person also owns the other Amusement of the same color, you must pay double the amount shown on the space.

**GO:** Every time you pass GO, collect \$2 from the bank. Don't forget to collect... if you do, you're out of luck!

**A Railroad:** Roll again, move, and follow the instructions on the space you land on.

**Fireworks or Water Show:** You must pay \$2 to see the show; put the money in the center of the board.

**Rest Rooms:** If you land here by a roll of the die, you're "just waiting."

**Take the Tramway to the Rest Rooms:** You must put \$3 in the center of the board, then move your token immediately to the Rest Rooms. Do NOT pass "GO" and do NOT collect \$2. On your next turn, roll and move.

**Uncle Pennybags' Loose Change:** If there's any money in the center of the board, you take it all!

### CHANCE — "?":

Draw the top Chance card, follow its instructions, then discard it face up in the section of the base marked DISCARD. If you run through the deck, turn the discard pile over and use it again.

## THE "CHANCE" CARDS:

### Go to... or Take a Ride...:

Move your token to that space immediately, then follow the instructions there. If you pass "GO" on the way, collect your \$2.

**Free Ticket Booth:** Do not move your token. Place one of your own unused Ticket Booths on either of the unoccupied Amusements of the color shown on the card. If both Amusements already have two *different* colored Ticket Booths on them, you may remove either one of them and replace it with your own Ticket Booth. Give the booth you remove back to its player.

However, if both Amusements have the *same* color Ticket Booth already on them, you're out of luck: you cannot replace either one. In this case — and only in this case — you may discard this Chance card and draw a new one. Follow its instructions.

### STRATEGY HINT:

When you draw a "Free Ticket Booth" Chance card, replace a Ticket Booth of the player who is farthest ahead in the game. Remember, it's to your advantage to have your own Ticket Booths on both amusements of the same color so they cannot be taken away when another player draws a "Free Ticket Booth" card. Also, owning both means you collect double when someone lands on either one!

### WINNING THE GAME

As soon as one player runs out of money, the game ends, and all the other players count up their money. The player with the most cash on hand wins!