

## **WARNING:**

CHOKING HAZARD—Small parts.  
Not for children under 3 years.



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 cash!

You do this by setting up Ticket Booths on as many Boardwalk Amusements as possible and collecting entrance fees when other players land on them!

## **EQUIPMENT**

MONOPOLY® JUNIOR game board • “Monopoly” brand money • Deck of 24 Chance (“?”) cards • 4 Car movers • Die • 48 Plastic ticket booths (4 sets of 12)

## **SETUP**

- Pick a car mover and place it on “GO!” Put any extras aside, out of play.
- Each player takes 10 (or 12 in a 2-player game) Ticket Booths that match the color of his or her mover. Put any extras aside, out of play.
- Shuffle the deck of Chance cards (with the “?”) and place them face down on the marked place on the board.
- Choose a player to be the Banker. The Banker separates the money into the different denominations and gives each player the following: 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!
- Roll the die. High roller goes first.

# GAME PLAY

## On your turn:

- Roll the die and move your car mover that many spaces along the Boardwalk then..
- Follow the instructions on that space.

Note: During the game, if you don't have the exact bill to pay what you owe, the Banker will make change for you!

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

**An Amusement without a Ticket Booth:** You must pay the Banker the amount shown on the space, then put one of your own Ticket Booths on it. You're now in charge of this Amusement, and anyone who lands on it must pay you the entrance fee shown on the space!

**An Amusement with a Ticket Booth:** Pay up! You must pay the owner (the person whose Booth is on it) the dollar amount shown on the space. And if that person owns both Amusements of the same color, you must pay double the amount shown!

**GO!:** Every time you pass GO!, collect \$2 from the Bank. Don't forget to collect, because 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:** Pay \$2 to see the show. Put the money on the "Rich Uncle Pennybags' Loose Change" space.

**Rest Rooms:** If you land here by a roll of the die, you are "Just Waiting."

**Go to the Rest Rooms:** YOU must put \$3 on the "Rich Uncle Pennybags' Loose Change" space then move your mover immediately to the Rest Rooms. Do NOT pass GO! and do NOT collect \$2. On your next turn, roll and move as usual.

**Rich Uncle Pennybags' loose Change:** If you land here and there's any money on the space, you get to take it all!

**Chance-?:** Draw the top Chance card, follow its instructions, then discard it face up next to the Draw pile. If you use up the Draw pile, turn the Discard pile over and use it again.

## THE CHANCE-"?"-CARDS

**"Go To" or "Take a Ride" Spaces:** Move your mover immediately to the space indicated, then do whatever you would ordinarily do on that space. If you pass GO!, collect \$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 owner. However, if both Amusements have the same color Ticket Booths 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

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!



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P. O. Box 1012, Beverly, MA 01915.

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