

WIN!

If a player doesn't have enough cash to pay rent, buy a property, or pay a Chance card fee, they are bankrupt and the game is over.

All other players, count your cash. Whoever has the most wins!

If there is a tie, each player counts how much their properties are worth and adds it to their total cash. The richest player wins!

PLAY THE ADVANCED GAME!

Once you've mastered the standard rules, try playing this way!

- If you don't have enough money to pay rent or a Chance card fee, complete the debt with a property you own.
 - If you owe another player, choose one of your properties to give to them.
 - If you owe the Bank, choose one of your properties to go back to the Bank.
- If you still can't pay, you are bankrupt and the game ends. Each player counts their cash to see who wins!

eOne www.peppapig.com

Peppa Pig created by Mark Baker and Neville Astley.

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♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

JUNIOR



CONTENTS

Gameboard • 4 Junior Tokens
20 Chance Cards • 48 Sold Signs
4 Who's Your Token? Character Cards
90 Banknotes • Die

Peppa Pig



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

OBJECT

Move around the board, buying properties and collecting money.
When one player goes bankrupt, the player with the most cash wins!

THE FIRST TIME YOU PLAY

Press out all 48 sold signs from the die-cut sheet. Please dispose of the waste responsibly.

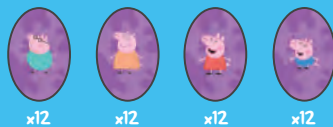
SET IT UP!

- 1 Place the gameboard in the center of play.
- 2 Separate the 4 Character cards from the Chance cards. Shuffle the deck of Chance cards, then place it facedown on the Chance space on the board.

- 3 Each player, choose a token and place it on GO!
Who will you be?



- 4 Find the 12 sold signs that match your token, and keep them in front of you.



- 5 Pick a player to be the Banker. The Banker is in charge of the Bank's money. Banker, give each player money to start the game. Hand out cash depending on the number of players.



2 players → £20 each
3 players → £18 each
4 players → £16 each

The Banker can also play, as long as they keep their money separate from the Bank.



PLAY!

HOW TO WIN

Be the richest player when someone goes bankrupt.

WHO GOES FIRST?

The youngest player goes first, and play moves to the left.

ON YOUR TURN

1. Roll the die, and move your token forward that number of spaces clockwise from GO.
2. Where did you land? Follow the rules of that space. See THE BOARD SPACES.
3. When you are done, your turn is over. Pass the die to your left.



THE BOARD SPACES



UNOWNED PROPERTY

If you land on a property that no one owns, you must buy it. Pay the Bank the price written on that board space. Place one of your sold signs on the colored band of the board space. If you cannot buy a property, you are bankrupt and the game is over.



GO

When you pass or land on GO, collect £2 from the Bank.



JUST VISITING

Don't worry! Put your token on the Just Visiting section, and take your next turn as normal.



OWNED PROPERTY

If another player owns the property you land on, pay them the rent shown on that board space. If you cannot pay rent, you are bankrupt and the game is over. If you own the space, do nothing.



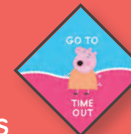
FREE PARKING

Nothing happens here. Just wait until your next turn.



COLOR SETS

If you own both properties of the same color, charge double the rent when someone lands on one of those properties.



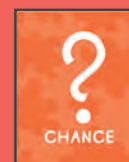
GO TO TIME OUT

Go straight to Time Out! Do not pass GO. Do not collect £2. You can collect rent while in Time Out.

How do I get out of Time Out?

You have 3 options:

1. Pay £1 at the start of your next turn, then roll and move as normal.
 2. Use the Get Out of Time Out Free card at the start of your next turn if you have it. Put the card at the bottom of the Chance deck, then roll and move.
 3. Roll a 6 on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn.
- You can use up to 3 turns to try for a 6. If you don't roll a 6 by your third turn in Time Out, pay £1, and use your last roll to move.



CHANCE

Take the top card from the Chance deck, read it aloud, and do what it says. Put the card at the bottom of the Chance deck when you are done.