I say, how is it that you don’t know the rules to MONOPOLY by now? The game is over 70 years old and has been published in 80 countries and in 26 languages! Very well then, if you plan on wheeling and dealing Quahog’s prime real estate, you’ll need to know the basic game rules plus how this special edition differs from the classic game.

If you’ve never played the original MONOPOLY game, refer to the original rules beginning on the next page. Then turn back to the Set It Up! section to learn about the extra features of the Family Guy™ Collector’s Edition.
THE BANK

- Holds all money and Title Deeds not owned by players.
- Pays salaries and bonuses to players.
- Collects taxes and fines from players.
- Sells and auctions properties.
- Sells Homes and Mansions.
- Loans money to players who mortgage their property. The Bank can never ‘go broke’. If the Bank runs out of money, the Banker may issue as much as needed by writing on ordinary paper.

Houses and hotels are renamed Homes and Mansions, respectively.

Peter’s Fishing Boat, Hinden-Peter, Peter-Copter, and Pope Mobile replace the traditional railroad spaces.

Hinden-Peter, writing on ordinary paper.

The Bank can never ‘go broke’. If the Bank runs out of loans money to players who mortgage their property.

Choose from six collectible tokens designed with the Family Guy enthusiast in mind. Which will you be?

Each player starts with two $50 bills, two $20 bills, and one $10 bill. The Banker has $500 in the bank. Each player has 50 cents in the bank.

PLAY IT RIGHT!

1. During PREPARATION, the Banker shuffles then deals the Title Deed cards feature locations in Quahog. Shuffle the Title Deed cards and place face down here.

2. You need only three Title Deed cards to each player. These are Free.

3. Any mortgaged properties owned, at one-half the purchase value printed on the board; (3) any mortgaged properties owned, at one-half the purchase value; (4) Mansions, counted at purchase value; (5) Mansions, counted at purchase value.

4. The most powerful player wins!

5. What the Deuce? Shuffle the Title Deed cards and place face down here.

6. The game ends when one player goes bankrupt. The remaining players add up their: (1) Dollars on the bank and should not be stored under the Free Parking space or anywhere else!

7. No payment to the Bank is required.

8. Each player starts with two $50 bills, two $20 bills, and one $10 bill. The Banker has $500 in the bank. Each player has 50 cents in the bank.

9. 12 Hotels renamed Mansions, 32 Houses renamed Homes, 8 Collectible tokens, Custom Family Guy cards and place face down here.

10. Fast-Dealing Property Trading Game Made in the USA.

11. We will be happy to hear your questions or comments about this game.

12. Made in China

13. All rights reserved. Manufactured by USAOPOLY, Inc.

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15. Game board and the playing pieces are trademarks of Hasbro for its property trading game and game equipment. © 1935, 2010 Hasbro. All rights reserved. Family Guy™ Collector’s Edition.

16. 80 countries and 26 languages! Very well then, if you plan on wheeling and dealing Quahog’s prime real estate, you’ll need to know the basic game rules plus how this special edition differs from the classic game.

17. If you’ve never played the original MONOPOLY game, refer to the Set It Up! section to learn about the extra features of the Collector’s Edition. If you are already an experienced MONOPOLY player and want a faster game, try the rules on the back page!
The Banker
Choose a player to be the Banker who will look after the Bank and take charge of auctions. It is important that the Banker keeps their personal funds and properties separate from the Bank's.

Shuffle the What the Deuce? cards and place face down here.

Choose from six collectible tokens designed with the Family Guy enthusiast in mind. Which will you be? Peter, Brian, Stewie, Chris, Lois, or Meg? Place your token on the GO space.

Game board spaces and corresponding Title Deed cards feature locations in Quahog. All property values are the same as in the original game.
HERE’S HOW

1: AN UNOWNED PROPERTY
There are three types of properties:

- Locations
- Conveyances
- Utilities

You can buy the property you land on for the listed price on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you don’t want to pay the listed price, the property goes up for auction. When buying property you should plan to acquire groups. For example:
If you buy a green location, you should try to get the other two green locations during the game. Owning groups earns you more rent when other players land on them and lets you build on your locations for even bigger profits.

WHERE DID YOU LAND?

HOW DO I WIN?
Be the only player left in the game after everyone else has gone bankrupt. Do this by: buying properties and charging other players rent for landing on them.

Collect groups of properties to increase the rent, then build Homes and Mansions to really boost your income.

WHO GOES FIRST?
Each player rolls the two dice. The highest roller takes the first turn.

ON YOUR TURN
1. Roll the two dice.
2. Move your token clockwise around the board the number of spaces shown on the dice.
3. You will need to take action depending on which space you land on. See Where Did You Land? below.
4. If your move took you onto or past the GO space, collect $200 from the Bank.

Q: How do I get out of Jail?
A: Go to Jail

The Banker holds an auction when...

1. No one makes a higher bid than you have, you pay a debt, you can mortgage any of your unimproved properties. You must sell all mortgaged properties and any Get Out of Jail Free cards. The player must pay 10% interest on each mortgaged property and any Get Out of Jail Free cards. The amount is your aim is not just to get rich. To win you must earn more money.

Remember:

- When you own all the sites in a color group, you can buy it for the listed price.
- The listed price of each location is doubled if the owning player owns both utilities.
- You can demand rent from them as shown on the Title Deed.
- You can offer more than one location any of those locations.
- Any of those locations.
- The Bank the amount shown.

Homes/Mansions on a color group to the Bank and put them on the board the number of spaces shown on the Title Deed. You can only have one Mansion per location of its color group.

The listed price of each location, you can build one Home evenly. You cannot build a second Home on a location until you have built one on each location of its color group.

Buildings can be sold back to the Bank at any time.

There are three types of properties:

- Locations
- Conveyances
- Utilities

You can buy the property you land on for the listed price on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you don’t want to pay the listed price, the property goes up for auction. When buying property you should plan to acquire groups. For example:

If you buy a green location, you should try to get the other two green locations during the game. Owning groups earns you more rent when other players land on them and lets you build on your locations for even bigger profits.

Important:

If you still owe more than you have, you are in debt!

Other ways to end up in Jail…

- You will need to take action depending on which space you land on.
- You can do the following even when it isn’t your turn – even if it is the same turn, you must follow the instructions on it immediately, then move (steps 1-4).
- Go to Jail
- See Where Did You Land? below.
- Nothing happens. But you’re not out of the game either.
- Roll the dice and move, then wait three turns.
- Nothing happens. But you must do nothing.
- Pay whatever money you were able to raise.
- You can demand rent from them as shown on the Title Deed.
TO PLAY

5. If you rolled a double, roll the dice again and take another move (steps 1-4).
   Watch out! If you roll doubles 3 times on the same turn, you must Go to Jail.
6. When you finish your move and action, pass the dice to the player on your left.

HELP!
I'M IN DEBT!

If you ever owe the Bank or another player more cash than you have, try to raise the money by selling Homes and Mansions and/or mortgaging properties.

If you still owe more than you have, you are BANKRUPT and out of the game!

◆ Pay whatever money you were able to raise.
◆ If the debt is to another player – give them all your mortgaged properties and any Get Out of Jail free cards. The player must pay 10% interest on each mortgaged property, even if they don’t want to pay off the mortgage yet.
◆ If your debt is to the Bank – all your mortgaged properties must be put up for auction. These are sold unmortgaged (face up). Return any Get Out of Jail Free cards to the bottom of the appropriate piles.

2: A PROPERTY OWNED BY ANOTHER PLAYER
If you land on another player’s property you must pay rent to them as shown on the Title Deed card. You do not pay rent if the property is mortgaged (its Title Deed is face down). Important: the owner must ask you for the rent before the player to your left rolls the dice. If they forget to ask, you don’t have to pay!

Locations
The rent for an unimproved location is printed on the matching Title Deed card. This is doubled if the owner owns all locations in its color group and none of them are mortgaged. If the location is improved with Homes or Mansions, the rent will be much higher – as shown on the Title Deed card.

Conveyances
Rent depends on how many Conveyances the other player owns.

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<th>1</th>
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<td>$25</td>
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Utilities
Roll the dice and multiply the result by 4 – this is the rent you must pay.
If the owning player owns both utilities, multiply the result by 10!
DON'T WAIT FOR T

You can do the following even when it isn't your turn – even if you're in Jail!

1: COLLECT RENT
If another player lands on one of your unmortgaged properties, you can demand rent from them as shown on the Title Deed – see Property Owned by Another player below.

2: AUCTION
The Banker holds an auction when…
◆ A player lands on an unowned property and decides not to buy it for the listed price.
◆ A player goes bankrupt and turns over all his or her mortgaged properties to the Bank, which are auctioned unmortgaged (face up).
◆ There is a Home/Mansion shortage and more than one player wants to buy the same Home(s)/Mansion(s).

Auction bids can only be made in cash. Any player can start the bidding for as little as $1. If no one makes a higher bid, the last player to bid must buy the property.

3: BUILD
When you own all the sites in a color group, you can buy Homes/Mansions from the Bank and put them on any of those locations.
   i The listed price of each Home is shown on the location's Title Deed.
   ii You must build evenly. You cannot build a second Home on a location until you have built one on each location of its color group.
   iii You can have a maximum of 4 Homes on a single location.
   iv When you have 4 Homes on a location, you can exchange them for a Mansion by paying the listed price on the Title Deed. You can only have one Mansion per location and cannot build additional Homes on a location with a Mansion.

4: WHAT THE DUECE? or GIGGITY! GIGGITY!
Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile.
   If it is a Get Out of Jail Free card, keep it until you need to use it or sell it to another player.

5: GO TO JAIL
If you land on this space, you must move your token to the Jail space immediately.
   Important: You do not collect $200 for passing GO if you are sent to Jail. As soon as you are sent to Jail, your turn ends – pass the dice!

Other ways to end up in Jail…
◆ Draw a What the Deuce? or GIGGITY! GIGGITY! GIGGITY! card that tells you to Go to Jail.
◆ Roll three doubles in a row on your turn.
THE DICE!

**Important:** you cannot build on a location if any location in its color group is mortgaged.

**Home/Mansion shortage?** If there are no Homes/Mansions left in the Bank, you must wait for other players to sell theirs before you can buy any. If Homes/Mansions are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

**4: SELL HOMES/MANSIONS**
Buildings can be sold back to the Bank at half the listed price. Buildings must be sold evenly in the same way that they were bought. Mansions are sold for half the listed price and immediately exchanged for 4 Homes.

**5: MORTGAGE PROPERTIES**
If you're low on cash or don't have enough to pay a debt, you can mortgage any of your unmortgaged properties. You must sell all Homes/Mansions on a color group to the Bank before you can mortgage one of its locations.

**Q: How do I get out of Jail?**

**A:** You've got 3 options…

i. **Pay $50** at the start of your next turn, then roll and move as normal.

ii. **Use a Get Out of Jail Free card** if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.

iii. **Wait three turns.** On each turn roll the dice; if you get a double, move out of Jail and around the board using this roll. If you do not get a double on your third roll, you must pay $50 to the Bank, then move the number of spaces rolled.

**6: JAIL (JUST VISITING)**
Don’t worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.

**7: FREE PARKING**
Relax! Nothing bad (or good) happens.

**8: A PROPERTY THAT YOU OWN**
Nothing happens. But you’re not making any money!

To **mortgage** a property turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To **repay** a mortgage, pay the listed value plus 10% to the Bank then turn the card face up. Rent cannot be collected on mortgaged properties.

**6: DO A DEAL**
You can do a deal with another player to buy or sell unmortgaged property. You must sell all buildings on a color group to the Bank before you can sell one of its sites. Property can be traded for any combination of cash, other property or Get Out of Jail Free cards. The amount is decided by the players making the deal. Mortgaged property can be sold to another player at any agreed price. After buying a mortgaged property, you must either repay it immediately or just pay 10% of the listed value and keep the card face down; if you later decide to repay to the bank the mortgage, you will have to pay the 10% fee again.

Remember: your aim is not just to get rich. To win you must make every other player **BANKRUPT!**
DO YOU LIKE TO PLAY FAST?

SPEED PLAY RULES

RULES for a SHORT GAME (60-90 minutes)
There are four changed rules for this first Short Game.

1. During PREPARATION, the Banker shuffles then deals three Title Deed cards to each player. These are free. No payment to the Bank is required.

2. You need only three Homes (instead of four) on each property of a complete color group before you may buy a Mansion. Mansion rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one Home less than in the regular game.

3. If you land in Jail you must exit on your next turn by (1) using a “Get Out of Jail Free” card if you have (or can buy) one; (2) rolling doubles; or (3) paying $50. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the $50 on the same turn.

END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) Dollars on hand; (2) properties owned, at the value printed on the board; (3) any mortgaged properties owned, at one-half the value printed on the board; (4) Homes, counted at the purchase value; (5) Mansions, counted at purchase value including the amount for the three Homes turned in.

The most powerful player wins!

PLAY IT RIGHT!
Many players like to devise their own ‘house’ MONOPOLY rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other money or trade ‘promises’ not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

Tokens: Please note the tokens in this game are made of the highest quality alloy. Due to the flexibility of alloy, these tokens may bend. If they do, carefully bend them back into shape.