

UPDATED BOARD SPACES

IN JAIL

- If you land on any of the Go to Jail spaces, go to Jail!
- You can still collect rent, bid during auctions, buy Houses and Hotels, mortgage, and trade while you are in Jail.
- You may still use Corruption and Super Corruption cards while in Jail.
- For each turn you spend in Jail, collect one Corruption card.

How do I get out of Jail?

- **Pay \$100 to the Bank** at the start of your next turn, then roll and move as normal.
- **Wait up to three turns, then pay \$100 to the Bank.** This method lets you collect more Corruption cards, since you'll get one for each turn you spend there.
 - **You may only spend three turns in Jail.** At the end of your third turn, you must pay up and put your token on the Corruption space.
- **You may not get out of Jail by rolling doubles.**

Remember, you collect more Corruption cards while in Jail, and those could give you an advantage, so you might actually want to stay locked up for a bit...

IN SUPER JAIL

- **You may only be sent to Super Jail by another player!**
- You can still collect rent, bid during auctions, buy Houses and Hotels, mortgage, and trade while you are in Super Jail.
- You may still use Corruption and Super Corruption cards while in Super Jail.
- For each turn you spend in Super Jail, collect one Super Corruption card.

How do I get out of Super Jail?

- You have two options:
 - **Pay \$300 to the player who sent you to Super Jail** at the start of your next turn, then roll and move as normal (Go to Jail counts as a space but ignore it when leaving Super Jail).
 - You may wait up to three turns to do this, if you want to collect more Super Corruption cards.

OR

- **Give the Super Corruption card(s) you collected while in Super Jail to the player who sent you there** at the start of your next turn, then roll and move as normal.
- If you decide to do this after spending more than one turn in Super Jail, you must give the player *all* the Super Corruption cards you collected while there.
- **You may not get out of Super Jail by rolling doubles.**
- **You may only spend three turns in Super Jail.** At the end of your third turn in Jail, pay up and put your token on Go to Jail (but don't go to Jail).

You collect Super Corruption cards while in Super Jail, and those are even more powerful than Corruption cards—so be careful about giving them away too hastily!

CHANCE

If you land here, the law is onto you! Roll the Escape die to see if you can outsmart him.



You got away! Collect the number of Corruption cards shown on the die.
Remember, you can't use them until your next turn!



Your life of crime caught up to you! Go directly to the In Jail space.

COMMUNITY CHEST

If you land here, it's time to try your luck at pulling off a big Bank heist!



You pulled it off! Take the value shown on the die from the Bank.



You've been had! Go directly to the In Jail space.

THE END OF THE GAME

The game ends immediately when all spaces are owned, OR when one player goes bankrupt.

WHO WON?

You cannot win if you are in Jail or Super Jail at the end of the game.

Players *not* behind bars: collect money from the Bank for each of your properties as described below:

- Collect the amount shown on the board space.
- Collect rent, including increased rent if you own a color set or buildings on that property.
- **Add up your cash. The player with the most money wins!**

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◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

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GO TO JAIL

EXPANSION

8+

G0719



2-6

CONTENTS: 1 Jail Gameboard Attachment • 1 Super Jail Gameboard Attachment • 2 Go to Jail Space Attachments • 32 Corruption Cards • 12 Super Corruption Cards • 1 Heist Die with Stickers • 1 Escape Die with Stickers • 6 Reminder Cards

Requires the classic Monopoly game to play!

Parents: Scan here for an instructional video!



WHAT'S DIFFERENT?

Going to Jail might not be so bad after all!



GO TO JAIL, GET CORRUPT!

While in Jail, collect Corruption cards that let you wreak havoc, be sneaky, and get an advantage over other players!



WATCH OUT FOR SUPER JAIL!

You pay more to get out, but you'll also get more corrupt!



COLLECT CORRUPTION CARDS!

Use them to make some mischief. You'll have to play a little dirty to win!



PULL OFF DARING ESCAPES & HEISTS!

If you land on Chance, the law is hot on your tail—roll the Escape die to see if you have a chance at getting away! On Community Chest, roll the Heist die to steal some cash!

THE FIRST TIME YOU PLAY

Punch out the cardboard Go to Jail spaces and insert them into the plastic board space clips.



Place the stickers shown below on one of the blank dice to make the Escape die.



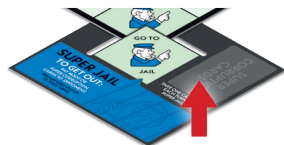
Place the remaining stickers on the other die to make the Heist die.



SET IT UP!

- 1 Set up your Monopoly game as you typically would. One player should be the Banker, and players start \$1500 as usual. **You will not use Chance and Community Chest; leave both decks in the box.**

- 2 Place the **Super Jail** gameboard attachment on the **Go to Jail** space.



- 3 Place the **Jail** gameboard attachment on the **In Jail** space.



- 4 Shuffle the Corruption cards. Deal two to each player, and place the rest facedown on **Jail**.

- 5 Shuffle the Super Corruption cards and place them all facedown on **Super Jail**.

- 6 Attach a Go to Jail board space attachment to the **Luxury Tax** space and **Income Tax** space.

- 7 Place the Escape die where the **Chance** deck would normally be.

- 8 Place the Heist die where the **Community Chest** deck would normally be.

PLAY!

How to win

Be the richest player at the end of the game!

The game ends either:

When all properties are owned,
OR

when one player has gone bankrupt.

Oh, and if you're in Jail or Super Jail when the game ends, you can't win, even if you have the most cash—how are you going to spend it from behind bars?

Who goes first?

Each player rolls a numbered die.

The highest roller starts, and play moves to the left.

On your turn

1. Roll both numbered dice.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that space.
 - a. See **UPDATED BOARD SPACES** for more on the spaces modified in this expansion!
 - b. If you roll doubles, take another turn!
4. Your turn ends. Pass the dice to your left.



Start playing!

Use your classic Monopoly rules when it comes to buying, trading, and mortgaging properties and Houses and Hotels. **Look up new things included in this expansion as you play!**

For beginners, add a limit of six total Corruption and Super Corruption cards. If you end your turn with more than six, discard the extras.

CORRUPTION CARDS

- Each player starts with two Corruption cards. These cards let you get away with all sorts of mischief!
- You'll get a Corruption card when you:
 - Go to Jail
 - Pass the Jail space
 - Trade with/steal from other players.
- You may only play Corruption cards on your turn, unless the card says otherwise, **and you may not play one as soon as you collect it—you must wait until your next turn.**
- Discard to the bottom of the deck when done.

Super Corruption Cards

- You don't get Super Corruption cards when you pass Super Jail—you'll only get those when you're in there!
- Super Corruption cards are more powerful than Corruption cards. Use them carefully! See **IN SUPER JAIL**.
- Discard to the bottom of the deck when done.

