SPIN SPACES



- Spin the spinner one time when you land here! Remember, the Chance and Community Chest decks aren't used in this expansion.
- **You don't have to use a Spin chip to spin when you land here.**

THE FREE PARKING SPINNER



- Spin the spinner when:
  - you use a Spin chip.
  - you land on a Spin space.
  - you land on a property you own.
  - you play a Free Parking Bonus card that tells you to spin.
- Each time you spin the spinner, take a Free Parking Bonus card.
- If you land on a Deal Mobile space, see DEAL MOBILE.

Land on a red? Pay that much to the Jackpot!
Land on a green? Do what it says! If the space tells you to collect money, take it from the Jackpot.

FREE PARKING BONUS CARDS



- You must play these on your turn, unless the card tells you otherwise.
- You may play as many Free Parking Bonus cards as you want on your turn.
- You may have as many Free Parking Bonus cards in your hand as you want (but come on, don't you want to play them?)
- Once you play a card, shuffle it back into the deck.

THE DEAL MOBILE



When you take the Deal Mobile, use it as your token to move. Leave your original token on Free Parking.

When you have the Deal Mobile:
- you can take unowned properties you land on for free!
- you may skip out on paying rent!
- you must still pay for Houses, Hotels, or other items.

You'll take your token back when:
- you are sent to Jail. Put the Deal Mobile back on Free Parking and put your token in Jail.
- another player lands on Free Parking, spins a Deal Mobile space on the spinner, or gets the Deal Mobile with a Bonus card. Take back your token and give them the Deal Mobile.

You may take the Deal Mobile when you:
- land on Free Parking by exact count.
- spin a Deal Mobile space on the spinner.
- get certain Free Parking Bonus cards.

THE END OF THE GAME

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

WHO WON?

All players, 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®

FREE PARKING JACKPOT

EXPANSION

8+

G0718

2-6

CONTENTS: 1 Free Parking Spinner Attachment with Base • 1 Deal Mobile Token • 32 Free Parking Bonus Cards • 6 Spin Space Clips • 20 Spin Chips • 8 Reminder Cards

Requires the classic Monopoly game to play!

Parents: Scan here for an instructional video!

WHAT'S DIFFERENT?

A house rule becomes reality; there's BIG money on Free Parking!



PAY TO THE JACKPOT!

All money that you would pay to the Bank gets paid to the Free Parking Jackpot instead!



SPIN FOR A CHANCE TO WIN!

Throughout the game, you'll have chances to spin the Free Parking spinner for a shot at the Jackpot!



FREE PARKING BONUS CARDS!

Collect Free Parking Bonus cards to cash in on all kinds of bonuses—like free Houses, cash, and more!



UPGRADE TO THE DEAL MOBILE TOKEN!

The Spinner and Bonus cards could let you drive the Deal Mobile—it makes unowned properties free and lets you skip out on rent!

THE FIRST TIME YOU PLAY

Punch the Spin chips and Spin spaces out, then insert the Spin spaces into the plastic gameboard attachment pieces.



SET IT UP!

1. Set up your Monopoly game as you typically would. One player should be the Banker, and players start with M1500 as usual. **You will not use Chance and Community Chest; leave both decks in the box.**

2. Insert the spinner into the Free Parking gameboard attachment and place the gameboard attachment on the Free Parking space.

3. Shuffle the Free Parking Bonus cards. Deal two to each player, and place the rest next to Free Parking.

4. Clip the Spin spaces onto the Chance and Community Chest spaces.

5. Give each player two Spin chips.

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.

Who goes first?
Each player rolls the numbered die.
The highest roller starts, and play moves to the left.

On your turn

1. Roll both dice and move clockwise that number of spaces.
2. Where did you land? Follow the rules of that space.
   a. If you land on a property you own, spin the spinner!
   b. If you land on a Spin space, spin the spinner!
   c. If you land on Free Parking, you get the Jackpot—and more! See THE FREE PARKING SPACE.
   d. If you land on a property another player owns, they may choose to charge you rent **OR** collect a Spin chip from the Bank.
3. Complete any optional actions like using Bonus cards or Spin chips.
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, Houses and Hotels, and Jail. **Look up new things included in this expansion as you play!**

THE JACKPOT



- **All money that you would typically pay to the Bank goes to the Jackpot instead! This includes:**
  - money you spend to buy properties (when purchased from the Bank, not from other players).
  - money you spend on Houses and Hotels.
  - money you spend to get out of Jail.
- You may still make change using money from the Bank.
- Payments made to other players never go into the Jackpot.

SPIN CHIPS



- Use these on your turn to spin the spinner! Just pay the chip to the Bank, and spin. You may use as many Spin chips as you'd like on your turn.
- **New rule for rent: instead of collecting rent when someone lands on your property, you may choose to collect a Spin chip from the Bank (not the other player) instead.**
- **There is no limit to the number of Spin chips you may have,** and you may purchase, trade, or sell them to other players.

THE FREE PARKING SPACE



When you land here **by exact count,** do the following in order:

1. Take a Free Parking Bonus card.
2. Collect the whole Jackpot!
3. Swap your token for the Deal Mobile—next time you move, use the Deal Mobile and leave your token on Free Parking.