RESOURCES

There are four types of building resources.

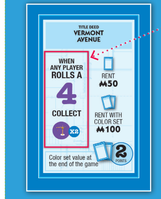
Dump Trucks · Cranes · Excavators · Boats

You'll need a certain combination of resources to place a builder's block and build a certain floor.

Earning resources

You'll earn resources throughout the game based on the roll of the dice or from certain board spaces.

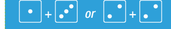
You will also earn resources from properties you own.



Each Title Deed is assigned a number and a resource.

Whenever any player, including you, rolls that number, you get to collect **two** of that resource. *Note, you cannot collect resources for a property that is mortgaged.*

For example, if you own Vermont Ave and any player rolls the dice in one of the following combinations, you would collect two cranes.



If a player rolled one of these combinations, you would not collect two cranes.

Trading resources

On your turn, you may trade **four** of one type of your resources for **one** of a different type with the Bank. For example, you could trade four dump trucks for one boat.

REMEMBER, if you have more than six resources at the start of your turn, you must choose any extras and drop them on your current space. If you're about to end a turn with more than six resources, trade them or build with them if you can!

BUILDING

You may build as many floors as you'd like on your turn as long as you have building blocks and the required resources. To build:

1. Give the Bank the resources required for the floor you're building. See "Building Costs" below or your reference card for the cost of each floor.
2. Place one of your builder's blocks on the map in the center of the board. See "Placing Builder's Blocks" to the right.

Building Costs

FLOOR	RESOURCES NEEDED	Total building value at the end of the game
Penthouse	Any one resource	16 POINTS
4th Floor		10 POINTS
3rd Floor	Any one resource	6 POINTS
2nd Floor	Any three resources	3 POINTS
1st Floor	Any two resources	1 POINT

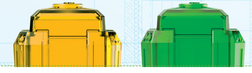
Placing Builder's Blocks

You may build on any empty foundation space on the map.

You may not build on top of another player's building.

The highest you may build is four floors plus the penthouse.

Once a builder's block is placed, it cannot be moved. It stays there for the rest of the game. You have only twelve, so build wisely!



DEALS & TRADES

You can buy, sell, or trade property and/or resources with other players at any time.

Property and/or resources can be traded for cash, other property, other resources, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged property can be traded at any agreed-upon price. The new owner must immediately: **Repay the mortgage** (pay the Bank the unmortgage cost), **or keep the mortgage.**

HELP! I CAN'T PAY!

❶ Try to raise money.

If you owe money and can't pay, try to raise money by mortgaging properties.

To mortgage, turn the Title Deed card facedown, and collect the mortgage value on the back from the Bank.

To repay a mortgage, pay the unmortgage cost to the Bank, then turn the card faceup.

Rent and resources cannot be collected on properties that are mortgaged. However, resources and the increased rent level can be collected on the unmortgaged properties in a color set.

❷ If you're still in debt, you are bankrupt, but you're not out of the game!

Do you owe another player?
Give them all your mortgaged properties, resources, and any Chance cards.

The new owner must immediately:

Repay the mortgage (pay the Bank the unmortgage cost), **or keep the mortgage.**

Do you owe the Bank?
Return all your properties to the Bank. Any mortgages are canceled.

Return any Chance cards to the bottom of the deck.

Return any resources you have to the Bank.

Now hang out until the penthouse is built. Then count up your points to see what place you came in!

THE END OF THE GAME

The game ends when someone builds the penthouse! Then each player adds up their points. To figure out your score:

❶ Score points for each of your buildings as listed below. You can also check your reference card.

❷ If you own a color set, score points as listed below or on that property's Title Deed card.

Brown and Light Blue color sets	2 points per set
Pink and Orange color sets	3 points per set
Red and Yellow color sets	4 points per set
Green and Dark Blue color sets	5 points per set

❸ Check to see if you earned a Builder's Bonus card! If you did, take it, and add those points to your score.

Billionaire Builder
Goes to the player with the most cash at the end of the game.
3 points

Community Builder
Goes to the player with the most buildings of any height that are next to, but not diagonal to, each other.
5 points

Here's an example of what your board might look like at the end of the game.

This building is worth **10 points.**

The player with the red buildings wins the Community Builder card.

The building with the penthouse is worth **16 points!**

The player with the most points wins!
If there's a tie for most points, the tied players count up their money, and the player with the most money wins!

This building is worth **3 points.**

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Hasbro Gaming

Fast-Dealing Property Trading Game

MONOPOLY BUILDER

A FAMILY STRATEGY GAME

Object of the game
Travel the board buying properties, collecting rent and resources, and using builder's blocks to build your island city! The more you build, the more points you'll earn. The game ends when the penthouse has been built. Then the player with the most points wins!

CONTENTS
- Gameboard
- 4 Tokens
- 4 Reference Cards
- 16 Title Deed Cards
- 20 Chance Cards
- 2 Builder's Bonus Cards
- 80 Cardboard Resource Chips
- 48 Plastic Builder's Blocks
- 1 Plastic Penthouse
- 2 Dice
- Money Pack
- Money Tray
- Resource Tray

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700 x 240 mm; 4C2S; Z-Fold; Folded size 175 x 700 mm

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WHAT'S DIFFERENT ABOUT MONOPOLY BUILDER?

Properties give you access to building resources!

Each property is assigned a number and one of the four building resources you'll need to build up MONOPOLY Island: dump trucks, cranes, excavators, or boats. When you own a property and its number is rolled, you get to collect two of that resource.

Use resources to build your city!

Turn your resources in to the Bank to build floors using builder's blocks.

Each floor requires a certain number and type of resources. Each player has twelve builder's blocks available to them, and you can build with yours any way and anywhere you want. You can build a bunch of one-story buildings or add more floors to build up high!

Build buildings to earn points and win!

Taller buildings are worth more points than shorter ones. There is one penthouse in the game, and when one player has built it, the game ends. That player gets a pile of points.

Earn a builder's bonus!

There are two Builder's Bonus cards that you can earn at the end of the game for points! The Community Builder card goes to the player who builds the most buildings next to each other and the Billionaire Builder card goes to the player with the most money at the end of the game.

SET IT UP!

❶ Choose someone to be the Banker. The Banker can play too but must keep their money separate from the Bank.

Banker, give each player:

5	x 2	50	x 1
10	x 2	100	x 3
20	x 1	500	x 1

(Total = ₥900)

Keep the rest of the money in the money tray as the Bank.

❷ Each player chooses a token. Take:

- your token's reference card
- four of the type of resource shown on the left of that card

x 4

- and the twelve builder's blocks that match that card's color

x 12

Place the card, resources, and blocks in front of you.

❸ Place the Title Deed cards next to their matching board spaces.

❹ Shuffle the Chance cards, and place them facedown where all players can reach them.

❺ Separate the resources by type, and keep them in the resource tray.

❻ Place the Builder's Bonus cards faceup where all players can see them.

❼ Place your token on GO.

❽ Put the dice by the gameboard.

PLAY!

How to win

Move around the board buying properties. Those properties will give you access to resources which will allow you to build buildings. Collecting property sets and building buildings earn you points! The game ends when the penthouse has been built. Then the player with the most points wins!

Who goes first?

Each player rolls both dice.
The highest roller starts, and play moves to the left.

On your turn

❶ You can have only six resources at the start of your turn. If you have more than six, choose any extras, and drop them on your current space.

Note, this will never happen on the first turn of the game.

❷ **ROLL** the dice!

❸ **COLLECT** resources, if you can!
All players check their Title Deeds and collect any resources they've earned from the Bank. See RESOURCES.
If you rolled a **6**, all players take two of their token's assigned resource from the Bank.

❹ **MOVE** your token clockwise the number of spaces you rolled, and follow the rules of the space where you land. See THE BOARD SPACES.

If you pass or land on any resources, pick them up!

Did you roll doubles?
Roll again, and take another turn.
If you roll doubles three times in a row, go to Jail! Do not complete your third turn.

❺ **TRADE** resources or properties with other players if you'd like. You may also trade four of one type of your resources for one of a different type with the Bank.

❻ **BUILD** as many floors as you'd like.
See BUILDING.

❼ Your turn ends. Pass the dice to your left.

THE BOARD SPACES

PROPERTIES

Unowned Properties

When you land on an unowned property, you must buy it or auction it. Properties give you the opportunity to collect building resources, so it's a good idea to invest in as many as you can!

Want to buy it?

Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to buy it?

The Banker must auction it. Bidding starts at ₥10, and anyone can increase the bid by as little as ₥5. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!

When you own each property in a color set:

- You can double the rent for those properties!
- At the end of the game, you will earn points for that set as shown on its Title Deed cards!

Owned Properties

When you land on a property that someone else owns, the owner must ask you for rent. If they do, you must pay the price shown on the Title Deed card. If they don't ask before the next player rolls the dice, you don't have to pay!

ACTION SPACES

Collect 2 Resources

Take **two** of the resource shown on the board space from the Bank.

Roll for Resources

Roll the dice to determine which resource you may take from the Bank. Take **two** of that resource.

GO

When you pass or land on the GO space, collect ₥200 from the Bank.

Chance

Take the top card from the Chance deck. If the card says you may keep it until you're ready to use it, you may do so. Otherwise, read it out loud and immediately do what it says. Return it to the bottom of the deck when done.

Steal 1 Resource

You may steal any **one** resource from any player.

Free Parking

You may trade any **two** of your resources for **one** of a different type with the Bank.

Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.

Go to Jail

Move your token to the In Jail space immediately! Do not collect ₥200 for passing GO. Your turn is then over. You can still collect resources and rent, bid during auctions, mortgage, and trade while you are in Jail. You may not build.

How do I get out of Jail?

You have 3 options:

1. **Pay ₥50** at the start of your next turn, then roll and move as normal.
2. Use a **Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the Chance deck, then roll and move.
3. **Roll doubles** 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 doubles. If you don't roll doubles by your third turn in Jail, pay ₥50, then roll and move.

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