

MONOPOLY

◆ Fast-Dealing Property Trading Game ◆



QUEEN

CONTENTS

Game Board,
6 Collectible Tokens,
28 Title Deed Cards,
16 IN THE LAP OF
THE GODS Cards,
16 A KIND OF MAGIC Cards,
Custom Money,
32 Houses renamed Staging
Blocks, 12 Hotels renamed Full
Productions, and 2 Dice.

WHAT IS THE SAME?

- ◆ The object of the game and the rules.
- ◆ Property cards: all the values are the same as the corresponding properties in classic MONOPOLY.
- ◆ The four corner squares remain unchanged, as does the road to victory: whoever is left when all the other players have gone bankrupt wins the game.

WHAT IS DIFFERENT?

- ◆ Properties are now venues around the globe where Queen played concerts, from their very first at Imperial College in 1970 to their last, massive concerts with Freddie Mercury in 1986.
- ◆ Travel spaces are just four of their global hit records, and the utilities are the Lighting Company and the Sound Company.
- ◆ Houses are Staging Blocks and hotels are Full Productions. You need to slot the circle into the Full Production to complete the Q.
- ◆ Chance is now In the Lap of the Gods and Community Chest is A Kind of Magic.
- ◆ All actions and values remain the same as the classic game.

SET IT UP!

WHAT'S DIFFERENT?

Bohemian Rhapsody, Radio Ga Ga, Another One Bites the Dust, and We Will Rock You replace the traditional railroad spaces.

Houses and hotels are renamed **Staging Blocks** and **Full Productions**, respectively.

Shuffle the **A KIND OF MAGIC** cards and place face down here.



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 Staging Blocks and Full Productions.
- ◆ 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.

Game board spaces and corresponding Title Deed cards feature venues. All property values are the same as in the original game.

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 **IN THE LAP OF THE GODS** cards and place face down here.

Choose from six Collectible tokens tied to iconic Queen songs: **"News of the World"** robot (named Frank), a lady on a bicycle for **"Bicycle Race"**, a vacuum cleaner for the **"I Want to Break Free"** video, a hammer for **"Hammer to Fall"**, May's guitar, and a **War-time radio** for **"Radio Ga Ga."** Place your token on the **GO** space.

Each player starts the game with:

2 x



4 x



1 x



1 x



2 x



1 x



5 x



HERE'S HOW TO



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 Staging Blocks and Full Productions 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.



WHERE DID YOU LAND?

1: AN UNOWNED PROPERTY

There are three types of properties:



Venues



Global Hit Records



Sound Company & Lighting Company

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 venue, you should try to get the other two green venues during the game.

Owning groups earns you more rent when other players land on them and lets you build on your venue for even bigger profits.

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**.



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!

Venues

The rent for an **unimproved** venue is printed on the matching Title Deed card. This is **doubled** if the owner owns all venues in its color group and none of them are mortgaged. If the venue is **improved** with Staging Blocks or Full Productions, the rent will be much higher – as shown on the Title Deed card.

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 Staging Blocks and Full Productions 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.

Global Hit Records

Rent depends on how many Global Hit Records the other player owns.

Records:	1	2	3	4
Rent:	¥¥25	¥¥50	¥¥100	¥¥200



Sound Company & Lighting Company

Roll the dice and multiply the result by **4** – this is the rent you must pay.

If the owning player owns both Sound Company & Lighting Company, multiply the result by **10!**

DON'T WAIT FOR

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 **Staging Block/Full Production shortage** and more than one player wants to buy the same Staging Block(s)/Full Production(s).



3: In the Lap of the Gods or A Kind Of Magic

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.



4: Income Tax/Super Tax

If you land on one of these spaces, you must pay the Bank the amount shown.

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 venues in a color group, you can buy **Staging Blocks/Full Productions** from the Bank and put them on any of those venues.

- The listed price of each **Staging Block** is shown on the venue's **Title Deed**.
- You must build **evenly**. You cannot build a second **Staging Block** on a venue until you have built one on each venue of its color group.
- You can have a maximum of **4 Staging Blocks** on a single venue.
- When you have **4 Staging Blocks** on a venue, you can exchange them for a **Full Production** by paying the listed price on the Title Deed. You can only have one Full Production per venue and cannot build additional Staging Blocks on a venue with a Full Production.

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 **IN THE LAP OF THE GODS** or **A KIND OF MAGIC** 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 venue if any venue in its color group is mortgaged.

Staging Block/Full Production shortage? If there are no Staging Blocks/Full Productions left in the Bank, you must wait for other players to sell theirs before you can buy any. If Staging Blocks/Full Productions are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

4: SELL Staging Blocks/Full Productions

Staging Blocks/Full Productions can be sold back to the Bank at **half** the listed price. Staging Blocks/Full Productions must be sold evenly in the same way that they were bought. Full Productions are sold for half the listed price and immediately exchanged for 4 Staging Blocks.

5: MORTGAGE PROPERTIES

If you're low on cash or don't have enough to pay a debt, you can mortgage any of your unimproved properties. You must sell all Staging Blocks/Full Productions on a color group to the Bank before you can mortgage one of its venues.



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.

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** unimproved property. You must sell all Staging Blocks/Full Productions on a color group to the Bank before you can sell one of its venues.

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!**

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!

SPECIAL EDITION QUEEN MONOPOLY

The music of rock group Queen is known and loved by millions around the world. But it was not always this way. This special QUEEN MONOPOLY game, crafted with the same attention to detail as the group's many global hit albums, invites you to share in the group's phenomenal journey from obscurity in the earliest times to eventual worldwide success.

The group was founded by guitarist Brian May and drummer Roger Taylor in 1970 – both were students at London University – together with a rough diamond, singer and dreamer who called himself Freddie Mercury. The group was made complete in 1971 with the addition of bass player John Deacon, and from that time on, the group made dozens of hit records and played over 700 concerts around the globe, culminating in 1986 with massive shows at Wembley Stadium and Knebworth Park.

In this game you will share the thrills and disappointments, the joys and hardships of this journey. You will lead your own rock group through the perils of life on the road, reap the rewards of your success and either battle your way to the top or crash in the attempt. Just as in real life – and in the famous Highlander film for which Queen wrote the music – *it's better to burn out than to fade away*. But it's even better to win!

Who Will Rock them? Who will achieve the Rhapsody? Who will be the Champion?

There can be only one!

Although Queen's last appearance on stage with Freddie was over 30 years ago, Queen currently tour with Californian singer Adam Lambert, and are recognized as one of the world's top live acts. QUEEN MONOPOLY is based on the activities of the original Queen line-up, from 1970 to 1986.

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