

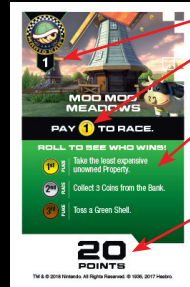


RACES

When you land on or pass GO, you trigger a Race. At the end of your turn:

1

Flip over the top Grand Prix card, and place it where all players can see it.



- Grand Prix Level
- Pay the Bank this many Coins to enter the Race
- Get a prize depending on where you place in the Race
- The Grand Prix card is worth this many points at the end of the game

2

All players who wish to race and can afford to pay the roll cost, do so. If no one wants to race, discard the Grand Prix card.

Take turns rolling the numbered die starting with the player who flipped the Grand Prix card. Turns move to the left.

3

Who won?

The player with the highest roll wins the Race and keeps the Grand Prix card.

All players who placed in the Race get the bonus noted on the card. The highest roller gets the 1st place prize. The second-highest roller gets the 2nd place prize, and so on. If there's a tie for any position, tied players re-roll until one player wins for that position.

There is one prize for the final Race, and that is to choose one Grand Prix card from any player and have a rematch of that Race. All players may take part in the rematch and must pay to enter. Prizes are handed out according to the card. The winner keeps that Grand Prix card.

THE END OF THE GAME

The game ends immediately when the final Race is over. The player with the highest score wins!

To find out how much you scored, add up the points from your Property cards, Grand Prix cards, and Coins. Every 5 Coins is worth 10 points. Stack your golden Coins in sets of 5 for easy counting.

Here's an example of how to add up your points. This player owns 3 Properties, won 2 Races, and has 13 Coins.



70 POINTS



60 POINTS



10 POINTS 10 POINTS 0 POINTS

TOTAL: 150 Points

If there's a tie, the player with the most Property and Grand Prix cards wins!

PLAY A TWO-PLAYER GAME

If you're playing a 2-player game, follow the basic game rules, but play with these changes:

SET IT UP!

1

Each player chooses two Characters and places both of those tokens on GO. Take the Character cards for those tokens, and place them faceup in front of you with their powers showing.

2

Each player starts with 20 Coins.

PLAY!

- On your turn, after you roll both dice, you may choose one Character to take your turn with. At the end of that Character's turn, flip its Character card facedown. Any time a Character card is facedown, you may not use that Character. For example, you're Mario and Luigi. You use Mario on your first turn then flip his card facedown. You must use Luigi on your second turn then flip him facedown. On your third turn, flip both Character cards faceup, and you may choose to use Luigi or Mario.

- Any Ability you activate that would affect all players affects only your opponent and only one of their Characters. For example, if you roll a ⚡, your opponent may choose which of their Characters must drop a Coin, and your Characters drop none. If you roll a 🍄, it hits only your opponent's Character, never your own.

- If it's your turn and one of your Characters is In Jail, you must decide whether to pay or roll to get that Character out of Jail before you roll both dice to take your turn.



To get more Characters, each with their own unique Abilities, look for MONOPOLY Gamer Mario Kart Power Packs!

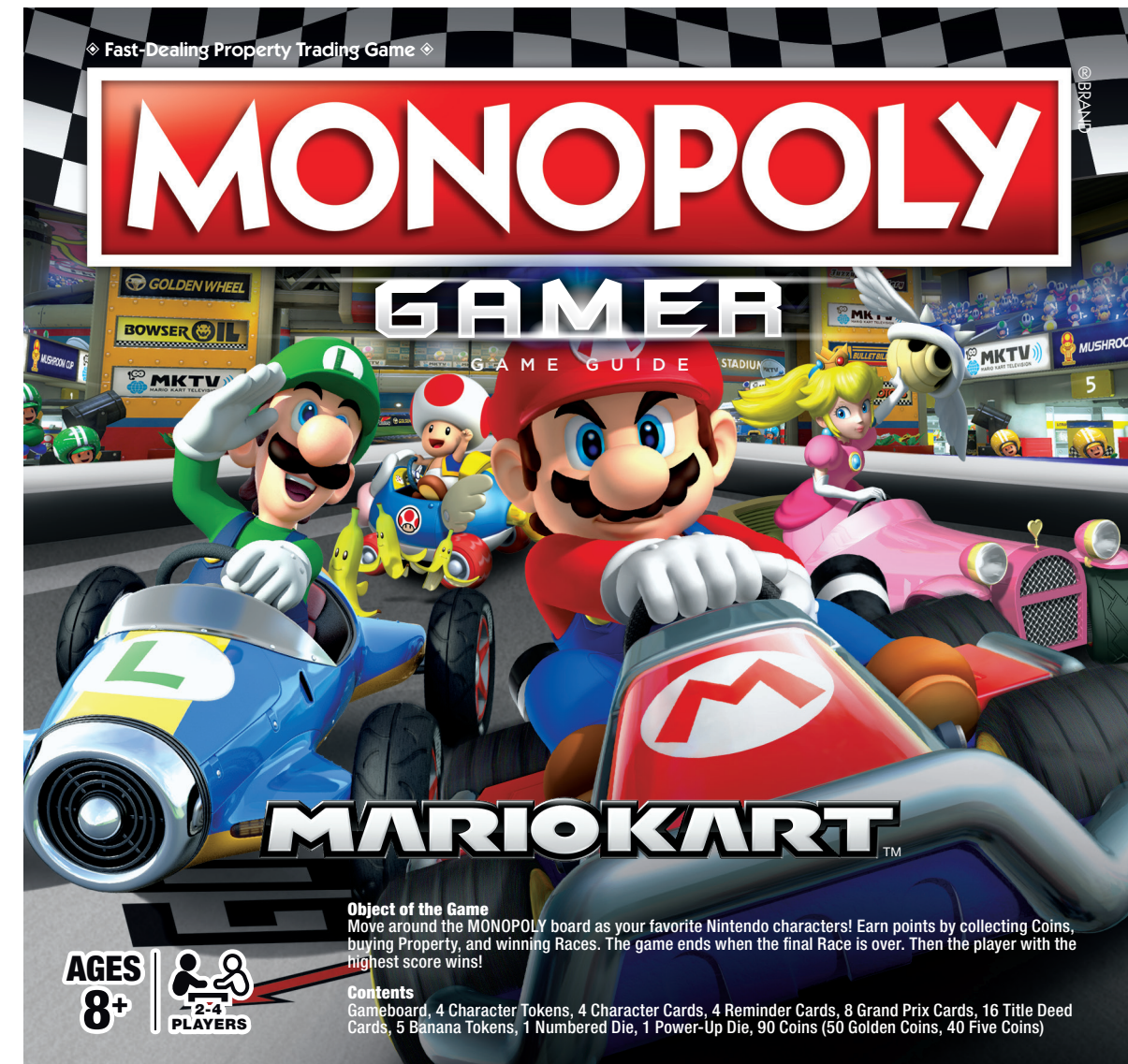


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AGES
8+

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PLAYERS

Object of the Game

Move around the MONOPOLY board as your favorite Nintendo characters! Earn points by collecting Coins, buying Property, and winning Races. The game ends when the final Race is over. Then the player with the highest score wins!

Contents

Gameboard, 4 Character Tokens, 4 Character Cards, 4 Reminder Cards, 8 Grand Prix Cards, 16 Title Deed Cards, 5 Banana Tokens, 1 Numbered Die, 1 Power-Up Die, 90 Coins (50 Golden Coins, 40 Five Coins)

WHAT'S DIFFERENT ABOUT MONOPOLY GAMER MARIO KART?

Highest Score Wins!

MONOPOLY Gamer Mario Kart is not just about money. You win by earning the most points. You earn points by collecting Coins, buying Property, and winning Races!



Coins and Bananas!

In MONOPOLY Gamer, Coins replace bills, and throughout the game players will drop or scoop up Coins as they move around the board. Since this is Mario Kart, you can also drop Banana tokens on the board. These force a player to stop on that space!

Character Token Abilities

When you land on the Super Star board space, you'll activate your Character's unique Super Star Ability!

Power-up Die

Roll this along with the numbered die. On your turn, you'll move AND you'll activate a Power-up Ability. Characters get a special boost when you roll certain Power-up Abilities!

Races

Every time a player passes GO, they trigger a Race on a Mario Kart Cup! All players can pay to enter. Place in the race, and you'll get a special bonus. Win the Race, and you get to keep the card for points!

SET IT UP!

- 1 Separate the Coins by value, and place them within reach of all players.
- 2 Put the Grand Prix cards facedown in numerical order with Grand Prix 1 on top. Place the pile here.
- 3 Place the Title Deed Cards next to their matching board spaces. If you don't have room, keep them as a stack, and choose someone to be in charge of them.
- 4 Place the Banana tokens in a pile where all players can reach them.
- 5 Each player chooses a Character. Place your chosen Character Token on GO. Place that Character's card in front of you.
- 6 Each player starts the game with:
 - 5 Golden Coins (worth 1 each)
 - 1 Five Coin (worth 5 each)
 - 1 Reminder Card

PLAY!

How to Win

Earn points by collecting Coins, buying Property, and winning Races. The player with the highest score at the end of the game wins!

Who Goes First?

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

On Your Turn

Roll both dice, and do the following in any order:

- **Move** your Character forward the number of spaces rolled. Collect any Coins on the spaces you pass or land on but not on the space where you start.

1

Where did you land? Follow the rules of that board space. See THE BOARD SPACES.

- **Activate** the Ability on your Power-up Die. See THE POWER-UP DIE. *Check your Character card to see if your Character gets a boost for the Ability you rolled!*

2

At the end of your turn, if you landed on or passed GO, flip over the top Grand Prix card to start a Race. See RACES.

3

Your turn ends! Pass the dice to your left. If you pass the dice before you remember to pick up Coins, it's too late! The Coins stay for the next person!

Property Deals

At any time on your turn, you may offer to buy, sell, or trade Property with other players. You may not sell nor trade Grand Prix cards at any time. The points you earn from winning a Race are yours until the end of the game.

THE BOARD SPACES



PROPERTIES

Properties are set up on the board from least expensive to most expensive, starting with Mario Kart Stadium.

Unowned Properties

When you land on a Property that no one owns, you must buy it or auction it.

Want to buy it?

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

Don't want to buy it or can't afford it?

The Property goes up for auction. Bidding starts with you and moves to the left. Bids start at 1 Coin and may be raised by as little as 1 Coin. The highest bidder wins the auction, and payment goes to the Bank. If all players pass on bidding, the Property remains unowned.



Owned Properties

When you land on a Property that someone else owns, pay them the rent shown on the Property's Title Deed card.

If a player owns both Properties in a color set, pay them double rent! If the owner doesn't ask you to pay rent before the next player rolls the dice, you don't have to pay!



Boost Pad

When you land here, roll the numbered die, and move forward that many spaces. Then carry out the action of that space. If a Banana is in your path, you must stop on that space.



Item Box

When you land here, roll the numbered die, and collect that many Coins from the Bank.



Thwomp

When you land here, drop 2 Coins on the space.



Super Star

When you land here, activate your Character's unique Super Star Ability. See below for a description of each, or see your Character card.



Mario™

Collect 3 Coins. Roll the numbered die, and move again.



Luigi™

You may move to the least expensive unowned Property. If you do, you must buy it or auction it. Do not pass GO or pick up Coins along the way. If there are no unowned properties, stay where you are.



Princess Peach™

At the end of your turn, roll the Power-up Die again. Complete the action of your roll.



Toad™

You may drop up to 5 Coins and move forward that many spaces.



Just Visiting

When you land here, put your Character Token on the Just Visiting space.



Go to Jail

Move your Character Token to the In Jail space immediately! Do not collect 2 Coins for passing GO, and do not collect any Coins you pass or land on. Do not flip over a Grand Prix card. Your turn is over.

While In Jail

You may not take part in Races while In Jail. You may still collect rent, take part in auctions, and trade. Character Abilities still affect you. If you ever need to drop Coins while In Jail, drop them on the Just Visiting space.

How do I get out of Jail?

Pay 5 Coins to the Bank before you roll the dice for your turn. Then roll both dice, and take your turn as normal. OR

Roll the numbered die. If you get a 6, get out of Jail for free! Roll both dice, and take your turn as normal. If you fail to roll a 6, your turn ends. After your second attempt at rolling, you may exit Jail for free and roll both dice normally on your next turn.

When you leave Jail, you may pick up any Coins on Just Visiting.



Free Parking

Relax! Nothing happens.



GO

If you land on or pass GO, collect 2 Coins from the Bank. At the end of your turn, flip over the top Grand Prix card! See RACES.

THE POWER-UP DIE



The Power-up Die lets you activate an Ability on your turn.

Each Character gets a special boost when that Character rolls a certain Power-up Ability. This replaces and enhances that Ability. See your Character card for details.

Make sure you activate your Power-up Ability and any special Character boosts before the next player rolls the dice, or it's too late!



When you roll a **Spiny Shell**, choose any player to drop 3 Coins on their current space. If you're **Princess Peach** and you roll this, you may choose any TWO players to drop 3 Coins.



When you roll a **Green Shell**, the next player on the board, from your position, drops 3 Coins on their current space. If two players are tied for the next player, choose one.



When you roll a **Lightning Bolt**, all other players drop 1 Coin. If you're **Toad** and you roll this, all players drop 1 Coin AND give you 1 Coin.



When you roll **Coins**, collect 3 Coins from the Bank. If you're **Mario** and you roll this, collect 3 Coins OR add up to 3 spaces to your roll.



When you roll a **Banana**, move, and complete the action of that space. Then, drop a Banana token anywhere in your path. Here's an example:



Mario started on GO and rolled a 5, so he can place a Banana on any of the highlighted spaces, including GO.

If you're **Luigi** and you roll a Banana, place a Banana on any one of your Properties.



What happens when I reach a space with a Banana?

When you reach a space with a Banana, no matter who dropped it, you must stop and carry out the action of that space. That's why it's smart to place Bananas on Properties you own! After you land on a Banana and stop, remove the Banana from that space and place it in the Banana pile.

At any given time, a space can have only one Banana on it, and there can be a total of only four Bananas on the board.

Why does it matter which die I use first?



In the example below, Mario just rolled a four and a Green Shell. If he uses the Green Shell first, Luigi will have to drop 3 Coins on his space. When Mario moves, he can

pick up the Coins as he passes! If Mario moves and then uses his Green Shell, the shell will hit Princess Peach instead, and he won't be able to pick up those Coins on this turn.

What if I run out of Coins?

Any time another player uses a Power-up Ability that causes you to drop or give Coins or when you need to pay rent, you must do so.

If you do not have enough Coins, you must sell Property you own back to the Bank for face value or to other players for an agreed-upon price. Then drop or give any Coins you still owe.

If you have no Coins and no Property to sell, do nothing. You've got it bad enough already. Hang in there!