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Disney Monopoly edition is a familiar infusion game made by Parker Brothers. This game is based on a monopoly format, as stated in the manufacturer's instructions, and has Disney themed money, game pieces and locks. It is designed for ages 8 or more and you must have at least two players to play this game.

Instructions 1 Make sure you have all the parts for the Disney Monopoly game. This includes Disney Monopoly edition tinature games, 28 title cards owned, 16 Show Time Cards, 16 Magic Moments cards, 32 chalets, 12 locks, six Disney themed engines, Gold Tinkerbell, Disney Monopoly Cash Edition package and two dice. 2 Open the board and put it. Take your turn by selecting the Disney engine and putting it in Go. Shuffle the cards from the show-time cards and the Magic Moments card deck and place them face down at the specified point of the game board. Put all the extra parts aside. 3 Choose who will be the banker and divide his money into separate piles, putting all the money as together. The banker gives each player five dollars, a \$5 bill, a \$10 bill, four bills, two \$20 bills, two \$100 bills and a \$500 bill. Take some time rolling the bone; The player with a lot of numbers goes first, and then the game continues clockwise. 4 Take a turn rolling the bone. If you roll double, take your back as usual and then roll again. If you roll three doubles in one turn you go directly to prison. Move your Disney character to a specified number of spaces clockwise and then follow the instructions in space. 5 Decide if you want to buy a property without an owner when you land in your space. If so, pay the banker the price specified in the space. The banker gives you the appropriate Title Case Card as proof of ownership. Place the card face up in front of the space; Now you can charge rent to those who have landed in this space. If you decide not to purchase a property, the banker has an auction and starts asking for a price of \$1. All players, including the banker and the player who originally decided not to buy the property, can take part in the auction. The property goes to the highest price. 6 Pay rent when you land in a space owned by another player. Pay the player the amount listed on the Title of Property card as soon as she asks for rent - the owner must ask for rent before the next player rolls the dice to raise the money. Do not pay rent if the property is on bail. Teh who have an entire color group can charge double the income specified for sites of the same color. 7 Charge rent, set up websites and carry out operations

as usual if you landed on free parking or Just visiting in a chain. There's no landing penalty. 8 Take the card to the top of the corresponding stack when you land in The Magic Moments or Show Times space. Follow the instructions on the map and then place the card face down at the bottom of the platform. Move to another space in the direction of the specified arrow if you do it on the map. Collect \$200 if you pass Go on your way. If you draw a free card chain output you can grab it for later or sell it to another player for a agreed amount of money. 9 Go directly to Jail if you land in space as stated, make Magic Moments or Show Time cards for it, or fold the roll three times in a row on your turn. Now your turn ends and you don't collect \$200 if you pass Go. Keep charging rent for your property while you were in prison. Get out of jail for the next shift, paying \$50 as well, rolling a couple or wearing a free prison skirt. Pay \$50 well if you haven't rolled a double for your third round; Move the specified number of spaces in this roll. 10 Buy or auction a characterless special powers space when you land on these Disney editing utilities just like other properties. If you landed in a room belonging to a special authority, pay the owner of the utility company the due income. If a player owns a utility, the rental will be four times the size of your data roll; If a player owns two utilities, you must pay 10 times the cost of your data roll. 11 Buy and auction vehicles without the owner's space in the same way as other properties. If you have landed in the Property Transportation Modes, pay the amount listed on the Deed Title holder's card. 12 build houses and castles. When you own all the spaces of a particular color group you can buy a home - a Disney edition home - to put the space. You can buy a cottage on shifts or between shifts of other players, but you have to build evenly - you can't build a second home in space until you've built a cottage in all the spaces in that group and you can't buy a home if there's space that's laid out. Own four villas for each space of the same color group and you can buy castles - Disney edition hotels - to put space. Pay the banker the amount on the title card and change the four cottages to the castle; You can only put a lock in one space. Download players who land in these spaces, the amount specified for cottages or castles on the Property Name map. 13 mortgage or sell your property to pay lenders if you run out of money. Players are not allowed to borrow money or lend money to another player. Players can decide to accept the property instead of the money owed to them. Collect money by selling buildings, special powers or modes of transport for other players, or mortgage real estate in the bank. 14 Mortgage your property to pay off debts. Sell all the buildings that you then connect case Title cards face down; collect from the banker the amount of the mortgage shown on the back of the card. Keep your property mortgaged until you can afford it. Other players are not allowed to pay the mortgage and you cannot charge rent for the mortgaged property. Pay the banker an initial mortgage, plus an additional 10 percent interest to pay the mortgage. Turn the Deed Title card face up and resume collecting the lease for that. 15 Selling mortgaged property to another player at an agreed price to pay off debts. The buyer can pay the mortgage with interest, or can just pay the interest to insure the mortgage; The buyer can pay the mortgage at a later time. 16 Sell your property, underdeveloped premises, transportation and utilities to other players at an agreed price. We do not sell space if there are buildings in any of the spaces in which the color of the group; You must first sell all the buildings in these spaces to the banker. Sell the houses and locks to the banker at half of their original purchase price, listed on the property name card. Sell your castle for half its value to the banker and get four houses. Sell your property on the back or half between shifts of other players. 17 Return the title card deal to the banker if you owe the jar. The banker then auctions each property at the highest price. Return any free card exit chain to the bottom of the deck. If you owe another player the player gets the money he left behind, the title card runs and any free card exit circuit you have. 18 Finish your part of the game. If you can't raise enough money to pay rent, tax or bill, you're declared bankrupt and you're out of the game. 19 Continue the game until only one player is left. The last player wins the game. Introduced in 1934, Monopoly Game is a game currently available in 103 countries and in 37 languages. The goal of the game is to become the richest player by buying, selling and renting 22 properties on the gaming board. Two to eight players can play, and the game includes two dice, 32 houses, 12 hotels, eight chips, cash, Community Chest and opportunity cards along with property and deal cards. Instructions 1. Appoint a banker to play. This person will also play the game, but will be responsible for financial transactions as well. The banker distributes \$1,500 to each player in the following denominations: . Two \$500 bills, two \$100 bills, two \$50 bills, six \$20 bills, five \$10 bills, five \$5 bills and five One Dollar Page 2 Roll bills to decide who goes first. Every player throws and the man with the biggest roll goes first. The game continues to the left. If a person rolls doubles, at any time, they start to go again. Three double in a row sends the player to prison. 3 Throw dice at the beginning of your turn. If you landed on a property without owners, you can buy it at the specified price. If you choose not to, the banker has an auction where the highest bid wins. If you land on a property that someone owns and you have to pay the rent assigned to the deed. If the player owns all the properties of the same color, they have a monopoly and rent twice. 4 Build homes or hotels in properties if you have a monopoly. You have to build evenly, i.e. you can't build two houses on one property and not on the other. If you have four houses on one hotel, you can build hotels. 5 Land in the opportunity or chest of the community and pick up the appropriate cards. Follow the instructions on the map. Some will benefit the player, others require mobile spaces, and some others may instruct the player to pay money 6 to go to jail and they get two options: . Pay \$50 to be released or attempt to roll doubles. After three laps, you have to pay \$50 to get away. You still charge rent for the property when you are arrested. 7 Collect \$200 every time you pass the go if you are not instructed to go to jail. 8 Mortgage property if you need to raise money. You don't charge rent for a property when it's a mortgage. To cancel the mortgage, pay the amount of the mortgage plus 10% interest. 9 Win the game by forcing all other players into bankruptcy, which happens when they can't pay the debts to the banker or players. . manual de instruções monopoly cartao eletronico. manual de instruções do monopoly. manual de instruções monopoly cartão eletrônico. manual de instruções do jogo monopoly

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