

Version for Monopoly®

RULES

OBJECT... The object is to become the wealthiest player through buying, renting, and selling property.

EQUIPMENT... The equipment consists of a Super Add-Ons™ Game Board, one die, 20 Action Cards, 17 Houses, 7 Hotels, 12 Property Deeds, 2 Utility Deeds, 20 Travel Cards, and 20 Roll Three Cards.

PREPARATION... First follow the instructions for preparation in your Monopoly® rules, distributing an additional \$700 to each player. After setting out the original Monopoly® board, place the Super Add-Ons™ Game Board in the center of the original board with the Roll Three corner located next to the FREE PARKING® corner, and the Squeeze Play corner located next to COLLECT \$200.00 SALARY AS YOU PASS GO®. Shuffle 10 orange-backed Action Cards with the Chance® Cards, then shuffle the 10 yellow-backed Action Cards with the Community Chest® Cards and put them in their respective places on the board. Deal one Travel Card face down to each player. Deal one Roll Three Card face up to each player. Place the remaining Travel Cards and Roll Three Cards in their respective places on the board. The yellow hotels and blue houses may be mixed and matched with the original Monopoly® houses and hotels and are used in exactly the same manner.

THE PLAY... Use the same rules as you would for Monopoly®, along with the following additions:

RIDING THE ELEVATOR... The Elevator Spaces contain horizontal & vertical arrows labeled ODD and EVEN to indicate which direction to move when passing them, and the adjacent Railroad spaces below them. If a player rolls an EVEN number that moves their piece past an Elevator space or the Railroad space below it, the player's piece shall ride the Elevator onto the opposite board, and continue to move in a clockwise direction. If a player rolls an ODD number, they shall continue on their current board. For example: if a player starts their turn on

SQUEEZE PLAY... If a player rolls doubles, they receive \$200 from every player. On any other roll, the player does not collect any money.

TAX REFUND... Only monies that are related to TAX penalties from Community Chest® Cards, Chance® Cards, and Luxury Tax go into the middle of the board. A player who lands on the Tax Refund space collects 100% from the current pool of money in the middle of the board.

REVERSE DIRECTION... Instead of moving backward when landing on this space, move the Super Add-Ons™ Game Board counterclockwise 90 degrees. On your next turn continue moving forward. This one addition to the RULES completely changes the dynamics of the game!

STAND-ALONE PLAY... Super Add-Ons™ can be played as a stand-alone game using the following directions: First, place the board in the center of the table. Put the yellow-backed Action Cards inside the yellow center box. Place the orange-backed Action Cards inside the orange center box. Deal one Travel Card face down to each player. Deal one Roll Three Card face up to each player. Place the remaining Travel Cards and Roll Three Cards in their respective places on the board. Distribute \$700 to each player as follows: (5) each of \$1's, \$5's, \$10's; (6) \$20's, (4) \$50's, and (3) \$100's. Each player can use a token of his or her choosing. Start game play by placing your tokens on "Bonus". When a person lands on an Elevator space, take the Elevator to the one on the opposite side of the board. Makes for a quick and exciting game!

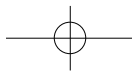
Use any of these additional rules together or by themselves to keep your Monopoly® games fun, fast and exciting!

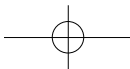


The SuperAdd-Ons™ Version for Monopoly® Game Board

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States Avenue and rolls a SIX, the move would take the player's piece over:

(1) Virginia Avenue, (2) Pennsylvania Railroad, (3) The Elevator, (4) Fifth Avenue, (5) Madison Avenue, while finally landing on (6) the Roll Three space where the player would follow the Roll Three instructions. If a player rolls an ODD number that takes their piece past an Elevator space or the Railroad space below it, the player's piece shall continue its move forward on the same board it is currently on.

If a player lands directly on the Elevator space, they should draw a Travel Card for future use. On their next turn, an EVEN roll means they ride the Elevator to the original Monopoly® board; an ODD roll means that they continue on the Super Add-Ons™ board.

ROLL THREE... When a player lands on the Roll Three space, they first pick up a Roll Three Card from the center pile. They then roll three dice to see if their, or another player's Roll Three numbers match the dice rolled. The three dice are read in order from lowest to highest number. If any one die matches any die on a player's Roll Three card, that player wins \$50 from the bank. If two of the dice match a player's Roll Three numbers, that player wins \$200 from the bank. If all three dice rolled match a player's Roll Three numbers, that player wins \$1,000 from the bank. If the player who rolled the dice rolled their own Roll Three number, they win \$1,500 from the bank. For example, if the Roll Three dice rolled were 1-3-6 and the players had the following Roll Three numbers, the winnings would be as follows:

Player 1	4-4-5	No Numbers Match	\$0.
Player 2	2-4-6	One Number Matches	\$50.
Player 3	1-3-3	Two Numbers Match	\$200.
Player 4	1-3-6	Three Numbers Match	\$1,000.

If the player who landed on the Roll Three space had the 1-3-6 Roll Three number they would win \$1,500 from the bank. *Roll Three cards may be bought, sold, or traded among players.*

TRAVEL CARDS... When a player lands on an Elevator space, they draw a Travel Card from the center pile. A player may use a Travel Card on any turn, instead of rolling the dice. The use of Travel Cards count as a player's turn. After a Travel Card has been used it is returned to the bottom of the Travel Card pile face down. More than one Travel Card may be combined at any time. *Travel Cards may be bought, sold or traded among players.* Players using a backward Travel Card that takes them past GO or BONUS do not collect any money during that turn. The player would, however, collect money on their next turn that takes their piece onto or past the GO or BONUS space.

"HURRICANE" and "TORNADO" ACTION CARDS... Each of these cards require you to remove one house from each property in a property group, IF you own any (or if any other

player owns any). For example, if you draw the "Hurricane" card, you can remove one house from each property in any other player's property grouping. If the player owns hotels, replace them with (4) houses per property. If you draw the "Tornado" card, you must do the same to one of your own property groups. These cards must be used immediately, and cannot be saved or traded.

SQUEEZE PLAY... When a player lands on Squeeze Play, the player rolls two dice to determine how much money he or she will collect from the other players. Rolls of 5, 6, 7, 8, or 9 entitle the player to collect \$50 from each player. Rolls of 3, 4, 10, or 11 entitle the player to collect \$100 from each player. Rolls of 2 or 12 entitle the player to collect \$200 from each player.

TAX REFUND... All monies from Community Chest® Cards, Chance® Cards, Luxury Tax, Income Tax, and Get Out of Jail charges that need to be paid to the bank are placed onto the middle of the board. A player who lands on the Tax Refund space collects 50% from the current pool of money in the middle of the board.

SUBWAY... When a player lands on the Subway space the player may travel to any space on either board on his or her next turn. If the property is unowned, the player may purchase it from the bank. Since traveling via Subway is a direct route, players do not collect any money by passing GO or BONUS.

BONUS... When a player passes BONUS they collect \$250. When a player lands on BONUS they collect \$300.

UTILITIES... The two new utility properties (Wireless Telephone Company and Gas Company) accompany the original utility properties (Electric Company and Water Works). The potential revenue a player can earn from the utility properties is now greater. The charge rates for owning more than two utilities are reflected on the Wireless Telephone and Gas Title Deeds.

REVERSE DIRECTION... On your next turn, roll the dice as normal, but instead of moving forward, move backwards the number rolled. Follow the ODD/EVEN directions for the Elevator just as you would if going forward. After a player has moved his or her piece in the reverse direction, their next turn will be moving forward again.

ALTERNATE RULES

PREPARATION... Do not deal out any Travel Cards or Roll Three Cards at the start of the game. Rotate the Super Add-Ons™ Game Board to a different position than instructed in the "Rules" section.

TRAVEL CARDS... Players may use Travel Cards in conjunction with the roll of the dice. For example, if a player rolled an eight and held a 2 space forward card, his or her total move would be ten.

