



For 2 or more players / Ages 8 to adult

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OBJECT

Just like in our famous MONOPOLY® game, you are trying to accumulate matching “properties.” Here, you want to be the first player to reach a pre-determined point score by rolling the dice and making the most matches — without rolling GO - TO - JAIL.

EQUIPMENT

DON'T GO TO JAIL™ board • 10 Dice • Score pad • Dice cup
• Consumer-applied label

SETUP

- Apply the adhesive label to the outside of the dice cup.
- Pick a player to keep score throughout the game, and one to go first.
- Decide how many points you'll play to. We suggest 15,000 for a four-player game. Set up your score pad with the players' names across the top.
- Put the game board in the middle of the table with enough room around it so players can roll the dice on the table. The board is used to score points on each player's turn.

GAMEPLAY

On each turn, you will roll the different-valued dice as many times as you want as you try to form as many matches and earn as many points as possible. A match consists of two, three or four dice (see box inside) with the same color or picture (the four locomotive Railroads), or both Utilities (the light bulb + water faucet). BUT... if you roll all three dice that spell out “GO TO JAIL,” your turn ends — and you lose all the points you rolled so far that turn! So how far will you push your luck?

On your turn:

- Place all 10 dice in the cup, shake, and roll.
- If you rolled a GO, a TO, or a JAIL, put it (them) immediately in Jail with Rich Uncle Pennybags at the top of the game board. If, in one or more rolls, you roll all three dice that add up to “GO TO JAIL,” your turn ends and you score nothing for that turn!
- Each time you roll, you may take any of the other rolled dice and place them on their matching spaces on the playing board as you try to accumulate matches.

The number of dice needed for the various matches :

2 dice	Dark purple, Dark blue, Utilities
4 dice	Railroads
3 dice	All others

- Keep rolling the remaining dice as many times as you dare! If you want, you may keep re-rolling all the dice again and again in hopes of striking it rich!
- Once you have placed a die on the board, you may not remove it on that turn!
- Use a WILD die however you want: Add it to another color or Utility or Railroad to make a match; put it on any empty space in hopes of rolling a die of that color (or Utility or Railroad); or use two WILD dice together to make a two-dice match.
- You may end your turn at any point — as long as you do so before you “GO TO JAIL”!

SCORING

On each turn, tally up the matches you successfully made; these range from 600 points for the dark purple, to 3500 points for the dark blue. But if you rolled all three dice that spell “GO TO JAIL,” you score Zero points for that turn!

If you elect to end your turn before you’ve formed even one match, you will get the sum total of the dice on one property as your score for that turn. In this case, WILD dice have no point value.

WINNING THE GAME

If you’re the first player to reach the pre-determined point score, you’ll *probably* win. But remember who went first, because any players who have another turn coming in this final round get to take their turn. Maybe they’ll catch up and steal your victory!

We will be happy to hear your questions or comments about this game.

Write to: Consumer Relations, Parker Brothers,
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