Monopoly junior party manual

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Monopoly Junior Party is a great game to play on your birthday. In the box: Game board, 32 gift (gift) tokens, 16 chance cards, 16 party cards, 70 1 notes, 4 cupcakes, 1 party box, 1 die Monopoly Junior Party - a children's party-themed, simplified version of the original monopoly game. Add your own small surprises to the gift box to really up the excitement. The board is square and much smaller than the original game, with only 16 properties (called parties in this game) instead of 24. Each property is purchased once and no further building is made on it, and ownership is recognized by the color of the present sitting on the property. The money comes only in denominations of 1, and all cash transactions are between 1 and 5 dollars. These differences will allow children under the age of 5 to enjoy the game and can help in learning colours (green, blue, red, yellow) and counting (1-5). The five squares share the same images as the original game: Go, Chance, Just visiting, Free parking, and Go to Prison. Object: Be the player with the most money and/or properties when the first player runs out of money. Setting up: Engage the player in this piece as many skills will be used. Divide plastic gifts (property markers) and cupcakes (pawns) on the pile by color. Each player selects one bunch and places their cupcake in Guo Square. Separate chance cards from real estate cards. Place the chance cards in a heap face down in place of the question mark on the board. Count and give each player money (18 accounts for 2 players, 14 accounts for 3-4 players). Assemble a 3-D party box and place it on the board. Play: In turn, each player with a throw to die and move their pawn (cupcake) that many squares forward. Check which space you landed in, then follow these instructions: Party (property) without a presence on it – Take the property card and pay the bank the amount of money written on the card. Put one of your gifts in space, so all the players know you own it. Party (property) with present on it – If it's your property, do nothing. If it is someone else's property, pay them the amount of money that is indicated on the property as a gift. Go - anytime you land or pass go, collect $2 from the bank. Chance - Read the card and follow the instructions. If you are asked to pay money, put it in the party box. Examples of chance instructions are: Party police think your party is too much fun! Pay $3 to field the party. Go to any gree party space. If no one owns it, get it for free! Otherwise, the owner saves it. Pay them the price of space. You buy silly hats for your party. Pay $1 to field the party. Party box - Congratulations! You get to open the party box and keep money that is inside. When you're done, turn the box onto the board. Just visiting - Do nothing, you just visit anyone who is in prison. Free parking - Do nothing. Go to jail - move move pawn to the prison space. Don't collect money if you pass Go on your way to prison. In the next step, pay $1, quit to die, and move. The game continues around the board until someone runs out of money. The player with the most money and property at that point is the winner. For more information on monopoly games and how to use them in therapy check out my post on monopoly. Try this: Appoint someone who is working on counting a banker's job. Tell the name of each color aloud when you sort gifts into different piles by color. Stand up all the gifts and cupcake markers that will be used to play, holding 2 or 3 in the palm of your hand and moving them, one at a time, to your fingertips to turn and place on the table. Cup your hands, butt your fingers together, and hold for a few seconds, shaking to die without dropping. If he's having trouble with his hand cup, first form the player's palm, putting a small ball or round object in his hand and forming an arm around him. Then remove the ball. Put the markers after the game, asking the player to cup his hands, keep his fingers in that position and then slowly throw the presents and cupcakes into his palm one at a time while counting. Let's throw the pieces into the box with handfuls. Put the markers after the game, taking them one at a time and whites them in the palm of your hand. How much can a player hold without dropping? Take another handful, can he hold another one? Work on visual discrimination, spatial relationships, shaped ground, manual dexterity, manipulation at hand, strength and stability of the arch of hands, executive functioning skills, process skills, socialization skills, play and leisure intelligence and participation If you are interested in acquiring this game or just want more information, click on the image below. Mr. Animate on Facebook. Kirjaudu Facebookiin, niin saat yhteyden käyttäjään G. Animate. Fast Acting Real Estate Trading Game Fast-Acting Property Trading Game 061136887102 Ab Monopoly Junior Party Instructions (UK)Oritor: Col Approval: Ultimate ROD: 00.00 File Name: 36887i102.indd • Collect batches!• Get cash, When other players land on your lots!• Open the party box to get loads of cash!1 gamecord 16 party cards 16 Chance card 32 present tokens 1 Party Box 70 x A1 notes 4 Cupcake movers 1 die. GOAL GAMECONTENTSAGE2-4 PLAYERSOCTION: CHOKE HAZARD - SMALL PARTS. Not for children under 3 years.0-3© 1935, 2011 Hasbro. All rights reserved. Production: Hasbro SA, Route de Courroux 6, 2800 Delemont CHPresented: Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ. UK. Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping NSW 2121, Australia. Tel: 1300 138 697.Hasbro NZ (branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. Tel: 0508 828 200.Consumer United Kingdom PO Box 43 Newport NP19 4YD, UK. Tel 00800 22427276. Consumer_affairs@hasbro.co.uk www.hasbro.co.uk 061136887102 AbRules for older players To try a little harder game, add these extra rules to your game... 1. Party pairs If you have two sides of the same color, charge twice when someone lands on any of them. 2. Swap! Trade parties with other players for cash if you go bankrupt. Swap party with other players to make pairs and charge double! When you trade party cards, make sure you swap gifts too. 3. Win! When the game is over, count your money. Now add the individual values of each party you own to your account. If you have the most money, you win! Party Box AssemblyHead of how you start, collect the party box as shown in the figure. Adult Assembly MUST PAGE 2Kids Party Challenge! Children's call card! Make this call to decide who goes first! Do this challenge to decide who goes first!arty cards on the spaces they match arty cards on the spaces they match ¯ !˙¯O!˙□¯!˙¯ ṗ£¯3!mM¯¬O¯hp\F¯□^!m¯pmF¯zd!·F\¨¦!m□˙¯˙¯˙¯ !˙¯O!˙□¯!˙¨·p£¯3!mM¯¬O¯hp\F¯□^!m¯pmF¯zd!·F\¨¦!m□˙¯˙¯˙¯ □p¯□!cF¯z!\□:¯˙zda□¯□^F¯3!\=˙¯˙F<£!dd·¯˙¯ □p¯□!cF¯z!\□:¯˙zda□¯□^F¯3!\=˙¯˙F<£!dd·¯2¯●!˙□F˙□¯h!□3^F\¯VpF˙¯˙Oa\˙□M¯2¯●!˙□F˙□¯h!□3^F\¯VpF˙¯˙Oa\˙□M¯˙¯ |¬O¯·p£→\F¯□^F¯pmd·¯h!□3^F\:¯˙¯ |¬O¯·p£→\F¯□^F¯pmd·¯h!□3^F\:¯˙¯ ṗ£¯Vp¯Oa\˙□¯aO¯·p£¯VF□¯□^Fh¯!˙¯·p£¯Vp¯Oa\˙□¯aO¯·p£¯VF□¯□^Fh¯!x18 eachFor 2 playersx14 eachFor 3-4 players 061136887102 Ab Monopoly Junior Party Instructions (UK)Originator: Col Approval: Final ROD: 00.00 File Name: 36887i102.inddPARTY BOX:Congratulations! When you land on the Party Box space, you get to open a box in the center of the board and save any money that is inside. Close it and put it back on the board when you're done. JUST VISITING: You're not in jail - you're just visiting! FREE PARKING: Don't do anything. Get off the party! GET TO JAIL! Move the cupcake mover into the jail space. Do not collect A2 if you pass GO. In the next step, pay A1 jar, then roll and move normally. SpacesParty without presence: When you land at a party that doesn't belong to anyone, you should buy it.• Take a party card out of space, pay the Bank the price written on it and hold the card in front of you. • Put one of your gifts on a colored stripe at the top of the space so everyone knows it's your party. Party with attendees: When you land at a party with another player present on it, you guest at their party. Pay them the price of space as a gift. If you land at a party that has your gift, Enjoy your party! GO:Every time you pass GO, collect A2 from the bank. CHANCE: Take a Top Chance card, read it, and follow the instructions. If you have to pay the money, put it in the party box. Return the used card to the bottom of the pile. How to play1. Roll die and move the cupcake mover that number of spaces clockwise from GO. If you collapse, take a Top Chance card, read it, and follow the instructions.2 Where did you land? The spaces section below describes what to do in this space. Once you've followed the instructions for this space, it's the next player's turn.3 Party on! Continue to take turns rolling around and moving around the board until someone goes bankrupt (running out of money). 4. Bankrupt? If you don't have enough money to pay in full, you're bankrupt - you don't pay any money you owe and the game ends immediately. 5. Win! When someone is bankrupt, the game ends. Count your money. Add A1 for each party you own. If you have the most money, you win! How to Win Being the Player With the Most Money and Parties When the First Player Goes Bankrupt. Get ready! 1. Open the game board and place it in the center of the table2. Place party cards on the board with a child card call (below).3. Shuffle the Chance cards and place them face down on chance space in the center of the board.4 Connect the party box (see the back page for folding) and place it in your space in the center of the board.5 Cash deal:6. Each choose a cupcake mover and place it on GO.7. Each accepts eight gifts that match the color of your cupcake and hold them in front of you.8 Choose one player to be a banker (adults are good for that). To the banker to follow all the money that goes to and from the Bank.9. Who goes first? Take turns to roll up to die. If you roll the highest, you go first (or if you win the challenge of the party card, you go first). Play then continues to the left. Used all their gifts? If you don't have gifts, you can't buy more lots unless you give up one of your other parties. Pay the Bank for a new party, return the party card you give up your space to, and move your gift to a new party. You don't get the money back for the party you refuse - that's the price you pay for being such an animal party! Animals!

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