

I'm human



Monopoly Deal can be a bit tricky to understand at first. I thought I knew the rules until I played with someone new and we disagreed on many things! The rulebook included in the box doesn't cover every scenario, leaving some questions unanswered. To clear up any confusion, I looked into the official Monopoly Deal rules from Hasbro. To start, you should have an instruction booklet in your Monopoly Deal box. If not, don't worry - I've scanned mine for you to view here: [link to pdf]. Here's a quick rundown of the main rules. * Collect three Property sets with different colors. * Each player starts with five cards and can draw two more during their turn. * You can play up to three cards at a time, using your hand to add money or properties. * End each turn by discarding any excess cards until you have seven. Some key rules to keep in mind: * You cannot use cards from your hand to pay debts. Instead, try to negotiate with other players for the funds you need. * Properties do not go into your Bank account, and you won't receive change when paying a debt. * If you don't have enough money, use properties to settle debts instead. The Wild Property card can be changed at any time during your turn. Now that you've seen the official rules, you might have come across some scenarios where there's room for interpretation. To help clarify things, I'll cover explanations for every possible situation in this guide. You might even discover that you've been playing Monopoly Deal wrong - don't worry, it happens! To set up the game, shuffle cards and deal five to each player (or two packs for 6+ players). Each player starts their turn by picking up two new cards. The official rules suggest displaying your money so others can see how much you have, but this isn't explicitly stated - feel free to keep your cash private if all players agree. Remember, the key is to understand and follow the official Monopoly Deal rules, as outlined in the instruction booklet or online resources like Hasbro's videos. In Monopoly Deal, the rules for keeping money and taking turns are crucial to understanding how to play. According to official guidelines, players can keep their cards in a neat stack, but all players must agree on the same method of handling money. Each turn allows you to play three Action cards, which was clarified by @MonopolyUK and @Hasbro. Players have flexibility in rearranging their cards, including Wild cards, during their turn, without counting as playing a card. Just Say No cards can be used at any time to refuse an Action card, and it doesn't count towards the allowed three plays per turn. When it comes to Rent cards, playing a standard card and a Double the Rent card counts as two moves. Property cards must never go in your Bank, and you can only add one House and one Hotel to each Property set. A Property set must have a House before a Hotel can be placed, and when a Hotel is added, keep the House where it is. The rules for collecting rent are straightforward: if a Property set has a House and a Hotel, you may collect rent for each. Houses or Hotels can be paid into another player's Bank if they're in your Bank or placed with their Properties if they're not. The official Monopoly Deal rules state that players can pay using money, Action cards, or Property cards from their Bank or Property Collection Area. House and Hotel cards are unique in that they can be used as both Action and Property cards, but must remain in one of these categories once placed. Players cannot move Houses or Hotels between the Bank and Property Collection Area. Additionally, when paying with a Property card, the card must go into the other player's Property Collection Area. Players can use Action cards to steal Wild cards, including 2-colored property Wild cards and 10-colored property Wild cards. Stolen 2-color Wild cards can be placed whichever way up within the player's own Property Area. The multi-colored Wild card has no monetary value and cannot be used to pay a debt. It is also not possible to make a full color set using only Wild cards, as there must always be at least one standard Property card in the set. According to Hasbro, when playing Monopoly Deal, you can steal any cards with a Sly Deal or Forced Deal card. A green set consists of three cards, and the fourth card is considered extra and not protected from sly deals. In Monopoly Deal, rent depends on the number of properties in a set owned and whether houses or hotels are present. The rent amount shown on one card in the set is charged, plus £3 for a house or £4 for a hotel. You can play a standard Rent card with two Double the Rent cards to quadruple the rent. This applies to all Rent cards, including 2-color and 10-color ones. However, you cannot double the rent on Action cards like Debt Collector or It's My Birthday. The Just Say No card allows you to cancel any Action card played against you, including Rent cards, Deal Breaker, and more. You can chain multiple Just Say No cards together, but the limit is three cards. If two players play Just Say No cards, they both cancel rent owed. A Just Say No card only cancels one card, so it won't affect a Double Rent card. A Sly Deal card allows you to steal one property from another player, but not part of a complete set. Deal Breaker Cards In Monopoly Deal A Deal Breaker card allows a player to steal an entire property set from another player, but only if it's laid out as a complete set due to the presence of a Wild card. The rules state that separate sets aren't considered full and can't be stolen with a Deal Breaker. When played correctly, the player takes all properties in the set including houses and hotels. A great question from Marina! The player indeed gets the houses and hotels as well. During their turn, players can only rearrange property cards. An exception is when they're given a Wild card as part of a Forced Deal. At that point, they decide where to place it. Reaching out? Players cannot move cards during another player's turn unless a Force Deal is played resulting in new properties. A question from Katie! The answer: yes, the player can rearrange the new property on their turn. When facing rent and having only a full set of properties, the player must break up the set to pay. However, if they want to avoid losing a deal breaker, that's not allowed according to official rules. A question from Katie! The answer is that players are allowed to rearrange their property collection at any point during their turn. When all cards run out and you're left with none, you must wait until your next turn before picking up five cards from the draw pile. Looking for a fun way to play Monopoly with friends from around the world? Or want to challenge yourself against the computer when bored at home? This guide covers everything you need to know to play and win at Monopoly Deal, an exciting fast-paced card game. Objective: Be the first player to collect 3 complete property sets of different colors. Number of Players: 2-5 players Components: A deck of Monopoly Deal cards, including Property cards, Rent cards, House and Hotel cards, Wild Property cards, and Money cards. Gameplay: 1. Shuffle the deck and deal 5 cards to each player. 2. The remaining deck is placed in the center as the draw pile. 3. On your turn, you can perform up to three actions: Draw two cards from the draw pile, Play up to three cards from your hand, or Use action cards and abilities. Game Mechanics: - Property cards: Collect sets of property cards to build full sets, with different color sets having different values. - Action cards: Can be played to collect rent, steal properties, force trades, and more. - Money cards: Used to pay rent, build properties, and activate action cards. Building Sets: To build a property set, you need to collect all the cards of the same color and place them face-up in front of you. Once you have a full set, you can build it by paying the required amount of money shown on the cards. Rent and Collecting Payments: Rent can be collected from opponents when they land on your properties or when you play action cards that collect rent. Players must pay the rent amount to the property owner using money cards or other means as specified by action cards. End of Turn: After completing your actions, your turn ends. If you have more than 7 cards in your hand, you must discard down to 7 cards.

How many total cards in monopoly deal. How many just say no cards are there in monopoly deal. Monopoly deal uitleg. How to play monopoly card game deal. How many cards can you have in monopoly deal. How many deal breaker cards in monopoly deal. How many just say no cards in monopoly deal. How to play monopoly card game bid. How many cards should be in monopoly deal. How many cards do you get in monopoly deal. How many action cards in monopoly deal. How many cards does monopoly deal have. Monopoly deal kaartspel uitleg. How many cards do you start with in monopoly deal.