



Speed Die

In 2007, Parker Brothers began releasing its standard version of *Monopoly* with a new addition to gameplay--the **Speed Die**. (<http://www.hasbro.com/common/instruct/00009.pdf>) First included in Winning Moves' *Monopoly: The Mega Edition* variant, this third die alters gameplay by allowing players to increase their move up to 3 spaces (rolling one of the 3 numbered sides); move immediately to the next unowned property OR to the next property on which they would owe money (rolling one of 2 "Mr. Monopoly" sides); or "Get Off The Bus Early" (rolling the "Bus" side), allowing the player to use the total from one die or both dice to move (i.e. A roll of 1-5-BUS would let the player choose from moving 1, 5 or 6 spaces). Usage of the die in the regular game differs slightly from use in the *Mega Edition* (i.e. Players use the Speed Die from the beginning in *Mega*; players can only use the Speed Die in the regular game AFTER their first time going past GO).^[17]

YouTube Video Links:

<https://youtu.be/bSsSNj1JBgk>

<https://youtu.be/wmy6oCVbOY0>

Number of Players: 2-8 (Best 4)

Ages: 8 and Up

Play Time: 90 minutes

Monopoly with Speed Dice: Now there's a faster way to play MONOPOLY. Choose to play by the classic rules for buying, renting and selling properties or use the Speed Die to get into the action faster. If you've never played the classic MONOPOLY game, refer to the Classic Rules beginning on the next page. If you already know how to play and want to use the Speed Die, just read the section below for the additional Speed Die rules.

SPEED DIE RULES

1. When starting the game, hand out an extra \$1,000 to each player (two \$500s should work). The game moves fast and you'll need the extra cash to buy and build.

2. Do not use the Speed Die until you've landed on or passed over GO for the first time. Once you collect that first \$200 salary, you'll use the Speed Die for the rest of the game. This means that some players will start using the die before others.

3. Once you start using the Speed Die, roll it along with the two white dice on your turn. Then do the following depending on what you rolled.

1, 2, or 3: Add this number to the roll of the two white dice. You'll zoom around the board (See Game Rules for a more detailed description).