



MLB® OPOLY JUNIOR: INSTRUCTIONS

Ages 6+

2 to 4 players

Time to play 20 to 35 minutes

GAME CONTENTS:

A gameboard, 4 punch out playing pieces, 4 playing piece stands, 64 removable logo stickers for customizing playing pieces, 44 baseball markers, 28 Batter Up! cards, 4 Gear Up cards, 18 MLB® deed cards, money, rules and one custom die.



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WARNING! Not suitable for children under 3 years. Small parts may cause a choking hazard.

HOW TO WIN:

The object of the game is to be the player with the most money at the end of the game. The game ends when one of the players runs out of money.

GETTING STARTED:

Each player chooses a base and the 11 baseball markers of the same color. If there are only 2 players, they each get to choose 2 colors of baseball markers, giving them a total of 22 baseball markers. Next, each player chooses a playing piece and 2 logo stickers (one for each side of the playing piece.) Each player places one logo sticker on each side of the playing piece and attaches their base. The playing piece will be used by a player to move around the board. The baseball markers will be placed on each *MLB®* space a player owns.

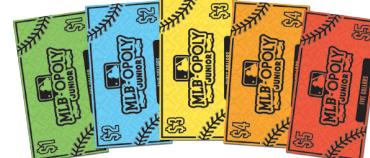


To start the game, choose someone to be the Banker, (the person in charge of the money and the deed cards). The Banker gives each player the following

money to start the game:
five 1's, four 2's, three
3's, two 4's, and one 5.

The Banker also deals out

3 *MLB®* Deed cards to each player. When each player receives the *MLB®* Deed cards from the banker, they become the owner of those *MLB®* properties, and they can then place a baseball marker on the matching board space.

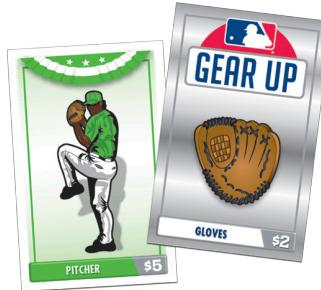


HOW TO PLAY:

Each player places his or her playing piece on the OPENING DAY space. The youngest player starts the game by rolling the die, and moving his or her playing piece forward the number shown face up on the die. Once a player lands on a space, they must do whatever the space tells them to. Play then continues to the left.

SPACES:

When a player lands on an *MLB*[®] space with no baseball marker on it, the player pays the Banker the money shown at the bottom of the space. Then they receive the *MLB*[®] Deed from the Banker and place a baseball marker on the space. If the player doesn't have any baseball markers



left, then no money is paid and no *MLB*[®] Deed is collected. If a player lands on a space marked by another player's baseball marker, then the owner must ask the player to pay the amount of money shown at the bottom of the space. The player who landed on the space must pay the owner the money and if the owner has all the spaces of the same color group, then he or she must be paid twice the amount of money shown on the space. This is called a monopoly (for example: Pitcher, Catcher and Designated Hitter).

*If the owner doesn't ask the player on their space to pay the money before the next roll of the die, then no money has to be paid!

LANDING ON OPENING DAY

Each time a player lands on or passes OPENING DAY, he or she collects \$1.

GO TO STRIKE OUT

If a player lands on Go to STRIKE OUT, then he or she must immediately move his or her playing piece to STRIKE OUT. The player does not pass OPENING



DAY and does not collect \$1. If the player has a Review the Play card, then he or she may give this card to the Banker. If the player does not have a Review the Play card, then they must pay \$3 to the Middle of

the board. On the next turn, the player moves forward as usual.

BATTER UP! CARDS

If a player lands on a BATTER UP! space, then he or she must draw a card and follow the instructions. The used card is placed on the bottom of the card pile. If the card is a Review the Play card, then the player keeps the card until needed.



MAKE A TRADE SPACES

If a player lands on one of the Make a Trade spaces, then he or she must trade one of their *MLB*[®] Deed cards with another player. The player who lands on the space chooses one other player to trade with and chooses which *MLB*[®] card that player has to trade, and that player must make a trade. If the Bank still owns some of the properties, a player may trade with the Bank instead of with another player. If a player owns a monopoly (all the spaces of the same color), then they cannot use these deed cards to trade. If a player has no deed cards to trade, they can trade using the amount of money shown at the bottom of the space instead. If a player has any deed cards that can be traded, then they **MUST** trade a card! After trading, each player moves their baseball markers to the new space they own.

WORLD SERIES[®]

If a player lands on *WORLD SERIES*[®], they collect all of the money from the middle of the board.

WINNING TEAM

The game ends when one of the player run out of money. All remaining players add up their money, and the winner is the player with the most amount of money at the end of the game. (Do not count properties, only money.)