

TRANSIT TOKEN

Move forward to Any Transit Station or Railroad on this Track. Change Tracks on your next turn. (Do not pay rent.)

If you pass a Pay Corner, collect your income.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher

TRANSIT TOKEN

Move forward to Any Transit Station or Railroad on this Track. Change Tracks on your next turn. (Do not pay rent.)

If you pass a Pay Corner, collect your income.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher

TRANSIT TOKEN

Move forward to Any Transit Station or Railroad on this Track. Change Tracks on your next turn. (Do not pay rent.)

If you pass a Pay Corner, collect your income.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

Move forward to any space on this side of the Board

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

Move forward to any space on this side of the Board

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

ALL TRAVEL VOUCHERS, EXCEPT THIS ONE, IMMEDIATELY EXPIRE

Move forward to any space on this side of the Board
(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**ALL TRAVEL VOUCHERS, EXCEPT THIS ONE,
IMMEDIATELY EXPIRE**

Move forward to any space on this side of the Board
(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE BACK 1 SPACE

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE BACK 2 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE BACK 3 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE AHEAD 1 SPACE

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE AHEAD 2 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE AHEAD 3 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**Move forward to any space
on this side of the Board**

(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



BUS TICKET

**ALL TRAVEL VOUCHERS, EXCEPT THIS ONE,
IMMEDIATELY EXPIRE**

Move forward to any space on this side of the Board
(Corner Spaces count as the first and last space on a side.)
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE BACK 1 SPACE

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE BACK 2 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE BACK 3 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE AHEAD 1 SPACE

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE AHEAD 2 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher



FREE CAB FARE

MOVE AHEAD 3 SPACES

Can be combined with other vouchers.
Keep until needed (or expired). Play on your turn instead of rolling.

Travel Voucher

Chance

Advance to the Pay Corner

Collect your income for landing there from the Bank.

On the Outer Track - "**Payday**" - \$400

On the Center Track - "**Go**" - \$200

On the Inner Track - "**Bonus**" - \$300

Play this card immediately.

Chance

Advance to the Nearest Utility

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, roll 2 dice and pay the owner 10 times the roll.

Play this card immediately.

Chance

Go To Jail!

Go directly to Jail.

Do not pass any Pay Corner.

Do not collect any money.

Play this card immediately.

Chance

Advance to the Nearest Railroad

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, pay the owner twice the rent otherwise due.

Play this card immediately.

Chance

Advance to the Nearest Railroad

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, pay the owner twice the rent otherwise due.

Play this card immediately.

Chance

Make General Repairs to all your properties.

\$25 per House, Cab Stand, and Transit Station

\$100 per Hotel and Skyscraper

Play this card immediately.

Chance

Advance to Illinois Ave.

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, pay the owner the normal rent due.

Play this card immediately.

Chance

Get Out of Jail Free!

Keep until needed.

Play at any time on your turn.

This card may be traded or sold.

Chance

Traffic Ticket!

Pay the Pool \$15.

Play this card immediately.

Chance

Advance to Saint Charles Place

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, pay the owner the normal rent due.

Play this card immediately.

Chance

Go Back Three (3) Spaces

Play this card immediately.

Chance

School Fees

Pay the Pool \$150.

Play this card immediately.

Chance

Advance to the Stock Exchange

If you pass "Pay Day" collect \$300 from the Bank.

Play this card immediately.

Chance

Advance to the Stock Exchange

If you pass "Pay Day" collect \$300 from the Bank.

Play this card immediately.

Chance

Advance to the Stock Exchange

If you pass "Pay Day" collect \$300 from the Bank.

Play this card immediately.

Chance

Advance to the Stock Exchange

If you pass "Pay Day" collect \$300 from the Bank.

Play this card immediately.

Chance

Advance to the Stock Exchange

If you pass "Pay Day" collect \$300 from the Bank.

Play this card immediately.

Chance

Advance to the Stock Exchange

If you pass "Pay Day" collect \$300 from the Bank.

Play this card immediately.

Chance

Stock Market CRASH!

All Stockholders turn in 1/2 (rounded up) of all of their stocks for each company to the bank.

(They may be repurchased later.)

Play this card immediately.

Chance

Video Killed the Radio Star!

Dividends for General Radio are 1/2 (rounded up to the nearest dollar) for all stockholders for the next 2 payouts.

Play this card immediately.

Chance

Entertainment Rocks!

Stockholders in Motion Pictures and General Radio can immediately collect dividends.

Play this card immediately.

Chance

Caught Insider Trading!

Pay the Pool a fine equal to the dividends on all the stock you hold - **AND** - Go directly to Jail.

If you do not own any stock - you do not go to jail.

Play this card immediately.

Chance

Travel is all the Rage!

Stockholders in United Railways, Acme Motors, and Allied Steamships can immediately collect dividends.

Play this card immediately.

Chance

Electric Car Shocking Success!

Stockholders in Acme Motors and National Utilities can immediately collect dividends. Owner of Electric Company collects **TRIPLE** dividends!

Play this card immediately.

Chance

Loan Matures!

Collect \$150 from the Bank.

Play this card immediately.

Chance

You are elected as the Chairperson

Pay each player \$50.

Play this card immediately.

Chance

Advance to Boardwalk

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, pay the owner the normal rent due.

Play this card immediately.

Chance

Holiday Bonus!

Collect \$100 from the Bank.

Play this card immediately.

Chance

Gain Interest from Savings

Collect \$50 from the Bank.

Play this card immediately.

Chance

Ride on the Reading

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, pay the owner the normal rent due.

Play this card immediately.

Chance

Just Say "NO"!

Play at any time to stop another player's action against you.

Keep until needed.

Play at any time.

This card may be traded or sold.

Chance

Just Say "NO"!

Play at any time to stop another player's action against you.

Keep until needed.

Play at any time.

This card may be traded or sold.

Chance

Buyer's Market!

Move to any Unowned Outer Track property Buy it from the Bank for 1/2 Price.

Keep until needed.

Play at any time on your turn.

Chance

Occupy Wall Street

If Unowned, you may buy it from the Bank, or put it up for Auction.

If Owned, pay the owner the normal rent due.

Play this card immediately.

Chance

See You In Court!

Sue any player for unfair business practices. Take \$250 from any player of your choice.

Keep until needed.

Play at any time on your turn.

Chance

Foreclosed Property Sale!

Foreclose on any opponent's mortgaged property. Pay the mortgage value to the bank to claim the property.

Keep until needed.

Play at any time on your turn.

Chance

Excellent Accounting

Advance to Tax Refund.
Collect **ALL** of the Pool.

*Keep until needed.
Play at any time on your turn.
This card may be traded or sold.*

Chance

Get Rollin'

Advance to Roll 3!
Roll the dice.

Play this card immediately.

Chance

Business Trip

Take one Travel Voucher
from the deck.

Play this card immediately.

Chance

Forward Thinker

Advance forward 3
spaces.

Play this card immediately.

Chance

Hurricane makes landfall!

Remove 1 House from each
property in any player's 1 color
group. (Downgrade Skyscrapers to
Hotels; Hotels to 4 houses.)

Play this card immediately.

Chance

Advance to Boylston Street

If you pass a Pay Corner, collect
your income from the Bank.

Play this card immediately.

Chance

Property Taxes

Pay \$25 to the Pool for each
unmortgaged property you own.

Play this card immediately.

Chance

Ride the Subway

Move **directly** to the Subway space.
On your next turn, move to any space
on the board.

Play this card immediately.

Chance

Advance to Lombard Street

If you pass a Pay Corner, collect
your income from the Bank.

Play this card immediately.

Chance

HEY! TAXI!!!! *whistle*

Advance to Black & White Cab Co.
If Unowned, you may buy it from the
Bank, or put it up for Auction.
If Owned, pay the owner the normal
rent due.

Play this card immediately.

Chance

Social Media Fail!

Someone posting to your company's
official online presence made you
look bad. Pay each other player \$50
to restore good PR.

Play this card immediately.

Chance

Advance to Squeeze Play

If you pass a Pay Corner, collect
your income from the Bank.

Play this card immediately.

Chance

Pay Back!

Go **directly** to jail for illegal business practices. While in jail, you may not collect rent. All rent due to you goes to the Pool.

Play this card immediately.

Chance

Get Taken for a Ride

Cabbie takes the scenic route. Go **directly** to the nearest Cab Company. If owned pay double rent. If unowned, do nothing. (You cannot purchase or auction the property.)

Play this card immediately.

Chance

Garbage Day

Advance to Trash Collector. If owned, roll 2 dice and pay the owner 10x the roll. If unowned, you may buy it, or put it up for auction. If you pass a Pay Corner, collect your income.

Play this card immediately.

Chance

Assets Seized!

Surrender any one undeveloped, unmortgaged property - or any one building to the Bank. If you do not own property - go **directly** to Jail.

Play this card immediately.

Chance

Win the Marathon!

Take a victory lap around the board (on your current Track) and collect the Pay Corner income from the Bank.

Play this card immediately.

Chance

Strong-armed Deal

Swap a property card with a player of your choice. It can't be part of a monopoly.

Keep until needed.

Play at any time on your turn.

This card may be traded or sold.

Chance

Just Say "NO"!

Play at any time to stop another player's action against you.

Keep until needed.

Play at any time.

This card may be traded or sold.

Chance

MARDI GRAS!

Everyone has to see the parade of Rex, King of Carnival.

All players must move **directly** to Canal Street.

Play this card immediately.

Chance

Slick Move

Steal a property card from a player of your choice. It can't be part of a monopoly.

Keep until needed.

Play at any time on your turn.

This card may be traded or sold.

Chance

Taxi Wars are not Fare!

Take any 1 Cab Company from any player. If none are owned, purchase your choice from the bank. Advance to that space. If you pass a Pay Corner, collect your income.

Play this card immediately.

Chance

GPS is not working

Stop and ask for directions. Allow the player to your left to move your token directly to any space on the board, their choice.

Play this card immediately.

Chance

Zero Dollars Down!

Build 1 **FREE** house on any property in a monopoly you own.

Keep until needed.

Play at any time on your turn.

This card may be traded or sold.

Chance

Party Time

You hold a Party to impress community leaders.

Pay \$25 to the Pool.

Play this card immediately.

Chance

Always Bank on Family

Your cousin becomes the President of the Bank. The Bank will add \$100 to your final bid in the next auction.

Keep until needed.

Play at any time.

This card may be traded or sold.

Chance

New Fitness Craze

The latest trend in exercise is here. Pay each player \$25 for lessons and equipment.

Play this card immediately.

Chance

Shouldn't the Train be here already?

If you own any railroads or United Railways stock, pay each player \$50 as a refund for poor service.

Play this card immediately.

Chance

Comped Room

The next time you land on anyone else's property, you are excused from paying rent.

Play this card the next time you land on someone's property.

Chance

Advance to Tax Refund

Collect 50% of the Pool, if any. Give each player \$50 for their help in doing your taxes.

Play this card immediately.

Chance

Just Say "NO"!

Play at any time to stop another player's action against you.

Keep until needed.

Play at any time.

This card may be traded or sold.

Chance

Changing Lanes

Move **directly** to the space that is 1 Track **below** this one. If you are on the Outer Track, do nothing.

Play this card immediately.

Chance

Changing Lanes

Move **directly** to the space that is 1 Track **above** this one. If you are on the Inner Track, do nothing.

Play this card immediately.

Chance

Just Say "NO"!

Play at any time to stop another player's action against you.

Keep until needed.

Play at any time.

This card may be traded or sold.

Chance

Changing Lanes

Move **directly** to the space that is 1 Track **below** this one. If you are on the Outer Track, do nothing.

Play this card immediately.

Chance

Changing Lanes

Move **directly** to the space that is 1 Track **above** this one. If you are on the Inner Track, do nothing.

Play this card immediately.

Community Chest
Insurance Premiums Due

Pay \$50 to the Pool.

Play this card immediately.

Community Chest
Opening Night Tickets!

You won tickets to the hottest show in town.
Sell them to each other player for \$50.
(Collect \$50 from each player.)

Play this card immediately.

Community Chest
Sale of Stock Bonus

You may sell any one stock back to the bank for its value plus \$50.

Keep until needed.

Play at any time on your turn.

Community Chest
You Inherit \$100

Collect \$100 from the Bank.

Play this card immediately.

Community Chest
Happy Birthday!

Collect \$10 from each player, and move to the Birthday Gift space and follow the instructions.

Play this card immediately.

Community Chest
Just Say "NO"!

Play at any time to stop another player's action against you.

Keep until needed. Play at any time.

This card may be traded or sold.

Community Chest
Just Say "NO"!

Play at any time to stop another player's action against you.

Keep until needed. Play at any time.

This card may be traded or sold.

Community Chest
Business Trip

Draw 2 Travel Vouchers from the deck.

Play this card immediately.

Community Chest
Game Night!

Pick an opponent. Both roll. Highest-roller collects \$200 from the Bank.

Play this card immediately.

Community Chest
Doctor's Fee

Pay \$50 to the Pool.

Play this card immediately.

Community Chest
April 15, Taxes Due!

Move directly to **Income Tax**, (do not pass any Pay Corner, do not collect any money), and pay the fine - **OR** - go directly to Jail.

Play this card immediately.

Community Chest
A Moving Experience

Move to Any Transportation Property (Railroad or Cab Co.). If Unowned, you may purchase it or put it up for auction. If Owned, pay rent.

Play this card immediately.

Community Chest
Just Say “NO”!

Play at any time to stop another player's action against you.

*Keep until needed. Play at any time.
This card may be traded or sold.*

Community Chest
Changing Lanes

Move **directly** to the space that is 1 Track **below** this one. If you are on the Outer Track, do nothing.

Play this card immediately.

Community Chest
Changing Lanes

Move **directly** to the space that is 1 Track **above** this one. If you are on the Inner Track, do nothing.

Play this card immediately.

Community Chest
Just Say “NO”!

Play at any time to stop another player's action against you.

*Keep until needed. Play at any time.
This card may be traded or sold.*

Community Chest
Changing Lanes

Move **directly** to the space that is 1 Track **below** this one. If you are on the Outer Track, do nothing.

Play this card immediately.

Community Chest
Changing Lanes

Move **directly** to the space that is 1 Track **above** this one. If you are on the Inner Track, do nothing.

Play this card immediately.

Community Chest
HOUSE CONDEMNED

The city condemns one of your houses. Sell one house back to the Bank at 1/2 the price you paid for it. (Houses only. If you don't own any houses, do nothing.)

Play this card immediately.

Community Chest
Special Online Pricing

The next time you land on anyone else's railroad, only pay 1/2 the rent.

Play this card the next time you land on someone's railroad.

Community Chest
Entrepreneur of the Year!

Collect \$50 from each player in honor of your award.

Play this card immediately.

Community Chest
Elected District Attorney

Send any other player of your choice directly to jail.

*Keep until needed. Play at any time.
This card may be traded or sold.*

Community Chest
Renovation Success

Collect \$50 extra rent from the next player who lands on any of your properties

Play this card the next time someone lands on your property.

Community Chest
You're getting Married

Collect \$25 from each player as a wedding gift.

Play this card immediately.

Community Chest

Deal Buster

When another player is about to buy a property, play this card and buy it from the bank yourself.

***Keep until needed. Play at any time.
This card may be traded or sold.***

Community Chest

HOSTILE TAKEOVER

Steal a property card from a player of your choice. It can't be part of a monopoly.

***Keep until needed.
Play at any time on your turn.
This card may be traded or sold.***

Community Chest

Discount Travel

Advance to the nearest unowned transit property (Railroad or Cab. Co.) and buy it at 1/2 price (or put it up for auction).

Play this card immediately.

Community Chest

Just Say "NO"!

Play at any time to stop another player's action against you.

***Keep until needed. Play at any time.
This card may be traded or sold.***

Community Chest

BARGAIN BUSINESS!

When you land on an unowned property you want, buy it for only \$100.

***Keep until needed.
Play at any time on your turn.
This card may be traded or sold.***

Community Chest

VEHICLE IMPOUNDED!

Pay \$50 to the Pool, move ***directly*** to "Just Visiting" to pick up your car.

Lose 1 turn

Play this card immediately.

Community Chest

Just Say "NO"!

Play at any time to stop another player's action against you.

***Keep until needed. Play at any time.
This card may be traded or sold.***

Community Chest

REVERSE RENT!

Collect the rent due when you land on another player's property.

***Keep until needed.
Play at any time on your turn.
This card may be traded or sold.***

Community Chest

The Rent is Too Darn High!

Only pay \$50 Rent to any owned property.

***Keep until needed.
Play at any time on your turn.
This card may be traded or sold.***

Community Chest

Always Tip your Driver

Pay \$50 to all other players who own a Cab Co.

Play this card immediately.

Community Chest

Game Night!

Pick an opponent. Both roll. Highest-roller collects \$200 from the Bank.

Play this card immediately.

Community Chest

Be Kind, Rewind

Roll the dice again, move BACKWARDS that number of spaces. Pay double rent if you land on an owned space.

Play this card immediately.

Community Chest

Assessed for Street Repairs

\$25 per Cab Stand & Transit Station,
\$40 per House, \$115 per Hotel, and
\$100 per Skyscraper

Play this card immediately.

Community Chest

Get Out of Jail Free!

Keep until needed.

Play at any time on your turn.

This card may be traded or sold.

Community Chest

Pay Hospital Bills

Pay \$100 to the Pool.

Play this card immediately.

Community Chest

Advance to this Track's Pay Corner

Collect your income from the Bank

Outer Track - "*Payday*" - \$400

Center Track - "*Go*" - \$200

Inner Track - "*Bonus*" - \$300

Play this card immediately.

Community Chest

Go to Jail!

Go directly to Jail. Do not pass any Pay
Corner. Do not collect any money.

Play this card immediately.

Community Chest

Receive Consultancy Fee

Collect \$25 from the Bank

Play this card immediately.

Community Chest

Bank Error in Your Favor!

Collect \$200 from the Bank

Play this card immediately.

Community Chest

Income Tax Refund!

Collect \$20 from the Bank

Play this card immediately.

Community Chest

You Won a Crossword Contest!

Collect \$100 from the Bank

Play this card immediately.

Community Chest

Doctor's Fee

Pay \$50 to the Pool.

Play this card immediately.

Community Chest

Life Insurance Matures

Collect \$100 from the Bank

Play this card immediately.

Community Chest

You Win 2nd Place in an Board Game Remix Design Contest!

Collect \$10 from the Bank

Play this card immediately.

Community Chest
Advance to the Stock Exchange

If you pass "Pay Day" collect \$300.

Play this card immediately.

Community Chest
Advance to the Stock Exchange

If you pass "Pay Day" collect \$300.

Play this card immediately.

Community Chest
Advance to the Stock Exchange

If you pass "Pay Day" collect \$300.

Play this card immediately.

Community Chest
Advance to the Stock Exchange

If you pass "Pay Day" collect \$300.

Play this card immediately.

Community Chest
Advance to the Stock Exchange

If you pass "Pay Day" collect \$300.

Play this card immediately.

Community Chest
Advance to the Stock Exchange

If you pass "Pay Day" collect \$300.

Play this card immediately.

Community Chest
Utility Regulation

Stockholders in National Utilities must pay the Pool fines to Dividends.

Play this card immediately.

Community Chest
Scandal in Hollywood!

Stockholders in Motion Pictures and General Radio must pay the Pool fines to Dividends.

Play this card immediately.

Community Chest
Insider Trading

Pay 1/2 Par Value on your next stock purchase. (May NOT be used at auction.)

***Keep until needed. Play at any time.
This card may be traded or sold.***

Community Chest
Unions on Strike

Stockholders in United Railways, Acme Motors, and Allied Steamships must pay the Pool fines to Dividends.

Play this card immediately.

Community Chest
Inherit Stock

You may chose any 1 share of any unpurchased stock to add to your portfolio.

Play this card immediately.

Community Chest
Lawyer on Retainer

Avoid Stock Fine Penalties, "See you in Court," or "Caught Insider Trading" cards.

***Keep until needed. Play at any time.
This card may be traded or sold.***

Community Chest **Tornado Hits!**

Remove one House from each property in any 1 of your color groups. (Downgrade Skyscrapers to Hotels; Hotels to 4 houses.)

Play this card immediately.

Community Chest **Business Trip**

Take one Travel Voucher from the deck.

Play this card immediately.

Community Chest **Advance to Bonus**

Collect \$300 from the Bank.

Play this card immediately.

Community Chest **Finders Keepers**

Take a Travel Voucher from any player of your choice.

Play this card immediately.

Community Chest **Share in their Good Fortune**

Take 1/2 of any player's Roll 3! winnings.

*Keep until needed. Play at any time.
This card may be traded or sold.*

Community Chest **Tech Bubble Bursts**

Pay \$150 to the Pool.

Play this card immediately.

Community Chest **The Insider's Edge**

If you are on the Inner Track, collect \$250 from the Bank. If the Outer Track, pay the Pool \$50. If the Center Track, do nothing.

Play this card immediately.

Community Chest **Fluffy Takes First!**

Your pet wins the city pet show! Collect \$75.

Play this card immediately.

Community Chest **IPO**

Your company goes public.
Collect \$500 from the Bank.

Play this card immediately.

Community Chest **Kickstart some Fun!**

Your idea for a variant of a classic board game grows from a hobby to a crowdfunded success story! Collect \$200 from the Bank.

Play this card immediately.

Community Chest **Losers Weepers**

Put 1 of your Travel Vouchers back on the deck.

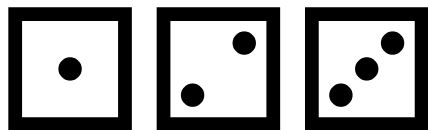
Play this card immediately.

Community Chest **Shopping Spree**

Go **directly** to Rodeo Drive. Pay the Pool \$150 for new clothes.

Play this card immediately.

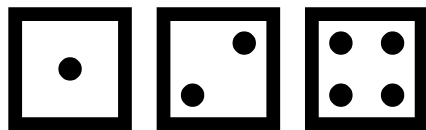
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 3

Roll 3!

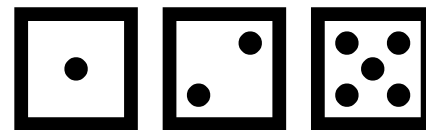
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 4

Roll 3!

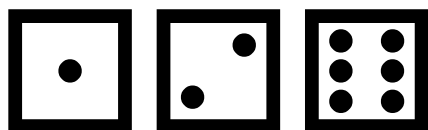
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 5

Roll 3!

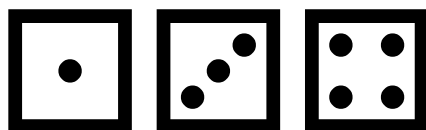
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 6

Roll 3!

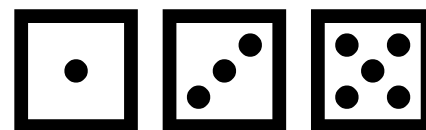
Keep until needed.
Play on any player's matching "Roll 3!"



1 3 4

Roll 3!

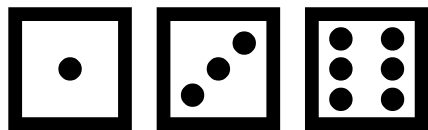
Keep until needed.
Play on any player's matching "Roll 3!"



1 3 5

Roll 3!

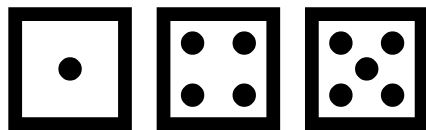
Keep until needed.
Play on any player's matching "Roll 3!"



1 3 6

Roll 3!

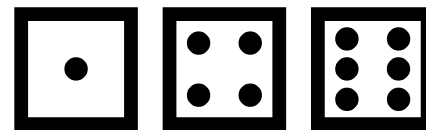
Keep until needed.
Play on any player's matching "Roll 3!"



1 4 5

Roll 3!

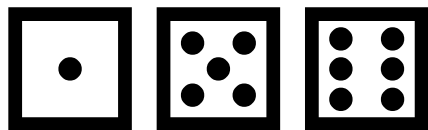
Keep until needed.
Play on any player's matching "Roll 3!"



1 4 6

Roll 3!

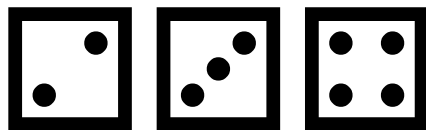
Keep until needed.
Play on any player's matching "Roll 3!"



1 5 6

Roll 3!

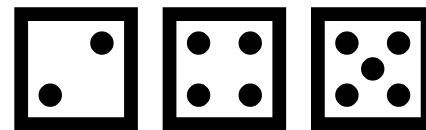
Keep until needed.
Play on any player's matching "Roll 3!"



2 3 4

Roll 3!

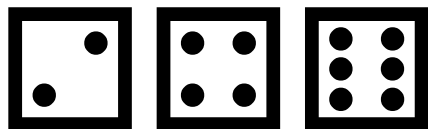
Keep until needed.
Play on any player's matching "Roll 3!"



2 4 5

Roll 3!

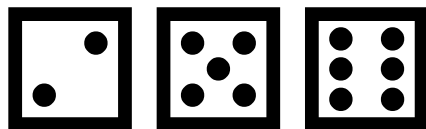
Keep until needed.
Play on any player's matching "Roll 3!"



2 **4** **6**

Roll 3!

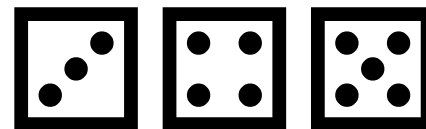
Keep until needed.
Play on any player's matching "Roll 3!"



2 **5** **6**

Roll 3!

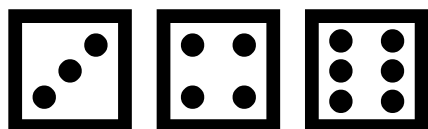
Keep until needed.
Play on any player's matching "Roll 3!"



3 **4** **5**

Roll 3!

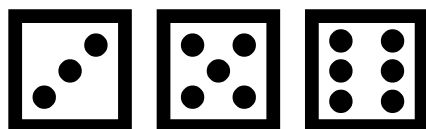
Keep until needed.
Play on any player's matching "Roll 3!"



3 **4** **6**

Roll 3!

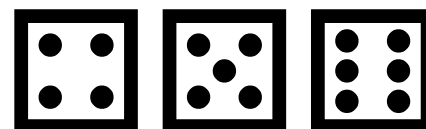
Keep until needed.
Play on any player's matching "Roll 3!"



3 **5** **6**

Roll 3!

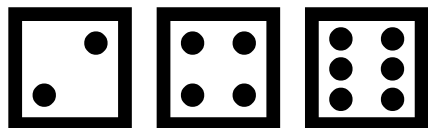
Keep until needed.
Play on any player's matching "Roll 3!"



4 **5** **6**

Roll 3!

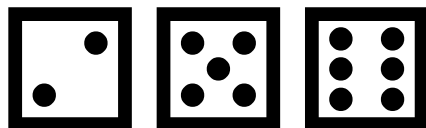
Keep until needed.
Play on any player's matching "Roll 3!"



2 **4** **6**

Roll 3!

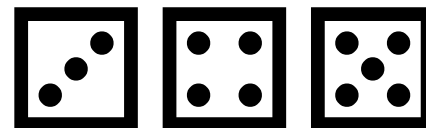
Keep until needed.
Play on any player's matching "Roll 3!"



2 **5** **6**

Roll 3!

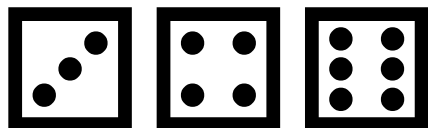
Keep until needed.
Play on any player's matching "Roll 3!"



3 **4** **5**

Roll 3!

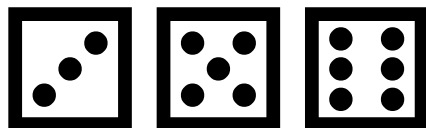
Keep until needed.
Play on any player's matching "Roll 3!"



3 **4** **6**

Roll 3!

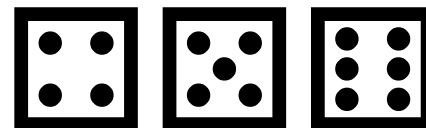
Keep until needed.
Play on any player's matching "Roll 3!"



3 **5** **6**

Roll 3!

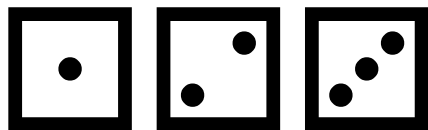
Keep until needed.
Play on any player's matching "Roll 3!"



4 **5** **6**

Roll 3!

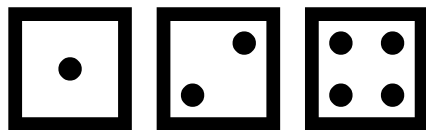
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 3

Roll 3!

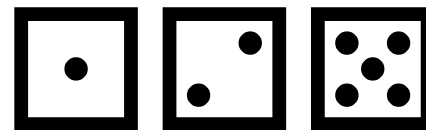
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 4

Roll 3!

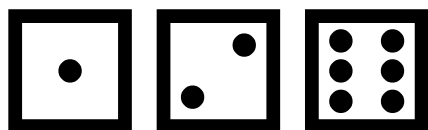
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 5

Roll 3!

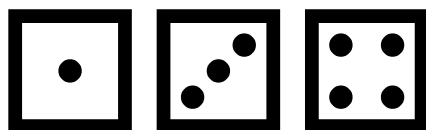
Keep until needed.
Play on any player's matching "Roll 3!"



1 2 6

Roll 3!

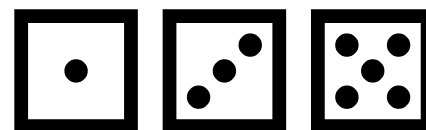
Keep until needed.
Play on any player's matching "Roll 3!"



1 3 4

Roll 3!

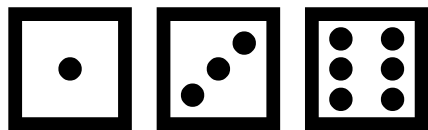
Keep until needed.
Play on any player's matching "Roll 3!"



1 3 5

Roll 3!

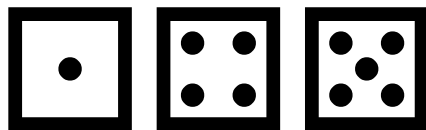
Keep until needed.
Play on any player's matching "Roll 3!"



1 3 6

Roll 3!

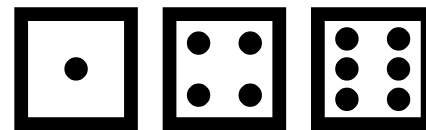
Keep until needed.
Play on any player's matching "Roll 3!"



1 4 5

Roll 3!

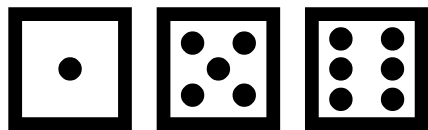
Keep until needed.
Play on any player's matching "Roll 3!"



1 4 6

Roll 3!

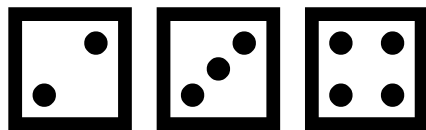
Keep until needed.
Play on any player's matching "Roll 3!"



1 5 6

Roll 3!

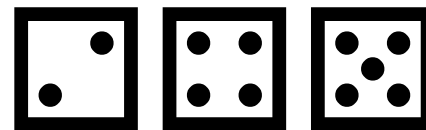
Keep until needed.
Play on any player's matching "Roll 3!"



2 3 4

Roll 3!

Keep until needed.
Play on any player's matching "Roll 3!"



2 4 5

Roll 3!