

For 2 to 8 Players
AGES 8 to Adult



MONOPOLY[®]

Property Trading Game from Parker Brothers[®]

STAR WARS[®]

Original Trilogy Edition



MONOPOLY.COM
FOR NEW PRODUCTS AND OFFERS



PROOF OF PURCHASE



42352



A long time ago in a galaxy far, far away....

Darkness looms as the forces of good and evil enter into an epic battle. The Rebel Alliance and the Galactic Empire... Which side will emerge victorious?

First, you choose sides. Will you serve the Rebel Alliance and the light side of the Force or will you fight for the Empire and the dark side? Once you've picked your allegiance, travel throughout the galaxy, buying, renting and selling galactic properties. If, in the end, you own it all, you win and the galaxy is yours!

If you have never played the classic MONOPOLY game, refer to the standard rules on pages 4 through 10. Then turn back to pages 2 and 3 to learn about the extra features of this edition and the differences between this and the classic game.

What's the same?

- The classic rules.

What's different?

- Imperial cards replace the classic Chance cards.



- Rebel cards replace the classic Community Chest cards.



- Imperial credits replace the traditional money. To translate the writing on the Imperial credits, refer to the Aurebesh alphabet on page 11 of these instructions.
- Gameboard spaces and corresponding Title Deeds represent galactic properties. All of the values are the same as the corresponding deeds in the classic MONOPOLY edition.
- Choose from 8 collectible *Star Wars* trilogy-themed tokens.
- In place of the traditional railroads, the *Star Wars* trilogy edition features four galactic vessels: the TIE fighter, the *Millennium Falcon*, the X-wing fighter and the Star Destroyer.
- The two utilities are now the Reactor Core and the Moisture Farm.
- A Docking Tax replaces the traditional Income Tax; and a Bounty replaces the Luxury Tax.

- Instead of houses and hotels, you'll use starships to stake your claim to the properties you acquire. There are two sets: one for the Rebel Alliance and one for the Empire. However, there should never be more than a total of 32 X-wing fighters AND TIE fighters and a total of 12 Corellian freighters AND Star Destroyers on the board at one time.

The Rebel Alliance represents the light side of the Force, and is comprised of R2-D2, Lando Calrissian, Obi-Wan Kenobi and Luke Skywalker. They use the blue X-wing fighters (as houses) and the Corellian freighters (as hotels).



The Empire and the dark side, comprised of Darth Vader, Grand Moff Tarkin, the TIE fighter pilot, and the Tusken Raider, use the red TIE fighters (as houses) and the Star Destroyers (as hotels).



Contents

Gameboard • Galactic Title Deed Cards • Imperial Credits and Banker's Tray • 8 Collectible Pewter *Star Wars* Trilogy-themed Tokens • 2 Dice • 16 Rebel Cards • 16 Imperial Cards • 32 X-wing fighters • 12 Corellian freighters • 32 TIE fighters • 12 Star Destroyers

Please Note: The tokens in this game are made of pewter and may bend. If they do, carefully bend them back into shape.

MONOPOLY® GAME RULES OF PLAY

OBJECT

The object of the game is to become the most powerful player by buying, renting and selling properties throughout the galaxy.

PREPARATION

Place the gameboard on a table, and put the Rebel and Imperial cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given 1,500 Imperial credits divided as follows: two each of 500s, 100s and 50s; six 20s; five each of 10s, 5s and 1s.

All remaining Imperial credits and other equipment go to the Bank. Stack the remaining Imperial credits in the compartments in the plastic Banker's tray.

BANKER

Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal Imperial credits separate from that of the Bank. When more than five people play, the Banker may elect to act only as Banker and Auctioneer.

THE BANK

Besides the Imperial credits, the Bank also holds all Title Deed cards, as well as starships prior to use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells starships to the players and loans Imperial credits when required on mortgages.

The Bank collects all penalties, loans and interest, and the value of all properties that it sells and auctions.

The Bank never "goes broke." If the Bank runs out of Imperial credits, the Banker may issue more by merely writing on any ordinary paper.

THE PLAY

Starting with the Banker, each player in turn rolls the dice. The player with the highest total starts the play. Place your token on the corner marked "GO," roll the two dice and move your token, in the direction of the arrow, the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space your token reaches, you may be entitled to buy a property -- or be obliged to pay rent, pay penalties, draw a Rebel or Imperial card, "Go to Jail," etc.

If you roll doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, roll again and move your token as before. If you roll doubles three times in succession, move your token immediately to the "In Jail" part of the "IN JAIL - JUST VISITING" corner space (see JAIL).

"GO"

Each time a player's token lands on or passes over GO, whether by rolling the dice or by drawing a card, the Banker pays him/her a salary of 200 Imperial credits.

The 200 Imperial credits are paid only once each time around the board. However, if you pass GO on the roll of the dice and land two spaces beyond it on the Rebel space, or seven spaces beyond it on the Imperial space, and you draw a "Travel through Hyperspace to GO" card, you collect 200 Imperial credits for passing GO the first time and another 200 for reaching it the second time by instructions on the card.

BUYING GALACTIC PROPERTIES

Whenever you land on an unowned property, you may buy it from the Bank at its printed value. You receive the Title Deed card showing ownership of this property; place it faceup in front of you.

If you do not wish to buy the property, the Banker auctions it to the highest bidder. The buyer pays to the Bank the amount of the bid, in Imperial credits, and receives the Title Deed card for the property. Any player, including the one who declined the option of buying the property at the printed value, may bid. Bidding may start at any price.

PAYING RENT

When you land on a property owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed facedown in front of the owner (see MORTGAGES).

It is an advantage to own all of the Title Deed cards in a color-group (i.e., Dagobah Yoda's Hut and Dagobah Swamp, or Coruscant

Monument Square and Coruscant Imperial Palace) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to un-mortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have starships on properties because rents are much higher than for unimproved properties.

The owner may not collect the rent if he/she fails to ask for it before the second player following rolls the dice.

“REBEL” AND “IMPERIAL” CARDS

When you land on either a Rebel or Imperial space, take the top card from the deck indicated, follow the instructions and return the card facedown to the bottom of the deck.

The “Get Out of Jail Free” cards are held until used and then returned to the bottom of the deck. If the players who draw these do not wish to use them, they may sell them, at any time, to another player for an amount agreeable to both.

“DOCKING TAX”

If you land here you have two options: You may estimate your penalty at 200 Imperial credits and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your Imperial credits on hand, the printed values of mortgaged and un-mortgaged properties and the cost of all the starships you own.

You must decide which option you will take before you add up your total worth.

“JAIL”

You land in Jail when ... (1) your token lands on the space marked “Go to Jail”; (2) you draw a card marked “Shuttle Directly to Jail”; or (3) you roll doubles three times in succession.

When you are sent to Jail you cannot collect your salary of 200 Imperial credits in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail.

If you are not “sent” to Jail but in the ordinary course of play land on that space, you are “Just Visiting,” you incur no penalty, and you move ahead in the usual manner on your next turn.

You get out of Jail by... (1) rolling doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles roll. Even though you rolled doubles, you do not take another turn. (2) Using a “Get Out of Jail Free” card if you have one; (3) purchasing a “Get Out of Jail Free” card from another player and playing it; or (4) paying a fine of 50 Imperial credits before you roll the dice on either of your next two turns.

If you don't roll doubles by your third turn, you must pay the fine of 50 Imperial credits. You then get out of Jail and immediately move forward the number of spaces shown by your roll.

Even though you are in Jail, you may buy properties from or sell them to other players, buy or sell starships and collect rents.

“FREE PARKING”

A player landing on this place receives no Imperial credits, properties or rewards of any kind. This is just a “free” resting place.

X-WING FIGHTERS AND TIE FIGHTERS

When you buy all of the properties in a color-group you may buy fighters from the Bank and place them on those properties.

If you buy one fighter, you may place it on any one of those properties. The next fighter you buy must be placed on one of the unimproved properties of this or any other complete color-group you may own.

The price you must pay the Bank for each fighter is shown on your Title Deed card for the property on which you place the fighter.

The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete color-group.

Following the above rules, you may buy and place at any time as many fighters as your judgment and Imperial credits will allow. But you must place them evenly, i.e., you cannot place more than one fighter on any one property of any color-group until you have placed one fighter on every property of that group. You may then begin on the second row of fighters, and so on, up to a limit of four fighters to a property. For example, you cannot place three fighters on one property if you have only one fighter on another property of that group.

As you place evenly, you must also break down evenly if you sell fighters back to the Bank (see SELLING GALACTIC PROPERTIES).

CORELLIAN FREIGHTERS AND STAR DESTROYERS

When you have four fighters on each property of a complete color-group, you may buy a freighter/destroyer from the Bank and place it on any property of the color-group. You return the four fighters from that property to the Bank and pay the value of the freighter/destroyer as shown on the Title Deed card. You may place only one freighter/destroyer on any one property.

STARSHIP SHORTAGES

When the Bank has no starships (fighters/freighters/destroyers) to sell, players wishing to place them must wait for some player to turn back in or to sell his/her starships to the Bank before buying. If there are a limited number of starships available and two or more players wish to buy more than the Bank has, the starships must be sold at auction to the highest bidder.

SELLING GALACTIC PROPERTIES

Unimproved properties, vessels, the Reactor Core and the Moisture Farm (but not starships) may be sold to any player as a private transaction for any amount the owner can get, however, no property can be sold to another player if starships are placed on any properties of that color-group. Any starships so located must be sold back to the Bank before the owner can sell any property of that color-group.

Starships (fighters/freighters/destroyers) may be sold back to the Bank at any time for one-half the amount paid for them.

All fighters on one color-group must be sold one by one, evenly, in reverse of the manner in which they were built.

All freighters/destroyers on one color-group may be sold at once. Or they may be sold one fighter at a time (one freighter/destroyer equals five fighters), evenly, in reverse of the manner in which they were built.

MORTGAGES

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all of the starships on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged properties, the Reactor Core or the Moisture Farm, but rent can be collected on un-mortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back starships at full price.

The player who mortgages a property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

BANKRUPTCY

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, if you own starships, you must return these to the Bank in exchange for Imperial credit to the extent of one-half the amount paid for them. This Imperial credit is given to the creditor. If you have mortgaged properties, you also turn these properties over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. The new owner who does this may then, at his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If he/she holds property in this way until a later turn, he/she must pay the interest again upon lifting the mortgage.

Should you owe the Bank, instead of another player, more than you can pay (because of penalties) even by selling off starships and mortgaging properties, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all properties so taken, except starships. A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS

Imperial credits can only be loaned to a player by the Bank, and then only by mortgaging properties. No player may borrow from or lend Imperial credits to another player.

RULES for a SHORT GAME (60 to 90 minutes)

There are five changed rules for this first Short Game.

1. During PREPARATION, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
2. You need only three fighters (instead of four) on each property of a complete color-group before you may buy a freighter/destroyer. Freighter/destroyer rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one fighter less than in the regular game.
3. If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; (2) rolling doubles; or (3) paying 50 Imperial credits. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the 50 Imperial credits on the same turn.
4. The penalty for landing on Docking Tax is a flat 200 Imperial credits.
5. END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) Imperial credits on hand; (2) properties owned, at the value printed on the board; (3) any mortgaged properties owned, at one-half the value printed on the board; (4) fighters, counted at the purchase value; (5) freighters/destroyers, counted at purchase value including the amount for the three fighters turned in.

















































The most powerful player wins!

ANOTHER GOOD SHORT GAME

TIME LIMIT GAME

Before starting, agree upon a definite hour of termination, when the most powerful player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the value of the properties dealt to them.

The Aurebesh

					
Aurek (a)	Besh (b)	Cresh (c)	Dorn (d)	Esk (e)	Forn (f)
					
Grek (g)	Herf (h)	Isk (i)	Jenth (j)	Krill (k)	Leth (l)
					
Mern (m)	Nern (n)	Osk (o)	Peth (p)	Qek (q)	Resh (r)
					
Senth (s)	Trill (t)	Usk (u)	Vev (v)	Wesk (w)	Xesh (x)
					
Yirt (y)	Zerek (z)	Cherek (ch)	Enth (en)	Onith (on)	Krenth (kh)
					
Nen (ng)	Orenth (oo)	Shen (sh)	Thesh (th)	(,)	(:)
					
(?)	(')	(:)	(:)	(:)	(:)
					
(')	(')	(')	(')	(')	(')

Note: Horizontal lines are provided to show position of marks relative to top edge and baseline of letters.

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