

## SPECTRAL STORAGE DEVICES



### Adding Ghost Traps

As soon as you get a color set, you can start adding Ghost Traps (you don't have to wait for your turn). Pay the Bank the cost on the Contract card, and place a Ghost Trap on the contract. You must add evenly. You cannot add a second Ghost Trap on a contract until you've added one on each contract in the set. You can only have 4 Ghost Traps on a contract.



### Adding Containment Units

Once you have 4 Ghost Traps on all contracts in a color set, you can pay to upgrade to a Containment Unit. Pay the Containment Unit cost on the Contract card, return all 4 Ghost Traps to the Bank, and put a Containment Unit on the contract. You can only have 1 Containment Unit per contract. You can't add any more Ghost Traps. You cannot add to a contract if any contract in its color set is mortgaged.

### Not enough spectral storage devices?

If multiple players want to buy the last Ghost Trap or Containment Unit, the Banker must auction it. Bids start at \$10 and anyone can increase the bid by as little as \$1. You don't need to follow turn order. Payment goes to the Bank.

### No spectral storage devices left?

You can't buy any until someone sells theirs back.

## DEALS & TRADES

You can claim, sell, or swap contracts with other players at any time.

You must sell all spectral storage devices on a color set to the Bank before you can sell or trade a contract. You cannot sell or trade spectral storage devices to another player.

Contracts can be traded for cash, other contracts, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged contracts can be traded at any agreed-upon price. The new owner must immediately:  
**Repay the mortgage** (pay the Bank the unmortgage cost).  
**Or keep the mortgage** (just pay the Bank 10% of the mortgage value now).

## HELP! I CAN'T PAY!

### 1 Try to raise money.

If you owe money and can't pay, try to raise money by selling spectral storage devices back to the Bank and/or mortgaging contracts.

### Selling Storage Devices

**Sell Containment Units** to the Bank for half the cost price, and exchange them immediately for 4 Ghost Traps.

**Sell Ghost Traps** to the Bank for half the cost price. Ghost Traps must be sold evenly across the color set.

### Mortgaging Contracts

To mortgage a contract, you must first sell all spectral storage devices in its color set to the Bank at half their cost price.

**To mortgage**, turn the Contract card facedown, and collect the mortgage value on the back from the Bank.

**To repay a mortgage**, pay the unmortgage cost to the Bank (mortgage value +10%), then turn the card faceup.

Fees cannot be collected on contracts that are mortgaged. However, the increased fee level can be collected on the unmortgaged contracts in a color set.

### 2 If you're still in debt, you are bankrupt and out of the game!

#### Do you owe another player?

Give them all your mortgaged Contract cards and any Get Out of Jail Free cards.

The new owner must immediately:

**Repay the mortgage** (pay the Bank the unmortgage cost).

**Or keep the mortgage** (just pay the Bank 10% of the mortgage value now).

#### Do you owe the Bank?

Return all your Contract cards to the Bank. Any mortgages are cancelled.

All your contracts must immediately be put up for auction.

Place any Get Out of Jail Free cards faceup next to the Ghost Trap Card Holder.

**The remaining players keep playing until there is only one person left in the game. That player has saved New York City from all supernatural forces and is the winner!**

## TOP TIPS

### To keep your game short and sweet, don't use house rules!

Always auction when someone doesn't want to claim the contract they've landed on. Never loan petty cash to other players or make deals not to charge each other fees. Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!

## IMPORTANT: BATTERY INFORMATION CAUTION:

- As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
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  - Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
  - Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
  - Remove exhausted or dead batteries from the product.
  - Remove batteries if product is not to be played with for a long time.
  - Do not short-circuit the supply terminals.
  - RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

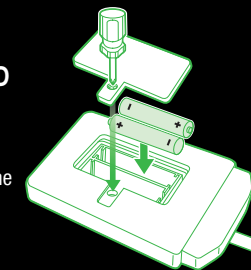
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 x2 1.5V AAA  
ALKALINE BATTERIES REQUIRED  
DEMO BATTERIES INCLUDED

### TO REPLACE BATTERIES

Replace demo batteries with alkaline batteries. Use a Phillips/cross head screwdriver (not included).



### FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.  
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B) / NMB-3 (B)



◆ Fast-Dealing Property Trading Game ◆

# MONOPOLY

AGES  
8+  
2-6  
PLAYERS  
E9479



### CONTENTS

Gameboard  
6 Tokens  
Ghost Trap Card Holder  
22 Contract Cards  
32 Roaming Vapor Cards  
32 Ghost Traps  
12 Containment Units  
2 Dice  
Pack of Petty Cash



# SET IT UP!

- 1 Choose someone to be the Banker.  
The Banker's in charge of:

- The Bank's petty cash
- Ghost Traps
- Containment Units
- Contract cards
- Auctions

The Banker can play too but must keep their petty cash separate from the Bank.

- 2 Banker, give each player:

	x 5
	x 1
	x 2
	x 1
	x 1
	x 4
	x 2

(Total = 1500)

Keep the rest of the petty cash  
in the box as the Bank.



- 3 Shuffle the Roaming Vapor cards,  
and place them facedown inside  
the Ghost Trap Card Holder!

- 4 Each player chooses a token and  
places it on GO.

- 5 Put the dice by the gameboard.

# PLAY!

## How to win

There's something strange in the neighborhood...and you got the call! Travel through New York City, win ghostbusting contracts, and team up to battle Slimer, Stay Puft, and other supernatural entities. Numerous ghost sightings have been reported, so clear your head—and *do not* think of marshmallows. If you're the last player with petty cash when all other players have gone bankrupt, you win! (And you will have saved the lives of millions of registered voters!)

## Who goes first?

Each player rolls both dice.  
The highest roller starts, and play moves to the left.

## On your turn

1. Roll both dice.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

### Did you roll doubles?

Roll the dice again, and take another turn.

**Watch out!** If you roll doubles 3 times  
in a row, you must immediately go to Jail!  
Do not complete your third turn.

4. Your turn ends. Pass the dice to your left.

## Start playing!

That's all you need to know, so get going—you ain't afraid of no ghosts. Look up the spaces as you land on them.

# THE BOARD SPACES

## CONTRACTS

### Unclaimed Contracts

When you land on an unclaimed contract, you must claim it or auction it.

#### Want to claim it?

Pay the price on the board space, and take the Contract card from the Bank.

#### Don't want to claim it?

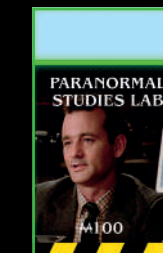
The Banker must auction it. Bidding starts at \$10, and anyone can increase the bid by as little as \$1. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the contract, that's fine. No one pays anything, and the Contract card stays with the Bank.

### Collect color sets!

- When you own each contract in a color set:
- You can double your ghostbusting fees for those contracts!
  - You may add Ghost Traps and Containment Units and charge even more fees! See SPECTRAL STORAGE DEVICES.

## Claimed Contracts

When you land on a contract that someone else has claimed, the owner must ask you for a ghostbusting fee. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!



### Contracts

Pay the fee shown on the Contract card for that space.



## ACTION SPACES

### GO

When you pass or land on the GO space, collect \$200 from the Bank.

### Roaming Vapor

Take the top card from the deck, and immediately do what it says. Leave it faceup next to the Ghost Trap Card Holder when done.

### ECTO-1

When you land on an ECTO-1 space, you may pay the Bank \$50 to advance to any space between that ECTO-1 space and the next one. Follow the rules of the space you move to, then end your turn. Do not collect \$200 for passing GO. If you don't want to move at all, you can stay where you landed initially, pay nothing, and end your turn.

### Supernatural Entity

When you land on one of these spaces, you must team up with the player on your left to battle a supernatural entity. To do battle, you and that player each roll one die. If your combined dice roll is the same as (or higher than) the roll listed on the space, you win the battle and **both** collect the appropriate amount of petty cash from the Bank. However, if your combined roll is too low, you lose and must **both** pay the petty cash to the Bank instead.



### Free Parking

Relax! Maybe collect spores, molds, and fungus. Nothing happens here.

### Just Visiting

Don't worry, the mayor pulled some strings. If you land here, put your token in the Just Visiting section.

### Go to Jail

Move your token to the In Jail space immediately! Do not collect \$200 for passing GO. Your turn is then over. You can still collect ghostbusting fees, bid during auctions, buy Ghost Traps and Containment Units, mortgage, and trade while you are in Jail.

## How do I get out of Jail?

You have 3 options:

1. **Pay \$50** at the start of your next turn, then roll and move as normal.
2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player at any agreed-upon price). Place the card faceup next to the Ghost Trap Card Holder, then roll and move.
3. **Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay \$50, and use your last roll to move.