

MONOPOLY

◆ Fast-Dealing Property Trading Game ◆



**Original MONOPOLY® Game Rules
plus Special Rules
for this Edition.**

CONTENTS

Game board,
7 Collectible tokens,
28 Title Deed cards,
16 It's Time to Duel cards,
16 It's Your Move cards,
Duel Points, 32 Game Shops,
12 Duel Arenas, 2 Dice.

WHO'S THE KING OF GAMES?

Gather the strongest collection of monsters to defeat your opponents! Set forth on your quest to own it all, but first you will need to know the basic game rules along with custom Yu-Gi-Oh! MONOPOLY rules.

If you've never played the original MONOPOLY game, refer to the original rules beginning on the next page. Then turn back to the Set It Up! section to learn about the extra features of the Yu-Gi-Oh! MONOPOLY.

If you are already an experienced MONOPOLY dealer and want a faster game, try the rules on the back page!

SET IT UP!

WHAT'S DIFFERENT?

SLIFER THE SKY DRAGON, OBELISK THE TORMENTOR, THE WINGED DRAGON OF RA and HOLACTIE THE CREATOR OF LIGHT replace the traditional railroad spaces.

Houses and hotels are renamed **Game Shops** and **Duel Arenas**, respectively.

Shuffle the **It's Time to Duel** cards and place face down here.



THE BANK

- ◆ Holds all Duel Points and Title Deeds not owned by players.
- ◆ Pays salaries and bonuses to players.
- ◆ Collects taxes and fines from players.
- ◆ Trades and auctions monster cards and tournaments.
- ◆ Trades Game Shops and Duel Arenas.
- ◆ Loans Duel Points to players who mortgage their monster cards and tournaments.

The Bank can never 'go broke'. If the Bank runs out of Duel Points, the Banker may issue as much as needed by writing on ordinary paper.

Game board spaces and corresponding Title Deed cards feature monsters from the Yu-Gi-Oh! Duel Monsters game. All space values are the same as in the original game.

THE BANKER

Choose a player to be the Banker who will look after the Bank and take charge of auctions.

It is important that the Banker keeps their personal funds and properties separate from the Bank's.

Shuffle the **It's Your Move** cards and place face down here.

Choose from seven collectible tokens designed with the Yu-Gi-Oh! fan in mind. Which will you be? **Millennium Puzzle, Millennium Ankh, Millennium Dream Catcher, Millennium Eye, Millennium Necklace, Millennium Staff** or **Millennium Scales**? Place your token on the **GO** space.

Each player starts the game with:

2 x



4 x



1 x



1 x



2 x



1 x



5 x



HERE'S HOW TO



HOW DO I WIN?

Be the only player left in the game after everyone else has gone bankrupt.

Do this by: acquiring monster cards and tournament properties and charging other players rent for landing on them.

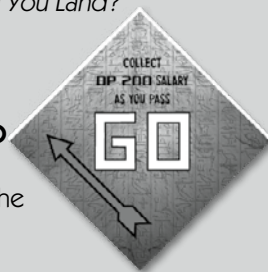
Collect groups of monster cards to increase the rent, then build Game Shops and Duel Arenas to really boost your Duel Points.

WHO GOES FIRST?

Each player rolls the two dice. The highest roller takes the first turn.

ON YOUR TURN

1. Roll the two dice.
2. Move your token clockwise around the board the number of spaces shown on the dice.
3. You will need to take action depending on which space you land on. See *Where Did You Land?* below.
4. If your move took you **onto or past the GO** space, collect DP 200 from the Bank.



WHERE DID YOU LAND?

1: AN UNOWNED SPACE

There are three types of properties:



Monster Cards



Egyptian God Cards



Tournaments

You can **acquire** the monster card or tournament you land on for the **listed Duel Points** on the board space. Pay the Bank, then take the Title Deed card that matches the property and place it near you, face up.

If you **don't** want to pay the listed price, the space goes up for **auction**.

When acquiring a space you should plan to acquire groups.

For example:

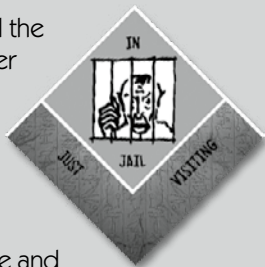
If you acquire a green monster card, you should try to get the other two green monster cards during the game. Owning groups earns you more rent when other players land on them and lets you build on your monster card for even bigger profits.



PLAY

5. If you rolled a **double**, roll the dice again and take another move (steps 1-4).

Watch out! If you roll doubles **3 times** on the same turn, you must **Go to Jail**.



6. When you finish your move and action, **pass the dice to the player on your left**.



2: A SPACE OWNED BY ANOTHER PLAYER

If you land on another player's space you must **pay rent** to them as shown on the Title Deed card. You do not pay rent if the space is mortgaged (its Title Deed is face down). **Important:** the owner must **ask** you for the rent before the player to your left rolls the dice. If they forget to ask, you don't have to pay!

Monster Cards

The rent for an **unimproved** monster card is printed on the matching Title Deed card. This is **doubled** if the owner owns all monster cards in its color group and none of them are mortgaged. If the monster card is **improved** with Game Shops or Duel Arenas, the rent will be much higher – as shown on the Title Deed card.

HELP! I'M IN DEBT!

If you ever owe the Bank or another player more Duel Points than you have, try to raise the Duel Points by **selling Game Shops and Duel Arenas** and/or **mortgaging properties**.

If you still owe more than you have, you are **BANKRUPT** and **out of the game!**

- ◆ Pay however many Duel Points you were able to raise.
- ◆ If the debt is to another player – give them all your mortgaged properties and any *Get Out of Jail Free* cards. The player must pay 10% interest on each mortgaged property, even if they don't want to pay off the mortgage yet.
- ◆ If your debt is to the Bank – all your mortgaged properties must be put up for **auction**. These are sold unmortgaged (face up). Return any *Get Out of Jail Free* cards to the bottom of the appropriate piles.

Egyptian God Cards

Rent depends on how many Egyptian God Cards the other player owns.

	1	2	3	4
Rent:	DP 25	DP 50	DP 100	DP 200

Duelist Kingdom Tournament

& Battle City Tournament

Roll the dice and multiply the result by **4** – this is the rent you must pay.

If the owning player owns both Duelist Kingdom Tournament & Battle City Tournament, multiply the result by **10!**



DON'T WAIT FOR THE

You can do the following even when it isn't your turn – even if you're in Jail!

1: COLLECT RENT

If another player lands on one of your unmortgaged spaces, you can demand rent from them as shown on the Title Deed – see *Space Owned by Another player* below.

2: AUCTION

The Banker holds an auction when...

- ◆ A player lands on an unowned space (monster cards, tournaments) and decides **not** to acquire it for the listed Duel Points.
- ◆ A player goes **bankrupt** and turns over all his or her mortgaged spaces to the Bank, which are auctioned (face up).
- ◆ There is a **Game Shops/Duel Arenas shortage** and more than one player wants to acquire the same Game Shop(s)/Duel Arena(s).



Auction bids can only be made with Duel Points. Any player can start the bidding for as little as $\square\square$ 1. If no one makes a higher bid, the last player to bid must buy the space.

3: BUILD

When you own all the monster cards in a color group, you can buy Game Shops/Duel Arenas from the Bank and put them on any of those monster cards.

- i The listed Duel Points of each **Game Shop** is shown on the monster's **Title Deed**.
- ii You must build **evenly**. You cannot build a second **Game Shop** on a monster card until you have built one on each monster card of its color group.
- iii You can have a maximum of **4 Game Shops** on a single monster card.
- iv When you have **4 Game Shops** on a monster card, you can exchange them for a **Duel Arena** by paying the listed Duel Points on the Title Deed. You can only have one Duel Arena per monster and cannot build additional Game Shops on a monster with a Duel Arena.

3: IT'S TIME TO DUEL OR IT'S YOUR MOVE

Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile. If it is a *Get Out of Jail Free* card, keep it until you need to use it or sell it to another player.



4: Pegasus/Marik

If you land on one of these spaces, you must pay the Bank the amount shown.



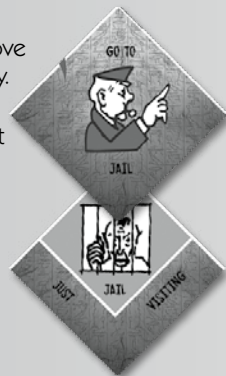
5: GO TO JAIL

If you land on this space, you must move your token to the **Jail** space immediately.

Important: You do **not** collect $\square\square$ 200 for passing GO if you are sent to Jail. As soon as you are sent to Jail, your turn ends – pass the dice!

Other ways to end up in Jail...

- ◆ Draw a IT'S TIME TO DUEL or IT'S YOUR MOVE card that tells you to *Go to Jail*.
- ◆ Roll three doubles in a row on your turn.



DICE!

Important: you cannot build on a monster card if any monster card in its color group is mortgaged.

Game Shop/Duel Arena shortage? If there are no Game Shops/Duel Arenas left in the Bank, you must wait for other players to trade in theirs before you can acquire any. If Game Shops/Duel Arenas are limited and two or more players wish to acquire them, the Banker must auction them off to the highest bidder.

4: TRADE IN GAME SHOPS/DUEL ARENAS

Game Shops/Duel Arenas can be traded in to the Bank at **half** the listed Duel Points. Game Shops/Duel Arenas must be traded in evenly in the same way that they were acquired. Duel Arenas are sold for half the listed Duel Points and immediately exchanged for 4 Game Shops.

5: MORTGAGE SPACES

If you're low on Duel Points or don't have enough to pay a debt, you can mortgage any of your unimproved spaces. You must trade in all Game Shops/Duel Arenas on a color group to the Bank before you can mortgage one of its monster cards.



To **mortgage** a space turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To **repay** a mortgage, pay the **listed value plus 10%** to the Bank then turn the card face up. Rent cannot be collected on mortgaged spaces.

6: DO A DEAL

You can do a deal with another player to **acquire** or **trade in** unimproved space. You must trade in all Game Shops/Duel Arenas on a color group to the Bank before you can trade in one of its monster cards.

Space can be traded for any combination of Duel Points, other space or *Get Out of Jail Free* cards. The amount is decided by the players making the deal.

Mortgaged space can be traded to another player at any agreed cost.

After acquiring a mortgaged space, you must either **repay** it immediately or just **pay 10%** of the listed value and keep the card face down; if you later decide to repay to the bank the mortgage, you **will** have to pay the 10% fee again.



Remember: your aim is not just to own more cards and earn Duel Points. To win you must make every other player **BANKRUPT!**

Q: How do I get out of Jail?

A: You've got 3 options...

- i **Pay DP 50** at the start of your next turn, then roll and move as normal.
- ii **Use a *Get Out of Jail Free* card** if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.
- iii **Wait three turns.** On each turn roll the dice; if you get a **double**, move out of Jail and around the board using this roll. If you do not get a double on your third roll, you must pay DP 50 to the Bank, then move the number of spaces rolled.

6: JAIL (JUST VISITING)

Don't worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.



7: FREE PARKING

Relax! Nothing bad (or good) happens.



8: A SPACE THAT YOU OWN

Nothing happens. But you're not making any money!

DO YOU LIKE TO PLAY FAST?

SPEED PLAY RULES

RULES for a SHORT GAME (60-90 minutes)

There are four 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 **Game Shops** (instead of four) on each property of a complete color group before you may buy a **Duel Arena**. **Duel Arena** rent remains the same. The turn-in value is still one-half of the acquiring value, which in this game is one **Game Shop** 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 **DP 50**. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the **DP 50** on the same turn.

END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) Duel Points on hand; (2) spaces owned, at the value printed on the board; (3) any mortgaged spaces owned, at one-half the value printed on the board; (4) Game Shops, counted at the acquiring value; (5) Duel Arenas, counted at acquiring value including the amount for the three Game Shops turned in.

The most powerful player wins!

PLAY IT RIGHT!

Many players like to devise their own 'house' MONOPOLY rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other Duel Points or trade 'promises' not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

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