



MONOPOLY

The Super-Powered Property Trading Game from Parker Brothers®



SPIDER-MAN

EDITION

For 2 to 6 Players
AGES 8+



Hey Web-heads! Time to swing into action!

Choose to be Spider-Man or one of his archenemies. Then travel the gameboard buying, selling and renting properties from your favorite Spider-Man movies. Build apartments and put up skyscrapers. Sometimes the cards will be stacked in your favor; other times your draw may cost you. If you own the most at the end of the game, you win and the city is yours!

If you've never played the classic MONOPOLY game, refer to the rules beginning on page 4. Then turn back to page 3 to learn about the extra features of this edition and the differences between this and the classic game.



WHAT'S THE SAME?

The object of the game and the game rules.

WHAT'S DIFFERENT?

- Gameboard spaces and corresponding Title Deed cards feature locations from the three Spider-Man motion pictures. All of the values are the same as the corresponding deeds in the classic MONOPOLY edition.
- Action Gear (Doc Ock's Arms, New Goblin's Sky Stick, The Green Goblin's Glider, and Spider-Man's Web Slingers) replaces the traditional railroad spaces.
- The two utilities (Electric Company and Water Works) have been replaced with Oscorp and the Daily Bugle respectively.
- Spider-Man cards replace the classic Community Chest cards.
- Black-suited Spider-Man cards replace the classic Chance cards.
- Bad Press replaces Income Tax; and Lose Your Mask replaces Luxury Tax.
- Instead of Houses and Hotels, you'll use Apartments and Skyscrapers.
- The money looks different but the denominations remain the same.
- Choose from six collectible Spider-Man-themed tokens.

OPTIONAL RULES

If you roll doubles, you must move your token and then you may choose to either roll again, or to use an optional rule. These rules do not apply if your doubles roll is the third in succession, thereby sending you to Jail or if they are the doubles used to get you out of Jail. (See JAIL)

Double 1s: Web Swing - You may go to any space.

Double 2s: Collect \$200 from the Bank.

Double 3s: Collect \$50 from every player.

Double 4s: Draw a Spider-Man card.

Double 5s: Draw a Black-suited Spider-Man card.

Double 6s: Attack to control another player's property. The attacker rolls the red die. The defender rolls the blue die. Both players roll. The higher roll wins (or keeps) control of the property. If you win the property, pay the former owner the board value for it. In the event of a tie, both players re-roll their die.

NOTE: You cannot challenge for a property if one player owns all of the properties in that group, or if you cannot afford to pay the board value for the property.



EQUIPMENT

- Gameboard
- Title Deed Cards
- Play Money & Banker's Tray
- 16 Spider-Man Cards
- 16 Black-suited Spider-Man Cards
- 6 Spider-Man-themed Tokens
- 32 Apartments
- 12 Skyscrapers
- 2 Dice



PLEASE NOTE - The character pawns are made of metal 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 wealthiest player by buying, renting and selling properties.

PREPARATION

Place the gameboard on a table and put the Spider-Man and Black-suited Spider-Man cards facedown on their allotted spaces in the center of the gameboard. Each player chooses one token to represent him/her while traveling around the board.

Each player is given **\$1,500** divided as follows: 2 each of \$500s, \$100s and \$50s; 6 \$20s; 5 each of \$10s, \$5s and \$1s. All remaining money and other equipment go to the Bank. Stack the remaining money 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 funds 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 Bank's money, the Bank also holds the Title Deed cards as well as apartments and skyscrapers prior to purchase and 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 apartments and skyscrapers to the players and loans money 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 money, the Banker may issue as much more as may be needed by 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 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 *Spider-Man* or *Black-suited Spider-Man* 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 drawing a card, the Banker pays him/her a \$200 salary.

The \$200 is paid only once each time around the board. However, if a player passing "GO" on the roll of the dice lands 2 spaces beyond it on the Spider-Man space or 7 spaces beyond it on the Black-suited Spider-Man space, and draws the "Advance to GO" card, he/she collects \$200 for passing "GO" the first time and another \$200 for reaching it the second time by instructions on the card.



BUYING PROPERTY... Whenever you land on an unowned property you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership; 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 cash, 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 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 hold all the Title Deed cards in a color-group (e.g., Dark Blue or Red) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have apartments and skyscrapers 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.

"SPIDER-MAN" and "BLACK-SUITED SPIDER-MAN" CARDS...

When you land on either of these spaces, 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 cards do not wish to use them, they may sell them, at any time, to another player at a price agreeable to both.

"BAD PRESS"... If you land here you have two options: You may estimate your premium at \$200 and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, the printed values of mortgaged and unmortgaged properties and cost price of all apartments and skyscrapers that you own. You must decide which option you will take before you add up your total worth.



Wait a minute!
You're a super hero!
Get Out of Jail Free.
This card may be kept until needed, or sold.
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"JAIL" ... You land in jail when...

- Your token lands on the space marked "Go to Jail" or
- You draw a card marked "Go to Jail" or
- You roll doubles three times in succession.

When you are sent to Jail you cannot collect your \$200 salary 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...

- 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.
- Using a "Get Out of Jail Free" card if you have one.
- Purchasing a "Get Out of Jail Free" card from another player and playing it.
- Paying a fine of \$50 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 \$50 fine. 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 and sell apartments and skyscrapers and collect rents.

"FREE PARKING"... A player landing on this space receives no money, properties or rewards of any kind. This is just a "free" resting place.

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

If you buy one apartment, you may place it on any one of those properties. The next apartment 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 apartment is shown on your Title Deed card for the property on which you place it.

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 apartments as your judgment and financial standing will allow. But you must place them evenly, i.e., you cannot place more than one apartment on any one property of any color-group until you have placed one apartment on every property of that group. You may then begin on the second row of apartments, and so on, up to a limit of four apartments to a property. For example, you cannot place three apartments on one property if you have only one apartment on another property of that group.

As you build evenly, you must also break down evenly if you sell apartments back to the Bank (see SELLING PROPEF

SKYSCRAPERS... When a player has four apartments on each property of a complete color-group, he/she may buy a skyscraper from the Bank and place it on any property of the color-group. He/she returns the four apartments from that property to the Bank and pays the price for the skyscraper as shown on the Title Deed card. Only one skyscraper may be placed on any one property.

BUILDING SHORTAGES... When the Bank has no apartments or skyscrapers to sell, players wishing to build must wait for some player to return or sell his/hers to the Bank before building. If there are a limited number of apartments and skyscrapers available and two or more players wish to buy more than the Bank has, the apartments or skyscrapers must be sold at auction to the highest bidder.

SELLING PROPERTY... Unimproved properties, Action Gear, the Daily Bugle and Oscorp. (but not apartments or skyscrapers) 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 apartments or skyscrapers are standing on any properties of that color-group. Any apartments or skyscrapers so located must be sold back to the Bank before the owner can sell any property of that color-group.

Apartments and skyscrapers may be sold back to the Bank at any time for one-half the price paid for them.

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

All skyscrapers on one color-group may be sold at once, or they may be sold one apartment at a time (one skyscraper equals five apartments), evenly, in reverse of the manner in which they were placed.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all of the apartments and skyscrapers on all of 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 Daily Bugle, or Oscorp., but rent can be collected on unmortgaged properties in the same group.

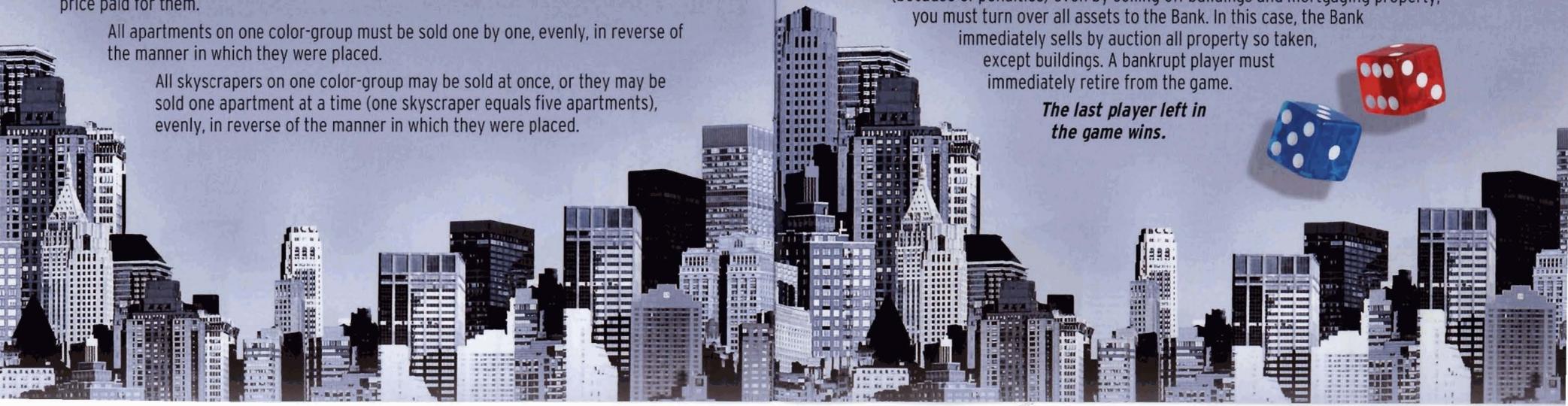
In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all of the properties of a color-group are no longer mortgaged, the owner may begin to buy back apartments at full price.

The player who mortgages 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 apartments or skyscrapers, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them; this cash is given to the creditor. If you have mortgaged property you also turn this property 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 buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game.

The last player left in the game wins.



MISCELLANEOUS... Money can be loaned to a player only by the Bank and then only by mortgaging property. No player may borrow from or lend money 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 apartments (instead of four) on each lot of a complete color-group before you may buy a skyscraper. Skyscraper rent remains the same. The turn-in value is still one-half the purchase price, which in this game is one apartment less than in the regular game.
3. If you land in Jail you must exit on your next turn by:
 - Using a "Get Out of Jail Free" card if you have (or can buy) one; or
 - Rolling doubles; or
 - Paying \$50. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the \$50 on the same turn.
4. The penalty for landing on "BAD PRESS" is a flat \$200.
5. **END OF GAME:** The game ends when one player goes bankrupt. The remaining players add up their: (1) cash on hand; (2) properties owned at the value printed on the board; (3) any mortgaged property owned, at one-half the value printed on the board; (4) apartments valued at the purchase price; (5) skyscrapers valued at purchase price including the value of the three apartments turned in.

The richest player wins!

ANOTHER GOOD SHORT GAME

TIME LIMIT GAME... Before starting, agree upon a definite hour of termination, when the richest 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 price of the properties dealt to them.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD or telephone our Helpline on 00800 22427276.

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