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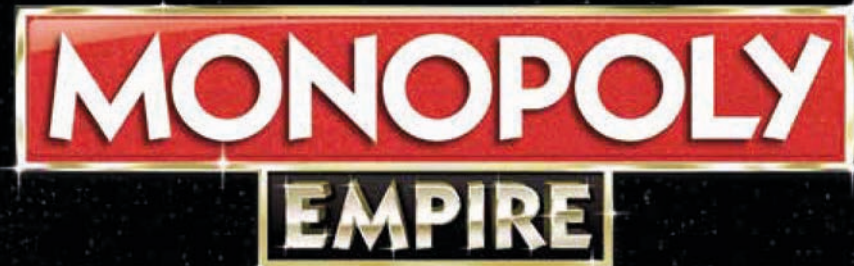


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AGES
8+



◆ Fast-Dealing Property Trading Game ◆



GAME GUIDE

Stack your tower to the top to win!

CONTENTS

- Gameboard
- 4 Towers
- 6 Brand Tokens
- 30 Billboard Tiles
- 6 Office Tiles
- 14 Chance Cards
- 14 Empire Cards
(including 2 Super Empire Cards)
- Money Pack
- 2 Dice

SET IT UP!

1 Shuffle the Chance cards. Put them face down on the board.

2 Shuffle the Empire cards. Put them face down on the board.

3 Put the 22 billboard tiles on the brand spaces they match around the board.

4 Put the 4 Electric Company and 4 Water Works billboards on their matching spaces.

5 Put the 6 Office tiles and the 2 dice next to the board.

6 Give each player



1 Tower to place in a corner of the board



1 Token to place on GO



¥1000k



2 Empire cards (secretly look at the ones you get)

7 Choose someone to be Banker. They're in charge of:

- The Bank's money
- Auctions (see page 10)
- Paying players when they pass GO
- Collecting fines and taxes



WHAT'S NEW...

If you know how to play the classic **MONOPOLY** game, then this is all you need to know...

Turn over for
HOW TO PLAY

To win, you must fill your tower first!



- Buy billboards to fill your tower.
- The more you buy, the more cash you collect!
- Fill your tower first to win!

All your favorite brands are up for grabs!



When you land on a brand space, buy it and slide its billboard into your tower.

Now you own that brand!

Collect your tower value when you pass GO!



The more billboards you stack, the more cash you collect!

When you pass GO, collect the current value of your tower.



There are Empire cards!



- Empire cards are packed with super-powered actions.
- You get 2 at the start and collect more when you land on Empire spaces.
- Watch out for the 2 super Empire cards...
- **HANDS OFF!** Protects your tower!
- **YOU'RE FIRED!** Returns brands to the board!

PLAY!

How to win

Fill your tower first to win!

Fill your tower with billboards by buying brands.

If you're the first to hit the top, you win!

Tip! Buy an office tile for \$500k to hit the top sooner!



How to play

Youngest player starts, then play continues clockwise.

On your turn



1 Roll both dice.



Rolled the sneaky swapper?

- **Then do a sneaky swap!** Switch the topmost billboard in one tower with the topmost billboard in any other tower (including your own). If you do this, don't move this turn.
- **If you don't want to do a sneaky swap,** ignore the swapper die and use the number on the other die to move as normal.

2 Move your token clockwise around the board that number of spaces.

3 Where did you land? Follow the instructions for BOARD SPACES on the next page.

4 Rolled a double? Roll and move again. If you roll three doubles in a row, go directly to Jail.

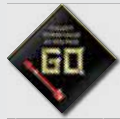
5 That's it! Your turn's over. The player to your left goes next.



Start playing!

That's all you need to know, so get going!
Look up the spaces when you land on them...

THE BOARD SPACES



GO space

When you land on or pass GO, collect your current tower value from the Bank. No billboards? Collect $\text{\$}50\text{k}$.

Example: If your billboards are at this level, collect $\text{\$}600\text{k}$.



Brand spaces

Unowned (with billboard)

If no one owns the brand, either buy it or auction it.

Want to buy it?

Pay the price on the space and slot the billboard in your tower.

Don't want to buy it?

Then the Banker must auction it. Bidding starts at $\text{\$}50\text{k}$. Any player can bid (see page 10).



Owned (no billboard)

Pay the owner the current value of their tower.

Example: If the owner's billboards are at this level, pay them $\text{\$}600\text{k}$.



Color set = Bonus office!

It pays to collect a color set of companies.

When you get all the billboards for a color set in your tower (they don't have to be next to each other), take a bonus office tile for free and slide it into your tower.

Example: You get all three orange brands and get a bonus office tile for free.



You can also buy one office on your turn from the Bank for $\text{\$}500\text{k}$.



Utilities (Electric Company or Water Works)

- Either buy a billboard and pay the Bank $\text{\$}150\text{k}$
- Or the Banker must auction a billboard (just like brands).
- Don't pay rent to players who own Utilities.
- If there are no billboards left, do nothing.



Rival Tower Tax

Return another player's topmost billboard to the board.

Tower Tax

Return your topmost billboard to the board.



Empire

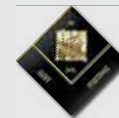
Take the top Empire card and do what it says.

Once you've played it, return the card to the bottom of the pile.



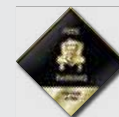
Chance

- Take the top Chance card from the pile.
- Do what it says immediately and return the card to the bottom of the pile.
- If it is a *Get Out of Jail Free* card, keep it until you need it or sell it to another player.



Just Visiting

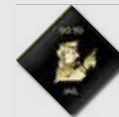
If you land here, do nothing. Pop your token on the Just Visiting section.



Free Parking

Either take a trip (by paying the Bank $\text{\$}100\text{k}$ and moving to any space except Free Parking again), **or do nothing.**

- If you pass GO, collect the current value of your tower.
- Once you've landed on your new space, continue your turn as usual.



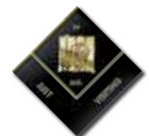
Go to Jail

- Go directly to Jail.
- While you're in Jail, do not collect rent.

How do I get out of Jail?

You have 3 options:

1. **Pay $\text{\$}100\text{k}$** 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). Put the card at the bottom of the pile, then roll and move.
3. **Roll a double** on your next turn. If you do, you're free! Use the roll to move. You can use up to 3 turns to try for a double. If you don't roll a double by your third turn in Jail, pay $\text{\$}50\text{k}$ and use your last roll to move.



MORE INFO

Auctions

If a player lands on an unowned brand space and doesn't want to buy it for the price listed on the space, the Banker must auction it.

How to auction

1. The Banker starts the auction by offering the brand for ₺50k.
2. Then anyone can increase the current bid by ₺50k (even the Banker and the player who originally landed on the space).
3. The highest bidder buys the brand and immediately slides the billboard into their tower.



What if no one wants it?

That's fine. Leave it on the space.

Money

What if I run out of money?

- If you can't pay the Bank, keep any cash you do have and return your topmost billboard to the board.
- If you can't pay another player, keep any cash you do have and give the player you owe the topmost billboard in your tower.
- If you don't have any billboards, do nothing – you've got it tough enough!



WIN!

If you're the first player to stack your billboards to the top of your tower, you win!



THE BRANDS



Nerf

Nerf is the ultimate sports action brand, allowing kids young and old to achieve the impossible as they compete with their friends.



Transformers

The Transformers universe is a place where everything is More Than Meets the Eye – a world filled with legendary characters, epic storytelling, and the magic of shape-shifting robots battling with the fate of the universe at stake.



Razor

The Razor brand embodies the spirit of fun and freedom. The company was founded in 2000 with the introduction of its now legendary kick scooter. Today, Razor products are available worldwide, with a full range of wheeled goods to inspire and excite riders everywhere.



Polaroid

As the pioneer of instant photography and creator of the original social network, Polaroid has been a leading force in imaging for over 75 years. Today, Polaroid continues to curate innovation with a wide range of consumer electronic products.



Virgin

Virgin is a leading international investment group and one of the world's most recognized and respected brands. Conceived in 1970 by Sir Richard Branson, the Virgin Group has created successful businesses in travel, leisure, entertainment, media, mobile, and health & wellness.



Billboard

Billboard is the world's most influential music brand, built on the most complete and well-respected database of charts across all music genres. Billboard remains the final word on success in music.



Wilson

Wilson Sporting Goods, Co., provides top-of-the line sporting goods equipment to tennis, basketball, baseball, softball, soccer, volleyball, football, and golf athletes around the world. Wilson is dedicated to helping every athlete realize their true potential.



Puma

PUMA is one of the world's leading Sports Brands, designing, developing, selling, and marketing footwear, apparel, and accessories. For over 65 years, PUMA has established a history of making fast product designs for the fastest athletes on the planet.



Levi's

The Levi's® brand epitomizes classic American style and effortless cool. Since their invention by Levi Strauss & Co. in 1873, Levi's® jeans have become the most recognizable and imitated clothing in the world – capturing the imagination and loyalty of people for generations.



Candy Crush

It's the sweetest game around! Candy Crush is one of the most successful casual gaming brands of its time with millions of tasty players worldwide.



Food Network

FOOD NETWORK is a unique lifestyle network, website, and magazine that connects viewers to the power and joy of food. The network strives to be viewers' best friend in food and is committed to leading by teaching, inspiring, empowering, and entertaining through its talent and expertise.

THE BRANDS



Guitar Hero

Guitar Hero® Live brings an unprecedented level of innovation to the music rhythm genre – with first person, live-action play, reactive crowds, and a playable music video network that allows you to discover new music.



Nickelodeon

Nickelodeon, the #1 entertainment brand for kids, puts kids first in everything it does, from television to consumer products, recreation, and feature films. Seen in almost 100 million households, its U.S. television network has been #1 for 20 consecutive years.



Yahoo

Yahoo is your essential guide to everything that matters most – from email and news to entertainment and sports, plus all the biggest, once-in-a-lifetime live events that make you want to yodel.



Caterpillar

Caterpillar is the world's leading manufacturer of construction and mining equipment, diesel and natural gas engines, industrial gas turbines, and diesel-electric locomotives. For 90 years, we've stayed true to the belief that if you put quality in, you get quality out.



Ford

Ford Motor Company, a global automotive industry leader, manufactures vehicles across six continents. Its automotive brands include Ford and Lincoln, and exciting nameplates such as Mustang, Explorer, Escape and F-Series Trucks.



eBay

eBay is where the world goes to shop and sell. If it exists in the world, it can probably be bought or sold on eBay.



Heinz

H.J. Heinz Company is one of the world's leading marketers and producers of healthy, convenient, and affordable foods. Heinz is famous for its iconic brands on six continents, showcased by Heinz® Ketchup.



Universal Parks & Resorts™

Universal Parks & Resorts™ offers unparalleled excitement at theme park destinations in California, Florida, Japan, and Singapore. With Steven Spielberg as creative consultant, its parks feature the world's most technologically advanced film and TV based attractions.



Xbox

Xbox brings together the best games and the greatest gaming community to make life more fun.



Skype

Skype is communication software that you can use on your phone, computer, tablet, and even some TVs. Millions of people use Skype every day to make video calls, send instant messages, video messages, files and photos – all for free.



Beats by Dr. Dre

Beats by Dr. Dre provides a premium sound experience at every touch point in the consumer's life.