

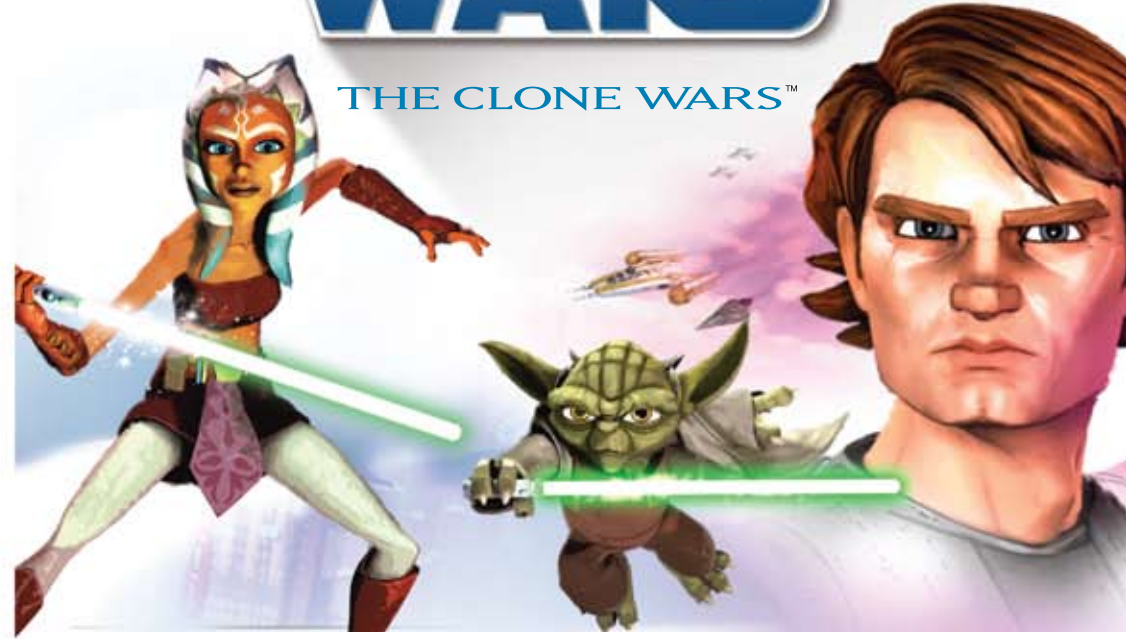
AGES 8+

® BRAND

MONOPOLY

STAR WARS

THE CLONE WARS™



AIM OF THE GAME

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

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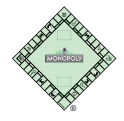
Gameboard, Galactic Title Deed Cards, Republic Credits and Banker's Tray, 6 Collectible *Star Wars Clone Wars*-themed Tokens, 2 Dice, 16 Sith Cards, 16 Jedi Cards, 32 Settlements, 12 Cities.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. © 2008 Lucas Film LTD. STM www.monopoly.com

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PROOF OF PURCHASE



A QUICKER GAME



RULES for a SHORT GAME

(60 to 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 settlements (instead of four) on each property of a complete color group before you may buy a city. City rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one settlement 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 Republic credits. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the 50 Republic credits on the same turn.
4. **END OF GAME:** The game ends when one player goes bankrupt. The remaining players add up their: (1) Republic 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) settlements, counted at the purchase value; (5) cities, counted at purchase value including the amount for the three settlements turned in.

The most powerful player wins!



ANOTHER GOOD SHORT GAME TIME LIMIT GAME:

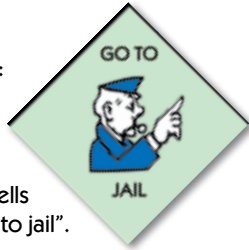
Before starting, agree upon a definite hour of termination, when the most powerful player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the value of the properties dealt to them.

JAIL

Going to jail

You will be sent to jail if:

- ◆ You land on the “Go to jail” space.
- ◆ You pick a Jedi or Sith card which tells you to “Go directly to jail”.
- ◆ You roll a double three times in a row on your turn.



Your turn ends when you are sent to jail.

Move onto the jail space and do not collect 200 Republic Credits, regardless of where you were on the board.

While in jail you can collect rent on properties provided they are not mortgaged.

Getting out of jail

You can get out of jail by:

- ◆ Paying a 50 Republic Credits fine and continuing on your next turn.
- ◆ Using a “Get out of jail free” card.
- ◆ Rolling a double.

If you haven't rolled a double after three turns, pay the banker 50 Republic Credits before moving according to your third dice roll.

“Just visiting” jail

If you are not sent to jail but land on the jail space, you are “Just visiting” and incur no penalty.



PREPARATION

Place the gameboard on a table, and put the Sith and Jedi cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board and places that token on the GO space.

Each player is given ₪1,500 Republic credits divided as follows: two 500s, four 100s, one 50, one 20, two 10s, one 5, and five 1s.

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



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Begun this Clone War has!

The galaxy is torn by conflict! Good and evil are pitted against each other in an epic battle for control.

Travel the galaxy, buying, selling and renting properties. The more you control, the further your power will spread. If you use the Republic Defense of the Light Side or discover the Sith plot of the Dark Side to your advantage when playing with the optional Star Wars rules, you will grow even stronger. When your influence spreads far enough, the galaxy will be yours!

Play by the classic Monopoly rules or add the special Star Wars rule to make it an adventure to remember – the choice is yours!

If you have never played the classic MONOPOLY game, refer to the classic rules on pages 6 through 10. Then turn back to pages 4 and 5 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?

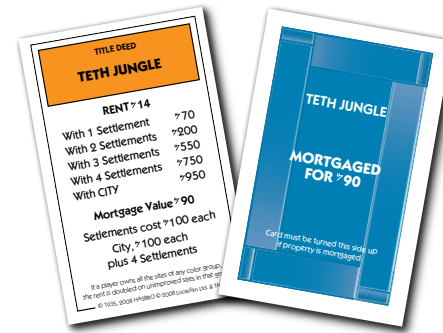
- ◆ Sith cards (Count Dooku) replace the classic Chance cards.
- ◆ Jedi cards (Yoda) replace the classic Community Chest cards.
- ◆ Republic Credits replace the traditional money.
- ◆ Gameboard spaces and corresponding Title Deeds represent galactic properties. All the values are the same as the corresponding deeds in the classic MONOPOLY edition.
- ◆ Choose from 6 collectible *Star Wars*-themed tokens.
- ◆ In place of the traditional railroads, the Star Wars Clone Wars edition features four Transports.
- ◆ The two utilities are now the Skytop Station and the Republic Medical Station.
- ◆ A Trade Blockade replaces the traditional Income Tax; and a Ransom replaces the Luxury Tax.

- ◆ Instead of houses and hotels, you'll use Settlements and Cities.
- ◆ An Optional *Star Wars* gameplay adds even more excitement to this Special Edition of Monopoly!



Repaying a mortgage

You must pay the original mortgage amount plus 10% interest. Once repaid, turn the Title Deed card face up. Rent cannot be collected on mortgaged property.



Selling mortgaged property

You can sell mortgaged property to other players at any agreed price. The buyer can then either immediately repay the mortgage (see above) or just pay 10% interest but retain the mortgage. The mortgage can be repaid as normal later in the game. If you later decide to repay the mortgage you will have to pay the 10% fee again.

When all sites in a color group are mortgage-free, the owner may begin to buy back houses and hotels at full price.

BANKRUPTCY

If you ever owe the Bank or another player more cash than you have try to raise the money by selling buildings and/or mortgaging properties.

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

- ◆ Pay whatever money 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.

JEDI AND SITH CARDS

When you land on one of these spaces, take the top card from the relevant pile. Follow the instructions on the card before returning the card, face down, to the bottom of the deck. If you pick a "*Get out of jail free*" card, you can keep it until you wish to use it or sell it to another player for a mutually agreeable sum. If a card instructs you to move to another space, move there in the direction of the arrow. If you pass GO on the way, collect 200 Republic Credits. You do not pass GO if a card sends you to jail, or sends you **back**.

FREE PARKING

There is no penalty for landing here and you may still undertake transactions as usual (collecting rent, building on sites you own, etc.).



PASSING GO TWICE IN ONE TURN

You can collect 200 Republic Credits twice in one turn. For example, if you land on a Jedi or Sith card space immediately after passing GO and picking a card that tells you to "Advance to GO".



BUILDING SETTLEMENTS

Once you own all sites of a color group, you can buy settlements to put on any of those spaces. The price of a settlement is shown on the Title Deed card.



You can buy any settlement (or city) on your turn or in between other players' turns but you must build evenly: you cannot build a second settlement on a site until you have built a settlement on every site in that group. You may buy as many buildings as you wish, as long as you can afford them! Settlements may not be built if any site of the same color group is mortgaged.

BUILDING CITIES

To buy a city, you must first have four settlements on each site of a complete color group. Exchange the four settlements for a city and pay the banker the price shown on the Title Deed card. Only one city may be built on any one site.



RUNNING OUT OF BUILDINGS

If the banker has no settlements left, you must wait for other players to return theirs before you can buy any.

If a limited number of settlements or cities are left and two or more players wish to buy more than the banker has, the banker auctions them off individually to the highest bidder.

RUNNING OUT OF CREDITS

If you are low on funds, you can raise more money by:

- ◆ Selling buildings
- ◆ Mortgaging property
- ◆ Selling property, utilities or transports to another player for any agreed sum (even if the property is mortgaged).

SELLING GALACTIC PROPERTIES

You may sell undeveloped sites, transports and utilities to another player for a mutually agreed price. You cannot sell a site if there are any buildings on any of the sites in that color group. You must first sell all the buildings on those sites to the banker. Settlements and cities are sold to the banker at half their original purchase price, stated on the Title Deed card. You can sell on your turn or in between other players' turns.

Selling Settlements

You must sell settlements evenly, in the same way as they were bought.

Selling Cities

The banker will pay half the price of the city plus half the price of the four settlements that were exchanged for the purchase of the city.

Cities can also be broken back down into settlements to raise money. To do this, sell a city for half its cost and receive in exchange four settlements.

MORTGAGES

Mortgaging Property

First sell any buildings, then turn the site's Title Deed card face down and collect your mortgage amount shown on the back of the card.

You keep all mortgaged property and no other player can pay off your mortgage to secure the property. Rent cannot be collected on mortgaged property although it can be collected for other properties in that color group.

Optional Star War Rules

If you want to add some galactic excitement, use the following rules when rolling 6's.

STARTING THE GAME

Starting with the Banker, each player, in turn, rolls the dice. The player with the highest total starts the play and chooses their character token first.

If you choose General Grievous or Asajj Ventress tokens, you will follow the Dark Side rules. If you have any other token you will follow the Light Side Rules.

LIGHT SIDE vs. DARK SIDE

If you roll a 6 with either of your 2 dice, move your token as usual (the sum of the two dice) and receive any privileges or penalties pertaining to the space on which you land. After completing your move you then have two options; you may end your turn and pass the dice to the next player, OR you may send your troops on a covert mission based on your 6 roll (*use rules below*). Once you have completed the mission (whether it is a success or a failure), your turn is over.

LIGHT SIDE RULES – REPUBLIC DEFENSE:

Along with the 6 that you roll, the second die number will determine the rule that you need to follow. See example below in blue.

1 & 6 – Early Discovery: Roll 2 or higher, get any 1 available property OR collect ₳100 from the bank. If you roll a 1, pay ₳100 to the bank.

2 & 6 – Establish Bases: Roll 2 or higher, get any 2 available properties OR collect ₳200 from the bank. If you roll a 1, pay ₳100 to the bank.

3 & 6 – Jump to Hyperspace: Roll 2 or higher and move your token anywhere. If you roll a 1, pay ₳100 to the bank.

4 & 6 – Elude Count Dooku: Roll 2 or higher and take another turn. If you roll a 1, pay ₳100 to the bank.

5 & 6 – Rescue Senator: Roll a 6, and collect ₳3,000 from the bank. If you roll anything other than a 6, pay ₳100 to the bank.

6 & 6 – Jedi Mind Trick: Roll 4 or higher and move any other player to any space. If you roll 3 or less, pay ₳100 to the bank. *When you roll 6 & 6, move your token and complete your turn as usual, including the optional roll for the 'Jedi Mind Trick'. Once your turn is complete, follow the traditional doubles rule and roll again.*

DARK SIDE – DISCOVER SITH PLOT:

Along with the 6 that you roll, the second die number will determine the rule that you need to follow. See example below in blue.

1 & 6 – Ambush: Roll 4 or higher, steal any 1 property. This property cannot be part of a monopoly. If you roll 3 or less, pay ₳100 to the bank.

2 & 6 – Droid Domination: Roll 4 or higher, steal any 2 properties. These properties cannot be part of a monopoly. If you roll 3 or less, pay ₳100 to the bank.

3 & 6 – Jump to Hyperspace: Roll 2 or higher and move your token anywhere. If you roll a 1, pay ₳100 to the bank.

4 & 6 – Gain Clearance: Roll 2 or higher and take another turn. If you roll a 1, pay ₳100 to the bank.

5 & 6 – Swift Victory: Roll a 6, and destroy any 1 player & take all of his/her properties and money. If you roll anything other than a 6, pay ₳200 to the bank.

6 & 6 – Take Hostage: Roll 4 or higher and move any other player to any space. If you roll 3 or less, pay ₳100 to the bank. *When you roll 6 & 6, move your token and complete your turn as usual, including the optional roll for 'Take Hostage'. Once your turn is complete, follow the traditional doubles rule and roll again.*

Example: At the start of the game, you are Anakin and you roll a 2 and a 6. Move 8 spaces to Ruusan. You give the banker 100 Republic credits and purchase this property. You decide to use the special Star Wars rules. Because you are Anakin, you will use the Light Side Special Rules. Based on your roll of 2 and 6, you will attempt to Establish Bases. You roll one die and get a 3. Since this is higher than a 2, you get to take any 2 properties for free. You choose Abregado System and Bothawui to form a monopoly.

HERE'S HOW TO PLAY!

THE BANKER

Choose one player to be the banker. It is important that the banker keeps his personal funds and properties separate from the banks. The banker is in charge of:



Republic Credits



Title Deed cards



Cities and Settlements



Auctions

PLAYING

- Roll both dice, the highest roller starts. Play continues clockwise.
- On your turn, roll the dice and move that number of squares clockwise around the board. Two or more tokens may rest on the same space at the same time. According to the space you land on either:
 - Once you own a color group, you may build settlements or cities on those sites.
 - If you roll a double, take your turn as normal and roll again. Roll three doubles in one turn and you go to jail!
 - Continue until only one player is left in the game. This player is the winner!

- ◆ Buy the property for the asking price (if it isn't owned by another player). **See page 7.**
- ◆ Get the banker to arrange an auction on the property (if you don't want to buy the property for the asking price). **See page 7.**
- ◆ Pay rent (if the property is owned by another player). **See page 7.**
- ◆ Pay Trade Blockade and Ransom.
- ◆ Draw a Jedi or Sith card. **See page 9.**
- ◆ Go to jail. **See page 10.**



THE FINER POINTS

BUYING PROPERTY

There are three types of property:



1. Sites



2. Transports



3. Utilities

If you land on an unowned property, you have the first choice to buy it. If you decide to buy, pay the banker the price stated on that space. You will receive that property's Title Deed card as proof of ownership. Keep it face up in front of you. If you decide not to buy, it is up for grabs! **See Auctions**, below.

Owning a property entitles you to collect rent from any players who land on that space. Once you own all the sites in one color group, i.e. you own a monopoly, you can build settlements and cities on sites in that group and collect more rent!

AUCTIONS

If you land on an unowned property and don't want to buy it for its asking price, the banker must immediately auction it to the highest bidder.

Auction bids can only be made in cash. Any player can start the bid for as little as 1 Republican Credit. If no one makes a higher bid, the last player to bid must buy the property.



PAYING RENT

If your roll ends on a site that is owned by another player, you must pay rent (unless the site is mortgaged). The player who owns the site must ask you for rent before the next player rolls the dice. The amount payable is shown on the Title Deed card and varies according to the number of buildings on the site.

If you own a whole color group, the rent is doubled on any undeveloped site of that group (i.e. a site without settlements or cities). You can still collect double rent for the sites without a mortgage.

UTILITIES

Utilities are bought and auctioned in the same way as properties.

If you land on an owned utility, pay rent to the owner according to the dice you rolled to get there. If the owner has one utility, the rent will be four times your dice roll. If the owner has both utilities, you must pay ten times the amount of your dice roll.



TRANSPORTS

Transports are bought and auctioned in the same way as properties.

If you land on an owned transport, pay the amount stated on the Title Deed card to the owner. The amount payable is shown on the Title Deed card and depends on the number of other transports owned by that player.

