

For 2 to 6 Players
AGES 8 to Adult



Property Trading Game from Parker Brothers®

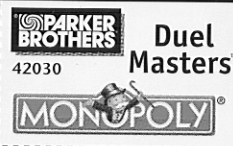
DUEL MASTERS™
SPECIAL EDITION

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Join Shobu and his friends in this special edition of the
classic Monopoly game. Move around the board and race
to build up your Duel Masters deck by buying creatures
from the five civilizations of Duel Masters.

You can play by the classic Monopoly rules or add the
special Duel Masters rule to make it an adventure to
remember – the choice is yours!

If you've never played the classic Monopoly game, refer to
the standard rules starting on page 5. If you're familiar with
Monopoly, read the special Duel Masters rules that follow
to find out "What's the same?" and "What's different?"
about this special edition!

Do you have what it takes to RULE THE DUEL?

WHAT'S THE SAME?

- The classic rules.

WHAT'S DIFFERENT?

- Spell and Creature cards replace the classic Chance and Community Chest cards.
- Duel Masters banknotes replace the traditional Monopoly money, although the denominations are the same as in the classic game.
- Gameboard spaces and the corresponding Title Deed cards represent your favorite Duel Masters creatures. All of the values are the same as the corresponding deeds in the classic Monopoly edition.
- Choose from 6 collectible Duel Masters-themed tokens: Shobu, Mimi, Knight, Hakuoh, Rekuta and Kokujo.
- Lose a Duel replaces the traditional Income Tax and Luxury Tax.
- The two utilities are now Poisonous Mushroom and Psyshroom.
- In place of the traditional railroads, this edition features specific Duel Masters sites: Tournament Site 1, Tournament Site 2, the JDC Training Center and the Duel Masters Temple.
- Card Shops and Duelist Centers replace the traditional houses and hotels.
- An optional Duel Masters gameplay adds even more excitement to this Special Edition of Monopoly!

Please Note

The tokens in this game are made of metal and may bend. If they do, carefully bend them back into shape.

EQUIPMENT

Gameboard • 28 Title Deed cards • 16 Spell cards • 16 Creature cards • 6 collectible Duel Masters-themed tokens • Duel Masters banknotes and Banker's Tray • 32 Card Shops • 12 Duelist Centers • 2 dice

OPTIONAL DUEL MASTERS RULE

Play the game with this special Duel Masters rule if you want to speed up the game a little and make it even more exciting!

If you land on a creature that is the last one necessary to complete your color-group, but the creature is owned by another player, you can choose to battle that creature instead of paying rent. NOTE: This does not apply to the Duel Masters sites, the Poisonous Mushroom or Psyshroom.

To battle the creature, roll both dice, treating the numbers as thousands. Then compare the total with the creature's power (see the listing below for the creatures and their powers). For example, you roll a 3 and a 6. This equals 9000.

- If your dice roll is equal to or higher than the creature's power, you can steal the creature from the other player. Take the Title Deed for this creature and place it in front of you. NOTE: If the property is mortgaged, you assume that mortgage as well (see MORTGAGES).
- If your dice roll is lower than the creature's power, you must pay its owner 10 times the normal rent.

Deadly Fighter Braid Claw	1000	Silver Fist	3000
Super Explosive Volcanodon	2000	Barkwhip, the Smasher	5000
Emeral	1000	Fighter Dual Fang	8000
Corile	2000	Aqua Sniper	5000
Tropico	3000	Crystal Paladin	5000
Spiral Grass	2500	Crystal Lancer	8000
Emerald Grass	3000	Bolshack Dragon	6000
Senatine Jade Tree	4000	Boltail Dragon	9000
Baraga, Blade of Gloom	4000	Uberdragon Jabaha	11000
Vampire Silphy	4000	Hanusa Radiance Elemental	9500
General Dark Fiend	6000	Miar, Comet Elemental	11500

THE FIVE CIVILIZATIONS OF DUEL MASTERS

The Duel Masters creatures come from five civilizations, each inhabiting their own world and fighting creatures from other civilizations in a battle for survival. They have different powers and physical characteristics in order to adapt to their surroundings.

Fire



The landscape of the Fire civilization is desolate: volcanic ash and solidified magma cover the land. Constant earthquakes and volcanic eruptions ensure that very little life survives. The climate is hot and dry.

The Fire civilization has seen many wars between dragonoids and humans, and this once technologically advanced land suffered a devastating setback in the Ancient War. As a result, Fire creatures are still searching for their long-lost technology.

Fire creatures are aggressive and extremely confident, yet simple-minded. They fight to the death proudly, seeking nothing short of complete victory over their enemies. Fire creatures don't surrender as that would only bring them shame and dishonor. On the battlefield, Fire creatures are heavily armed and armored, to the point where the creature inside is no longer recognizable.



Water

The world of the Water civilization consists of half land, half sea. The cities are built in water, to be nearer to valuable sources of energy. In fact, the secret energy source for this underwater civilization is a hidden ocean current that not many know about. Those that have this knowledge are few but powerful.

Water creatures worship technology. They prefer spending their time studying and researching new developments rather than battling their enemies. Even at times of war, their attack is based on strategy and tactics rather than sheer power. Many Water creatures have a chip planted in their bodies. This allows them to communicate with each other telepathically. The more advanced and intelligent Water creatures also have the ability to alter their appearance and manipulate the seawater around them, turning it into weapons, armor, clothing or transportation.



Nature

A dense jungle covers most of the Nature civilization's land and the climate is hot and humid. Little sunlight gets through the vast canopy. The trees have grown so tall and are capable of storing so much energy that they can nearly reach the cities of the Light world above. This stored energy has distorted the gravity of the Nature civilization and there is an overpowering gravitational pull in which creatures from other civilizations cannot function freely.

The Nature civilization is made up of several races but none of them has authority or governing powers over the others. Cities also don't exist.

Nature creatures are extraordinarily muscular and strong in order to survive the unusual gravity of this land, but they only use very basic technology. The Nature creatures would rather not interact with the other civilizations, but in the struggle for survival they can no longer avoid contact with creatures from other worlds.

Light

The Light world is made up of mid-air colonies with plentiful resources and sophisticated technology. This once peaceful civilization used to be self-sufficient, self-sustaining and isolated, but as the other civilizations have been forced to move around and invade new territories to survive, the Light civilization too has had to get involved in the battles and has become more aggressive.



Light creatures live on floating islands above the clouds. The central city is surrounded by satellite colonies and structures are built on alloys and energy fields. The Light creatures believe in order, conservatism, obedience and eternity. There is a strict hierarchy in this small but powerful civilization, with Light Bringers at the top of a highly developed system. The Light creatures have abilities beyond those of any other civilization.



Darkness

The underground world of the Darkness civilization is filled with toxic gases and total darkness. No creature can exist for long in this environment and the inhabitants yearn for immortality, at the cost of the land. Endless experiments have generated deadly diseases, disrupted the space-time continuum and confused the natural order of things. There are only a few cities and everything is out of sync. Life is incoherent and the civilization lives in constant disorder.

All Darkness creatures wear masks and armor made of bone. Their bodies are badly disfigured as a result of the diseases and waste in their world. As they live in complete darkness, most of the creatures are blind. Even outside the Darkness civilization, these creatures have to wear their gas masks to survive, but this makes them vulnerable in a clean environment. Driven by madness and selfishness in their quest for immortality, Darkness creatures struggle to conquer and control.

MONOPOLY® GAME RULES OF PLAY

OBJECT ... The object of the game is to become the most powerful player by buying, renting and selling Duel Masters creatures.

PREPARATION ... Place the gameboard on a table, and put the Spell and Creature cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given \$1,500 in banknotes divided as follows: two each of \$500s, \$100s and \$50s; six \$20s; five each of \$10s, \$5s and \$1s.

All remaining banknotes and other equipment go to the Bank. Stack the Bank's banknotes on edge 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 banknotes 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 banknotes, the Bank also holds all Title Deed cards, as well as buildings prior to use by the players. The Bank pays salaries and bonuses. It sells and auctions creatures and hands out their proper Title Deed cards; it sells buildings to the players and loans banknotes when required on mortgages.

The Bank collects all penalties, loans and interest, and the value of all creatures that it sells and auctions.

The Bank never "goes broke." If the Bank runs out of banknotes, the Banker may issue as much more as may be needed by merely 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 two 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 creature -- or be obliged to pay rent, pay penalties, draw a Spell or Creature 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 by drawing a card, the Banker pays him/her a salary of \$200 in banknotes.

The \$200 is paid only once each time around the board. However, if you pass GO on the roll of the dice and land two spaces beyond it on the Creature space, or seven spaces beyond it on the Spell space, and you draw an "ADVANCE TO GO," card, you collect \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card.

BUYING CREATURES ... Whenever you land on an unowned creature or Duel Masters site you may buy it from the Bank at its printed value. You receive the Title Deed card showing ownership of this creature or site; place it faceup in front of you.

If you do not wish to buy the creature or site, the Banker auctions it to the highest bidder. The buyer pays to the Bank the amount of the bid, in banknotes, and receives the corresponding Title Deed card. Any player, including the one who declined the option of buying the creature or site at the printed value, may bid. Bidding may start at any price.

PAYING RENT ... When you land on a creature or site owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

If the creature or site is mortgaged, no rent can be collected. When a creature or site is mortgaged, its Title Deed card is placed facedown in front of the owner (see MORTGAGES).

It is an advantage to own all of the Title Deed cards in a color-group (i.e., Deadly Fighter Braid Claw and Super Explosive Volcanodon, or Hanusa, Radiance Elemental and Miar, Comet Elemental) because the owner may then charge double rent for unimproved creatures in that color-group. This rule applies to unmortgaged creatures even if another creature in that color-group is mortgaged.

It is even more advantageous to have buildings on creatures because rents are much higher than for unimproved creatures.

The owner may not collect the rent if he/she fails to ask for it before the second player following rolls the dice.

"SPELL" AND "CREATURE" CARDS ... When you land on either a Spell or Creature space, take the top card from the deck indicated, follow the instructions and return the card facedown to the bottom of the deck.

The "OWN THE ZONE!" cards are held until used and then returned to the bottom of the deck. If the players who draw these do not wish to use them, they may sell them, at any time, to another player for an amount agreeable to both.

"LOSE A DUEL"... If you land on the "Lose a Duel Pay 10% or \$200" space you have two options: You may estimate your penalty at \$200 in banknotes and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your banknotes on hand, the printed values of mortgaged and unmortgaged creatures and the cost of all the buildings you own.

You must decide which option you will take before you add up your total worth.

"JAIL" ... You land in Jail when ... (1) your token lands on the space marked "Go to Jail"; (2) you draw a card marked "You are caught cheating in a tournament"; or (3) you roll doubles three times in succession.

When you are sent to Jail you cannot collect your salary of \$200 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 ... (1) 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. (2) Using an "OWN THE ZONE!" card if you have one; (3) purchasing an "OWN THE ZONE!" card from another player and playing it; or (4) 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 fine of \$50. 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 creatures from or sell them to other players, buy or sell buildings and collect rents.

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

CARD SHOPS ... When you own all of the creatures in a color-group you may buy Card Shops from the Bank and place them on those creatures.

If you buy one Card Shop, you may place it on any one of those creatures. The next Card Shop you buy must be placed on one of the unimproved creatures of this or any other complete color-group you may own.

The price you must pay the Bank for each Card Shop is shown on your Title Deed card for the creature on which you place the Card Shop.

The owner still collects double rent from an opponent who lands on the unimproved creatures of his/her complete color-group.

Following the above rules, you may buy and place at any time as many Card Shops as your judgment and banknotes will allow. But you must place them evenly, i.e., you cannot place more than one Card Shop on any one creature of any color-group until you have placed one Card Shop on every creature of that group. You may then begin on the second row of Card Shops, and so on, up to a limit of four Card Shops to a creature. For example, you cannot place three Card Shops on one creature if you have only one card Shop on another creature of that group.

As you place evenly, you must also break down evenly if you sell Card Shops back to the Bank (see SELLING CREATURES).

DUELIST CENTERS ... When you have four Card Shops on each creature of a complete color-group, you may buy a Duelist Center from the Bank and place it on any creature of the color-group. You return the four Card Shops from that creature to the Bank and pay the value of the Duelist Center as shown on the Title Deed card. You may place only one Duelist Center on any one creature.

BUILDING SHORTAGES ... When the Bank has no buildings (Card Shops/Duelist Centers) to sell, players wishing to buy them must wait for some player to turn back or to sell his/her back to the Bank. If there are a limited number of buildings available and two or more players wish to buy more than the Bank has, the buildings must be sold at auction to the highest bidder.

SELLING CREATURES ... Unimproved creatures and Duel Masters sites (but not buildings) may be sold to any player as a private transaction for any amount the owner can get, however, no creatures can be sold to another player if buildings are placed on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any creature of that color-group.

Buildings may be sold back to the Bank at any time for one-half the amount paid for them.

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

All Duelist Centers on one color-group may be sold at once. Or they may be sold one Card Shop at a time (one Duelist Center equals five Card Shops), evenly, in reverse of the manner in which they were built.

MORTGAGES ... Unimproved creatures can be mortgaged through the Bank at any time. Before an improved creature can be mortgaged, all of the buildings on all the creatures 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 creatures, but rent can be collected on un-mortgaged creatures 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 the creatures of a color-group are no longer mortgaged, the owner may begin to buy back buildings at full price.

The player who mortgages a creature 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 creature 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 creature 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 buildings, you must return these to the Bank in exchange for banknotes to the extent of one-half the amount paid for them. These banknotes are given to the creditor. If you have mortgaged creatures, you also turn these creatures 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 creature. The new owner who does this may then, at his/her option, pay the principal or hold the creature until some later turn, then lift the mortgage. If he/she holds a creature 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 creatures, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all creatures so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS ... Banknotes can only be loaned to a player by the Bank, and then only by mortgaging creatures. No player may borrow from or lend banknotes 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 Card Shops (instead of four) on each property of a complete color-group before you may buy a Duelist Center. Duelist Center rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one Card Shop less than in the regular game.
3. If you land in Jail you must exit on your next turn by (1) using an "OWN THE ZONE!" card if you have (or can buy) one; (2) rolling doubles; or (3) paying \$50. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the banknotes on the same turn.
4. The penalty for landing on LOSE A DUEL is a flat \$200.
5. END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) banknotes on hand; (2) creatures owned, at the value printed on the board; (3) any mortgaged creatures owned, at one-half the value printed on the board; (4) Card Shops, counted at the purchase value; (5) Duelist Centers, counted at the purchase value including the amount for the three Card Shops 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 creatures dealt to them.