

For 2 to 8 Players
AGES 8 to Adult



MONOPOLY

Property Trading Game from Parker Brothers®

STAR WARS

SAGA EDITION

MONOPOLY.COM
FOR NEW PRODUCTS AND OFFERS



PROOF OF PURCHASE



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The galaxy is torn by conflict!

Good and evil are pitted against each other in an epic battle for control.

First, choose a side. Then travel the galaxy, buying, selling and renting properties. The more you control, the further your power will spread. If you are able to use the Force to your advantage, 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 4 through 10. Then turn back to pages 2 and 3 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 replace the classic Chance cards.
- Jedi cards 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 8 collectible *Star Wars*-themed tokens.
- In place of the traditional railroads, the *Star Wars* Saga edition features four Capital Ships: the Corellian Corvette, the Imperial Star Destroyer, the Republic Assault Ship and the Super Star Destroyer.
- The two utilities are now the Death Star and the Death Star II.
- A Trade Blockade replaces the traditional Income Tax; and a Bounty 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!

Contents

Gameboard • Galactic Title Deed Cards • Republic Credits and Banker's Tray • 8 Collectible *Star Wars*-themed Tokens • 2 Dice • 16 Sith Cards • 16 Jedi Cards • 32 Settlements • 12 Cities

OPTIONAL STAR WARS RULE

If you want to add some galactic excitement, use the following rules when rolling doubles. These replace the classic doubles rule on page 5.

The Force Is With You:

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. After completing your move, you then have two options: You may roll the dice again (as in the classic game) OR you may use the Force's power based on your doubles roll (see below). Once you use the Force, your turn is over. NOTE: If you roll doubles to get out of Jail, you may not roll again or use the Force.

Double 1s: Jump to hyperspace! Move your token to any space.

Double 2s: Jedi mind trick. Collect 200 Republic Credits from the bank.

Double 3s: Blockade. Collect 50 Republic Credits from every player.

Double 4s: Use the Force. Draw a Jedi card.

Double 5s: Use the Force. Draw a Sith card.

Double 6s: Attack to control another player's property. The player who follows the dark side of the Force rolls the red die and the player who follows the light side of the Force rolls the blue die. If both players follow the same side of the Force, then the attacker rolls the red die and the defender rolls the blue die. The player who rolls the higher number takes (or keeps) control of the property. In the event of a tie, both players re-roll their die. NOTE: You cannot challenge for a property if a player owns all of the properties in that color group.

MONOPOLY® GAME RULES OF PLAY

OBJECT

The object of the game is to become the most powerful player by buying, renting and selling properties throughout the galaxy.

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.

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

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 Republic credits 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 Republic credits, 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 properties and hands out their proper Title Deed cards; it sells buildings to the players and loans Republic credits 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 Republic credits, the Banker may issue more 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 property -- or be obliged to pay rent, pay penalties, draw a Sith or Jedi 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 Republic credits.

The 200 Republic credits are 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 Jedi space, or seven spaces beyond it on the Sith space, and you draw a "Jump to hyperspace! Advance token to GO" card, you collect 200 Republic credits for passing GO the first time and another 200 for reaching it the second time by instructions on the card.

BUYING GALACTIC PROPERTIES

Whenever you land on an unowned property, you may buy it from the Bank at its printed value. You receive the Title Deed card showing ownership of this property; 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 Republic credits, 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 a 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 own all of the Title Deed cards in a color-group (i.e., Tatooine Mos Eisley and Tatooine Mos Espa or Coruscant Jedi

Temple and Coruscant Senate) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to un-mortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have buildings 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.

“JEDI” AND “SITH” CARDS

When you land on either a Jedi or Sith space, 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 do not wish to use them, they may sell them, at any time, to another player for an amount agreeable to both.

“TRADE BLOCKADE”

If you land here you have two options: You may estimate your penalty at 200 Republic credits and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your Republic credits on hand, the printed values of mortgaged and un-mortgaged properties 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 captured by stormtroopers” or “You’re thrown into jail for treason”; or (3) you roll doubles three times in succession.

When you are sent to Jail you cannot collect your salary of 200 Republic credits 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 a “Get Out of Jail Free” card if you have one; (3) purchasing a “Get Out of Jail Free” card from another player and playing it; or (4) paying a fine of 50 Republic credits 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 Republic credits. 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 or sell buildings and collect rents.

“FREE PARKING”

A player landing on this place receives no Republic credits, properties or rewards of any kind. This is just a “free” resting place.

SETTLEMENTS

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

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

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

As you place evenly, you must also break down evenly if you sell settlements back to the Bank (see SELLING GALACTIC PROPERTIES).

CITIES

When you have four settlements on each property of a complete color-group, you may buy a city from the Bank and place it on any property of the color-group. You return the four settlements from that property to the Bank and pay the value of the city as shown on the Title Deed card. You may place only one city on any one property.

BUILDING SHORTAGES

When the Bank has no buildings (settlements/cities) to sell, players wishing to place them must wait for some player to turn back or to sell his/her buildings to the Bank before buying. 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 GALACTIC PROPERTIES

Unimproved properties, Capital Ships, the Death Star and the Death Star II (but not buildings) 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 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 property of that color-group.

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

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

All cities on one color-group may be sold at once. Or they may be sold one settlement at a time (one city equals five settlements), evenly, in reverse of the manner in which they were built.

MORTGAGES

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all of the buildings on all 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 Death Star or the Death Star II, or Capital Ships, but rent can be collected on un-mortgaged 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 the properties of a color-group are no longer mortgaged, the owner may begin to buy back buildings at full price.

The player who mortgages a 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 arrangement, if you own buildings, you must return these to the Bank in exchange for Republic credit to the extent of one-half the amount paid for them. This Republic credit is given to the creditor. If you have mortgaged properties, you also turn these properties 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 properties, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all properties so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS

Republic credits can only be loaned to a player by the Bank, and then only by mortgaging properties. No player may borrow from or lend Republic credits to another player.

RULES for a SHORT GAME (60 to 90 minutes)

There are five changed rules for this first Short Game.

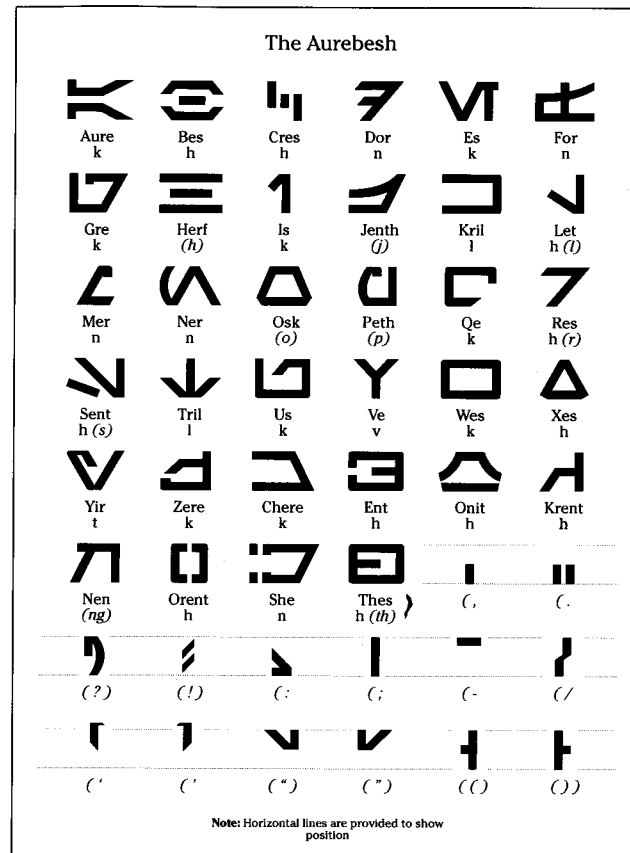
1. During PREPARATION, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
2. You need only three settlements (instead of four) on each property of a complete color-group before you may buy a city. City rent remains the same. The turn-in 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. The penalty for landing on Trade Blockade is a flat 200 Republic credits.
5. 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.



We will be happy to hear your questions or comments about this game. US consumers 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. 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 00 800 2242 7276.

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