



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



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.

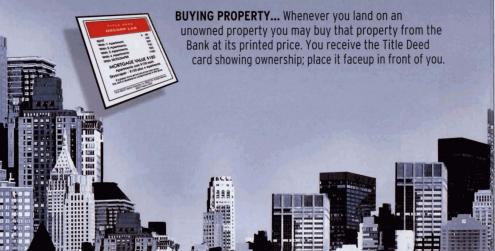
According to the space your token reaches, you may be entitled to buy a property - or be obliged to pay rent, pay penalties, draw a *Spider-Man* or *Black-suited Spider-Man* card, "Go to Jail," etc.

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.





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...

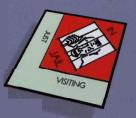
When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card facedown to the bottom of the deck.

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.

"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.

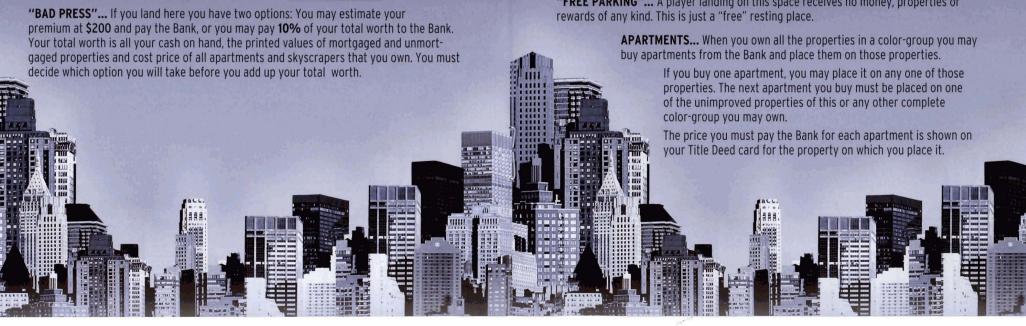
You get out of Jail by...

- 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





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 PROPER

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.

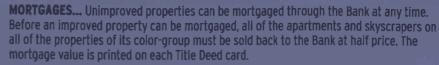
BUILDING SHORTAGES... When the Bank has no apartments or skyscrapers to sell, players wishing to build must wait for some player to return or sell his/hers to the Bank before building. If there are a limited number of apartments and skyscrapers available and two or more players wish to buy more than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



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)

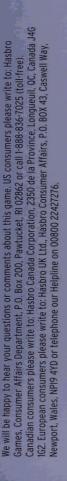
There are five changed rules for this first Short Game.

- . During PREPARATION, the Banker shuffles then deals three Title Deed cards to each player. These are FREE. No payment to the Bank is required
- 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 2. You need only three apartments (instead of four) on each lot of a complete 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.
- players add up their: (1) cash on hand; (2) properties owned at the value printed on the (4) apartments valued at the purchase price; (5) skyscrapers valued at purchase price board; (3) any mortgaged property owned, at one-half the value printed on the board; 5. END OF GAME: The game ends when one player goes bankrupt. The remaining 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 the Title Deed cards and deals two to each player. Players immediately pay the Bank the richest player will be declared the winner. Before starting, the Banker shuffles and cuts price of the properties dealt to them.



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