

HARVESTING ENERGON



Adding Energon Cubes

As soon as you get a color set, you can start buying Energon Cubes (you don't have to wait for your turn).

Pay the Bank the Energon Cube cost on the Title Deed card, and place an Energon Cube on the Location.

You must place evenly. You cannot place a second Energon Cube on a Location until you've added one to each Location in the set. You can only have 4 Energon Cubes on a Location.



Adding Energon Bunkers

Once you have 4 Energon Cubes on all Locations in a color set, you can pay to upgrade to an Energon Bunker.

Pay the Energon Bunker cost on the Title Deed card, return all 4 Energon Cubes to the Bank, and put an Energon Bunker on the Location.

You can only have 1 Energon Bunker per Location. You can't add any more Energon Cubes.

You cannot place Energon Cubes or Energon Bunkers on a Location if any Location in its color set has been drained of power.

Not enough Energon Cubes or Bunkers?

If multiple players want to buy the last Energon Cube or Energon Bunker, the Banker must auction it. Bids start at \$10 and anyone can increase the bid by as little as \$1. You don't need to follow turn order. Payment goes to the Bank.

No Energon Cubes or Bunkers left?

You can't buy any until someone sells theirs back.

DEALS & TRADES

You can buy, sell, or swap property with other players at any time.

You must sell all Energon Cubes and Energon Bunkers on a color set to the Bank before you can sell or trade a Location. You cannot sell or trade Energon Cubes or Energon Bunkers to another player.

Property can be traded for cash, other property, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Properties that have been drained of power can be traded at any agreed-upon price. The new owner must immediately:
Restore power to the property (pay the Bank the restore power cost).
Or keep the property drained of power (just pay the Bank 10% of the power-drained value now).



HELP! I CAN'T PAY!

1 Try to raise money.

If you owe money and can't pay, try to raise money by selling Energon Cubes and Energon Bunkers back to the Bank and/or draining properties of power.

Selling Energon Cubes and Energon Bunkers

Sell Energon Bunkers to the Bank for half the cost, and exchange them immediately for 4 Energon Cubes.

Sell Energon Cubes to the Bank for half the cost. Energon Cubes must be sold evenly across the color set.

Draining Power from Properties

To drain the power from a property, you must first sell all Energon Cubes and Energon Bunkers in its color set to the Bank at half their cost price.

To drain the power from a property, turn the Title Deed card facedown, and collect the power-drained value on the back from the Bank.

To restore power to a property, pay the restore power cost to the Bank (power-drained value +10%), then turn the card faceup.

Energy fees cannot be collected on properties that have been drained of power. However, the increased energy fee can be collected on the Locations in a color set that have not been drained of power.

The increased energy fee on Space Bridges and Titans that have not been drained of power may be collected in the same way.



2 If you're still in debt, you are bankrupt and out of the game!

Do you owe another player?

Give them all your properties that have been drained of power and any Get Out of Jail Free cards.

The new owner must immediately:

Restore power to the property

(pay the Bank the restore power cost).

Or keep the property drained of power

(just pay the Bank 10% of the power-drained value now).

Do you owe the Bank?

Return all your properties to the Bank. If any of those properties are drained of power, that power is immediately restored.

All your properties must immediately be put up for auction.

Return any Get Out of Jail Free cards to the bottom of the appropriate deck.

The remaining players keep playing until there is only one person left in the game. That player is the winner!

TOP TIPS

To keep your game short and sweet, don't use house rules!

Always auction when someone doesn't want to buy the property they've landed on.
Never loan money to other players or make deals not to charge each other energy fees.
Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!

◆ Fast-Dealing Property Trading Game ◆

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MONOPOLY



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Gameboard • 6 Character Tokens •
22 Title Deed Cards • 16 Autobot® Cards •
16 Decepticon® Cards • 32 Energon® Cubes •
12 Energon Bunkers • 2 Dice • Money Pack



SET IT UP!

- 1 Choose someone to be the Banker. The Banker's in charge of:

- The Bank's money
- Energon Cubes
- Energon Bunkers
- Title Deed cards
- Auctions

The Banker can play too but must keep their money separate from the Bank.

- 2 Banker, give each player:



(Total = \$1500)

Keep the rest of the money in the box as the Bank.

- 3 Shuffle the Autobot cards, and place them facedown here.

- 4 Shuffle the Decepticon cards, and place them facedown here.

- 5 Put the dice by the gameboard.

- 6 Each player chooses a token and places it on GO. Who will you play as?



PLAY!

How to win

Travel between Earth and Cybertron® as a heroic Autobot or a villainous Decepticon! Race to take control of energy-rich locations, build up a supply of Energon cubes, and construct Energon bunkers. If you're the last player with money when all other players have gone bankrupt, you win!

Who goes first?

Each player rolls both dice. The highest roller starts, and play moves to the left.

On your turn

1. Roll both dice.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

Did you roll doubles? Roll the dice again, and take another turn.

Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

4. Your turn ends. Pass the dice to your left.

Start playing!

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

THE BOARD SPACES

PROPERTIES

There are three types of properties: Locations, which come in color sets, Space Bridges, and Titans.

Unowned Properties

When you land on an unowned Location, Space Bridge, or Titan, you must buy it or auction it.

Want to buy it?

Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to buy it?

The Banker must auction it. Bidding starts at \$10, and anyone can increase the bid by as little as \$1. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!



When you own each Location in a color set:

- You can double the energy fee for those Locations!
- You may add Energon Cubes and Energon Bunkers and collect even more fees! See HARVESTING ENERGN.

Owned Properties

When you land on a property that someone else owns, the owner must ask you to pay the energy fee. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!



Locations

Pay the energy fee shown on the Location's Title Deed card.

