

ACTION SPACES



GO

When you pass or land on the GO space, collect **M2** from the Bank, and immediately take the Symbol of Great Responsibility! Place it on your Spider-Power card. You can now use your character's unique ability!

SPIDER-POWERS

Spider-Man (Peter Parker)

Whenever a player lands on a Daily Bugle space, receive **M1** from a player of your choice.

Spider-Man (Miles Morales)

Whenever you land on the same space as another player, receive **M5** from them.

Ghost-Spider

At any time, if you don't like your roll, you may reroll. You must then use your second roll.

Silk

Whenever a player lands on a Spider-Sense space, receive **M1** from a player of your choice.



Spider-Ham

Whenever another player rolls doubles, receive **M1** from them.

Spider-Man 2099

Whenever you pass or land on the same space as another player, receive **M1** from them.



Free Parking

Relax! Nothing happens.

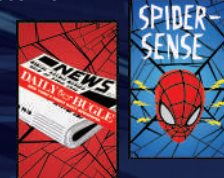


Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.

Daily Bugle and Spider-Sense

Take the top card from the matching deck. If the card tells you to keep it until you're ready to use it, you may do so. Otherwise, read it aloud, and immediately do what it says. Return cards to the bottom of the appropriate deck after you use them.



Go to Jail

Move your token to the In Jail space immediately! Do not collect **M2** for passing GO. Your turn is then over. You may still collect rent, bid during auctions, buy Spider-Tracers and Spider-Bots, and trade while you are in Jail.

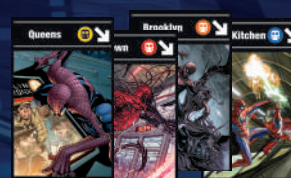
How do I get out of Jail?

You have 3 options:

1. **Pay M5** at the start of your next turn, then roll and move as normal.
2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck, then roll and move.
3. **Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to three turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay **M5**, then roll again and move.

Subway

When you land on a Subway space, you may choose to move to any property on the board. Follow the rules of the space where you land. If you pass the GO space, DO NOT collect **M2** from the Bank or take the Symbol of Great Responsibility. If you have the Symbol of Great Responsibility, your ability does not apply to any characters you pass.



SPIDER-TECH



Attaching Spider-Tracers

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

Pay the Bank the cost on the super villain card, and place a Spider-Tracer on that super villain. You must attach evenly. You cannot attach a second Spider-Tracer to a super villain until you've attached one to each super villain in the set. You can only have 4 Spider-Tracers on a super villain.

Deploying Spider-Bots

Once you have 4 Spider-Tracers on all super villains in a color set, you can pay to upgrade to a Spider-Bot. Pay the Spider-Bot cost on the super villain card, return all 4 Spider-Tracers to the Bank, and place a Spider-Bot on that super villain.

You can only have 1 Spider-Bot per super villain. You can't add any more Spider-Tracers.

Not enough Spider-Tech?

If multiple players want to buy the last Spider-Tracer or Spider-Bot, the Banker must auction it. Bids start at **M1** and anyone can increase the bid by as little as **M1**. You don't need to follow turn order. Payment goes to the Bank.

No Spider-Tech 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 Spider-Tech on a color set to the Bank before you can give a super villain back to the Bank or trade a super villain to another player. You cannot sell or trade Spider-Tech to another player.

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



HELP! I CAN'T PAY!

1 Try to make more webs.

If you owe webs and can't pay, try to make more webs by selling Spider-Tech back to the Bank.

Selling Spider-Tech

Sell Spider-Bots to the Bank for half the cost, rounding up if needed, and exchange them immediately for 4 Spider-Tracers.

Sell Spider-Tracers to the Bank for half the cost, rounding up if needed. Spider-Tracers must be sold evenly across the color set.

Still owe webs?

If you still owe a player webs and don't have any Spider-Tracers or Spider-Bots to sell, you must give one of your properties to that player to settle your debt.

If you still owe the Bank, return one property to the Bank to settle your debt.

2 If you don't have any properties left, you are bankrupt and out of the game!

Do you owe another player?

Give them any Daily Bugle and/or Get Out of Jail Free cards.

Do you owe the Bank?

Return any Daily Bugle and/or Get Out of Jail Free cards to the bottom of the appropriate deck.

THE END OF THE GAME

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

Fast-Dealing Property Trading Game

MONOPOLY

© BRAND



OBJECT

Suit up as your favorite Spider-Hero to save New York City! Move around the board capturing as many super villains as you can. The more super villains you capture, the more rent you'll be able to collect from other players. If you're the last player with webs when all other players have gone bankrupt, you win!

CONTENTS

Gameboard
6 Tokens
6 Spider-Power Cards
24 Super Villain Cards
15 Daily Bugle Cards
15 Spider-Sense Cards
32 Blue Spider-Tracers
12 Red Spider-Bots
1 Cardboard Symbol of Great Responsibility
92 Cardboard Coins (50 Blue Webs, 42 Red Webs)
2 Dice
Game Guide

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WHAT'S DIFFERENT ABOUT MONOPOLY SPIDER-MAN?

Grab the Symbol of Great Responsibility and use your Spider-Power!

Each hero token has a unique ability. When you pass GO, grab the Symbol of Great Responsibility (right). Whenever you have the Symbol of Great Responsibility, you get to use the ability on your character's Spider-Power card!



Web up super villains to keep New York City safe!

When you land on a super villain space, you must use webs to capture that super villain. If you capture all the super villains in a color set, you can attach Spider-Tracers and deploy Spider-Bots and charge even more rent!

Take the subway for shortcuts!

When you land on a subway space, you may move to any property space on the board!

Spider-Man is a menace! Use Daily Bugle cards to scheme against other players!

When you land on a Daily Bugle space, draw a Daily Bugle card. These let you do things like steal webs from other players or make them skip their next turn.



SET IT UP!

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

- The Bank's web supply
- Spider-Tracers
- Spider-Bots
- Title Deeds
- Auctions

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

- 2 Banker, give each player:

5 x  (worth \$1 each)

5 x  (worth \$5 each)

(Total = \$30)

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



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

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

- 5 Each player chooses a character. Place your chosen character token on GO. Place that character's Spider-Power card in front of you.

- 6 Put the dice and the Symbol of Great Responsibility by the gameboard.

PLAY!

How to win

Be the last player with webs when all other players have gone bankrupt!

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 pass GO? Grab the Symbol of Responsibility!

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 two types of properties: super villains, which come in color sets, and alliances, which are Silver Sable and Black Cat.

Unowned Properties

Want to buy it?

Pay the price on the board space, and take the super villain card or alliance from the Bank.

Don't want to buy it?

The Banker must auction it. Bidding starts at \$1, 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 property stays with the Bank.

Collect color sets!

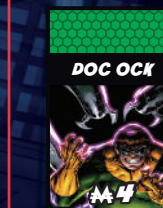


When you capture each super villain in a color set:

- You can double the rent for those super villains!
- You may deploy Spider-Tracers and Spider-Bots and charge even more rent! See SPIDER-TECH.

Owned Properties

When you land on a super villain that has been captured, the player must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!



Super Villains

Pay the rent shown on the super villain card.



Alliances (Silver Sable and Black Cat)

Roll the dice to determine rent. If the owner has 1 alliance, rent is the amount of the dice roll. If the owner has 2 alliances, rent is double the dice roll.

