

ACTION SPACES



GO
When you pass or land on the GO space, collect \$200 from the Bank.



Fortune & Glory and Traps & Chases

Take the top card from the matching deck, and immediately

do what the card says unless it tells you otherwise. Return the card to the bottom of the deck when done.



Free Parking

Nothing happens. You're in the dining room of Pankot Palace for an elaborate feast,

where the delicacies include slithering baby snakes, giant bugs, and for dessert, chilled monkey brains!



Just Visiting

If you land here, put your token in the Just Visiting section. You're sneaking up a hill with your friend

Sallah before the sun hits the Map Room, while Belloq's men dig in the wrong place.

René Belloq and Walter Donovan

Pay the Bank the amount shown on the space.



Go to Jail

Move your token to the In Jail space immediately! Do not collect \$200 for passing GO.

If you have any

golden artifacts, return them to their designated X's on the board (see SET IT UP! or the Artifact cards for details), and place the matching Artifact cards nearby. Your turn is then over. You can still collect rent, bid during auctions, add Spiders and Snakes, mortgage, and trade while you are in Jail.

How do I get out of Jail?
You have 3 options:

1. **Pay \$50** 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 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay \$50, and use your last roll to move.

GOLDEN ARTIFACTS

You'll place each golden artifact on a designated X on the board at the start of the game, and place the matching Artifact cards nearby (see SET IT UP! or the Artifact cards for details).

When you land on a space that has a golden artifact above it on an X, you discover that artifact! Take the artifact and place it in front of you, along with the matching Artifact card. You can have more than one artifact in your possession.

When you have an artifact, you may use its special power:

The Golden Idol
Any time another player lands on one of your properties, charge \$10 more in rent.

The Ark of the Covenant
Any time you roll doubles, collect \$5 from each player.

The Sankara Stones
Any time you roll a 3, collect \$10 from the Bank. If you roll double 3s, collect \$20!

The Holy Grail
Any time you land on another player's property, pay \$10 less in rent.

CREEPY CREATURES



Adding Spiders

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

Pay the Bank the cost on the Title Deed card, and place a Spider on the location.

You must add evenly. You cannot add a second Spider to a location until you've added one to each location in the set.

You can only have 4 Spiders on a location.



Adding Snakes

Once you have 4 Spiders on all locations in a color set, you can pay to upgrade to a Snake.

Pay the Snake cost on the Title Deed card, return all 4 Spiders to the Bank, and put a Snake on the location.

You can only have 1 Snake per location. You can't add any more Spiders.

You cannot add to a location if any location in its color set is mortgaged.

Not enough creepy creatures?

If multiple players want to buy the last Spider or Snake, 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 creepy creatures left?

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

DEALS & TRADES

You can buy, sell, or trade property with other players at any time—but you cannot sell or trade the golden artifacts.

You must sell all creepy creatures on a color set to the Bank before you can sell or trade a location. You cannot sell or trade creepy creatures 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.

Mortgaged property can be traded at any agreed-upon price.

The new owner may immediately repay the mortgage (pay the Bank the unmortgage cost) or do so on a later turn.

HELP! I CAN'T PAY!

1. Try to raise money.

If you owe money and can't pay, try to raise money by selling creepy creatures back to the Bank and/or mortgaging properties.

Selling Creepy Creatures

Sell Snakes to the Bank for half the cost, and exchange them immediately for 4 Spiders.

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

Mortgaging Property

To mortgage a property, you must first sell all creepy creatures in its color set to the Bank at half their cost price.

To mortgage, turn the Title Deed card facedown, and collect the mortgage value on the back from the Bank.

To repay a mortgage, pay the unmortgage cost to the Bank (mortgage value +10%), then turn the card faceup.

Rent cannot be collected on properties that are mortgaged. However, the increased rent level can be collected on the unmortgaged locations in a color set.

The increased rent on unmortgaged aircraft and colleges 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 mortgaged properties, any Get Out of Jail Free cards, and any other cards you were keeping to use later.

The new owner may immediately repay the mortgage or do so on a later turn.

If you have any golden artifacts, return them to their designated X's on the board, and place the matching Artifact cards nearby.

Do you owe the Bank?

Return all your properties to the Bank. Any mortgages are canceled.

All your properties must immediately be put up for auction.

Return any Get Out of Jail Free cards and any other cards you were keeping to use later to the bottom of the appropriate deck.

If you have any golden artifacts, return them to their designated X's on the board, and place the matching Artifact cards nearby.

The remaining players keep playing until there is only one person left in the game. That player has succeeded in their quest for fortune and glory—and wins!

TOP TIPS

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

Always auction when someone doesn't want to take control of the property they've landed on.

Never loan money to other players or make deals not to charge each other rent.

Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!



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♦ Fast-Dealing Property Trading Game ♦

MONOPOLY



8+
2-6

CONTENTS
Gameboard
6 Tokens
4 Golden Artifacts
4 Artifact Cards
28 Title Deed Cards
16 Fortune & Glory Cards
16 Traps & Chases Cards
32 Spiders
12 Snakes
2 Dice
Money Pack

FORTUNE, GLORY...AND SNAKES!

Go on a globe-trotting adventure as you relive memorable moments from the first three *Indiana Jones*™ movies! Race to take control of locations such as the Well of Souls and the Temple of Doom, secure Jock's biplane and other aircraft, and chase down the Golden Idol, the Holy Grail, and more! Will you overcome booby traps, spiders, and snakes on your quest for glory? The last player with money when all other players have gone bankrupt wins!

WHAT'S DIFFERENT ABOUT MONOPOLY: INDIANA JONES™?



Golden artifacts!

There are four golden artifacts: the Golden Idol, the Ark of the Covenant, the Sankara Stones, and the Holy Grail. There are also X's above four specific spaces on the board. You'll place each artifact on a designated X at the start of the game, and if you land on a space with an artifact above it on an X, you may take that artifact and use its special power. Maybe you'll collect more money or pay less rent!

Spiders and snakes!

Indiana Jones has confronted all sorts of creepy creatures on his adventures, and this game celebrates those famous encounters! So, protect your properties with spiders and snakes—and hope that rival fortune hunters come face to face with them, and end up having to pay you more rent!



Traps and chases!

You'll draw cards that help you in your quest for fortune and glory. But other cards won't have such a favorable outcome, so watch out for booby traps and death-defying chases! You might draw a card that lets you steal a golden artifact, but then draw another that forces you to give it up!

- 1 Choose someone to be the Banker.
The Banker's in charge of:
- The Bank's money
 - Spiders
 - Snakes
 - Title Deed cards
 - Auctions

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

- 2 Banker, give each player:
- | | | | |
|--|-----|--|-----|
| | x 5 | | x 1 |
| | x 1 | | x 4 |
| | x 2 | | x 2 |
| | x 1 | | |

(Total = \$1500)

SET IT UP!

- 3 Shuffle the Fortune & Glory cards, and place them facedown here.

- 4 Place each golden artifact on its designated X on the board:

- The Golden Idol goes above Hidden Temple.
- The Ark of the Covenant goes above Well of Souls.
- The Sankara Stones goes above Temple of Doom.
- The Holy Grail goes above Grail Chamber.

- 5 Shuffle the Traps & Chases cards, and place them facedown here.

- 6 Put the dice by the gameboard.

- 7 Place each Artifact card by the board, near its matching golden artifact.

- 8 Each player chooses a token and places it on GO.

PLAY!

How to win

Travel through Indy's adventures and take control of as many locations, aircraft, and colleges as you can! The more control you have, the more rent you'll be able to charge other players. Discover precious artifacts and use their special powers on your quest for fortune and glory! 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 land on a space with a golden artifact above it?

Take the artifact and place it in front of you, along with the matching Artifact card. You may now wield that artifact's special power! See GOLDEN ARTIFACTS or the Artifact cards for details.

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, aircraft, and colleges.

Uncontrolled Properties

When you land on an uncontrolled property, you must pay to take control of it or auction it.

Want to take control of it?

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

Don't want to take control of it? Auction 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.

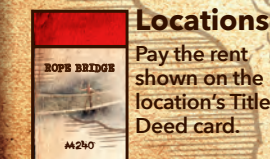
Collect color sets!

When you control each location in a color set:

- You can double the rent for those locations!
 - You may add Spiders and Snakes and charge even more rent!
- See CREEPY CREATURES.

Controlled Properties

When you land on a property that someone else controls, that 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!



Aircraft
Pay rent based on the number of aircraft the owner has.



Colleges
There are two colleges: Marshall College and Barnett College. Roll the dice to determine rent. If the owner has 1 college, rent is 4x the dice roll. If the owner has 2 colleges, rent is 10x the dice roll.

