CAPTAIN AMERICA SYMBOLS

Adding Stars

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

Pay the Bank the cost on the Title Deed card, and place a Star on the event.

You must add evenly. You cannot add a second Star to an event until you've added one to each event in the set. You can only have four Stars on an event.

Adding Shields

Once you have four Stars on all events in a colour set, you can pay to upgrade to a Shield.

Pay the Shield cost on the Title Deed card, return all four Stars to the Bank and put a Shield on the event.

You can only have one Shield per event. You can't add any more Stars.

You cannot add Stars or Shields to an event if any event in its colour set is mortgaged.

Not enough Captain America symbols?

If multiple players want to buy the last Star or Shield, the Banker must auction it. Bids start at M10 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 Captain America symbols 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 Captain America symbols on a colour set to the Bank before you can sell or trade an event. You cannot sell or trade Captain America symbols to another player.

Property can be traded for cash, other property 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 price. The new owner must immediately:
Repay the mortgage (pay the Bank the unmortgage cost).
Or keep the mortgage (just pay the Bank 10% of the mortgage 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 Captain America symbols back to the Bank and/or mortgaging properties.

Selling Captain America symbols

Sell Shields to the Bank for half the cost, and exchange them immediately for four Stars.

Sell Stars to the Bank for half the cost. Stars must be sold evenly across the colour set.

Mortgaging property

To mortgage a property, you must first sell all Captain America symbols in its colour set to the Bank at half their cost price.

To mortgage, turn the Title Deed card face down, 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 face up.

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

The increased rent on unmortgaged hostile forces and Wakandan tech 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 and any Get Out of Jail Free cards.

The new owner must immediately:
Repay the mortgage (pay the Bank the unmortgage cost).

Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

Do you owe the Bank?

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

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 take control of the property they've landed on.
- Never lend money to other players or make deals not to charge each other rent.
- Never put cash in the centre of the board; you don't get a bonus for landing on Free Parking!

© MARVEL. All trademarks and registered trademarks are the property of their respective owners. The HASBRO GAMING and MONOPOLY names and logos, the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro, Inc. for its property trading game and game equipment. © 1935, 2021 Hasbro.

MONOPOLY and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. © 1935, 2021 Hasbro.

Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by: Hasbro, De Entree 240, 1101 EE Amsterdam, NL. ©® Hasbro UK Ltd., P.O. Box 43, Newport, NP19 4YH, UK. Tel.: 00800 22427276. consumer_affairs@hasbro.co.uk

0521**F5851**102

PARENTS: **www.monopoly.com**

Hasbro Gaming

Fast-Dealing Property Trading Game

MONOPOLY



CONTENTS
Gameboard
6 Cardboard Character Pieces (with plastic bases)
22 Title Deed Cards (16 Events, 4 Hostile Forces, 2 Wakandan Tech)
16 The Legacy of the Shield Cards
16 The Flag Smashers Cards
44 Cardboard Captain America Symbols (32 Stars, 12 Shields)
2 Dice
Money Pack

14+ | F5851 | 2-6

SET IT UP!

The first time you play, push out the character pieces and place them on their plastic bases.



1. Choose someone to be the Banker.
   The Banker's in charge of:
   - The bank's money
   - Stars
   - Shields
   - Title Deed cards
   - Auctions

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

2. Banker, give each player:



3. Shuffle the Legacy of the Shield cards, and place them face down here.

4. Shuffle the Flag Smashers cards, and place them face down here.

5. Each player chooses a piece and places it on GO.

6. Put the dice by the gameboard.

PLAY!

How to win

Move around the board taking control of events as a radicalised group called the Flag Smashers and other powerful forces cause chaos! The more control you have, the more rent you'll be able to collect from other players. If you're the last player with money when all the 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 piece 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 a double?** Roll the dice again and take another turn.
>
> **Watch out!** If you roll a double three 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: events, which come in colour sets, hostile forces and Wakandan tech.

Uncontrolled Properties

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

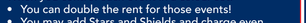
Want to take control of it?

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

Don't want to take control of 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 colour sets!



When you control each event in a colour set:
- You can double the rent for those events!
- You may add Stars and Shields and charge even more rent! See CAPTAIN AMERICA SYMBOLS.



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!



Events
Pay the rent shown on the event's Title Deed card.



Hostile Forces
Pay rent based on the number of hostile forces the owner has.



Wakandan Tech
There are two pieces of tech: Redwing and Flight Suit. Roll the dice to determine rent. If the owner has 1 piece of tech, the rent is 4x the dice roll. If the owner has 2 pieces of tech, the rent is 10x the dice roll.

ACTION SPACES



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



The Legacy of the Shield and The Flag Smashers
Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when you've finished.



Global Repatriation Council and The Power Broker
Pay the Bank the amount shown on the space.



Free Parking
Nothing happens, so stay calm. I mean, you've just raided Dr Nagel's secret lab and every bounty hunter in Madripoor is after you. But other than that, nothing to get all worried about.



Just Visiting
Don't worry. If you land here, put your piece in the Just Visiting section. You're on a covert mission and are off the Power Broker's radar for now.



Go To Jail
Move your piece to the In Jail space immediately! Do not collect ₥200 for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Stars and Shields, mortgage and trade while you are in Jail.

How do I get out of Jail?

You have three 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 a double** 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 a double. If you don't roll a double by your third turn in Jail, pay ₥50 and use your last roll to move.