ACTION SPACES

GO

When you reach the GO space, stop there even if you have moves left. Then collect 40 points from the Bank, flip over the top All-Star Contest card, and compete! At the end of the contest, regardless of whether you won or lost, you may rearrange any of the NBA players on your team (do not look at the backs of your cards) before ending your turn. See ALL-STAR CONTESTS.

Trade

You must trade one of your NBA players (any Starter or Reserve) for either an NBA player on any one of your opponents' teams, or for any one of the NBA players that wasn't drafted (if any) at the start of the game. Don't look at the backs of any cards!
If you trade with an opponent, you may choose which NBA player to take from them and they must accept the trade. You must put any player you take in the same position as the player you traded. For example, if you take one of their Starters and give them your Reserve, their Starter becomes your new Reserve, and your Reserve becomes their new Starter.

Playmaker

Take the top card from the Playmaker deck, and immediately do what it says. Return the card to the bottom of the deck when done.

Team Bus

When you land on a Team Bus space, you may move to any space between that Team Bus and the next one. Follow the rules of the space where you land, then end your turn. If you reach the GO space, stop there even if you have moves left. Then collect 40 points from the Bank and play an All-Star contest! If you don't want to move at all, you can stay where you are, and end your turn.

Free Parking

Nothing happens. You've been putting on a clinic out there, so now just sit and chill for a while.

Just Visiting

Don't worry—you just made a shot from downtown, so it's all good! If you land here, put your token in the Just Visiting section.

Go to Time Out

Move your token to the In Time Out space immediately! Do not stop on GO. Do not collect 40 points or play an All-Star contest. Your turn is then over. You can still trade NBA players, collect bonus points from opponents, and compete in Playmaker challenges and All-Star contests while you are in Time Out.

How do I get out of Time Out?

You have 3 options:
1. **Pay 10 points** to the Bank at the start of your next turn, then roll and move as normal.
2. **Use the Playmaker "Substitution!" card** at the start of your next turn if you have it (or buy it from another player). Put the card at the bottom of the Playmaker deck, then roll and move.
3. **Roll a 6** 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 6. If you don't roll a 6 by your third turn in Time Out, pay 10 points, and use your last roll to move.

ALL-STAR CONTESTS

When you reach the GO space, stop there even if you have moves left. Then collect 40 points from the Bank and trigger an All-Star contest by doing the following:
1. Flip over the top All-Star Contest card, and place it where all players can see it. The card will tell you who your opponent is.
2. Follow the rules of the "Setup" and "Play!" sections on the card to compete!
   Do not look at your stats until the All-Star Contest card tells you to flip your cards!
3. At the end of the contest, the winner takes the All-Star Contest card. That player will collect its value in points at the end of the game. Nothing happens to the loser.
4. Each player then returns their Starter(s) and/or Reserve to those same positions on their team, and places those cards faceup again.
5. As you landed on GO and triggered the All-Star contest, you may now rearrange any NBA players on your team—regardless of whether you won or lost the contest—before ending your turn.

Here's an example:

1 You and your opponent are competing in **All-Star Contest 5: Alley-Oop.** This contest is played over three rounds, and the higher Skills stat in each round wins!



2 You both place 1 Starter faceup on each of the numbered Rounds on the board, in any order. **Do not look at your stats!**



3 You both flip over the cards on the **Round 1** spaces. Your opponent wins the round because their Skills stat for Kevin Durant is higher than your Skills stat for Trae Young!



4 You both do the same for the cards on the **Round 2** and **Round 3** spaces. You win both rounds because your Skills stats for Giannis Antetokounmpo and Luka Dončić are higher than your opponent's Skills stats for Stephen Curry and Joel Embiid respectively.



5 You won two rounds out of three, so you beat your opponent and take the All-Star Contest card. (At the end of the game, you'll collect **40 points** from the Bank for winning that card!) Then each player returns their Starters to the original positions on their teams, and places them faceup. Because you triggered the All-Star contest, you may now rearrange any NBA players on your team.



DEALS & TRADES

You can buy, sell, or trade NBA Games with other players at any time. NBA Games can be traded for points or other NBA Games. The amount is decided by the players making the deal. You may not sell or trade All-Star Contest cards.
You can only trade NBA players when someone lands on a Trade space and you, or they, are involved in the trade.

WHAT IF I RUN OUT OF POINTS?

1. **Try to earn points.**
   If you can't afford to take control of an NBA Game, or owe points to an opponent or the Bank but can't pay, try to raise points by selling NBA Games to the Bank for the amount shown on the board or to an opponent for an agreed-upon price.
2. **If you still owe points, don't worry—you're still in the game!**
   If you have no NBA Games to sell, do nothing. You're not out of the game, so just hang in there and hope you earn points later! If you do, you won't then have to pay what you owed previously to the Bank or an opponent.

THE END OF THE GAME

The game ends immediately when all the All-Star contests have been completed.

Then each player does the following:
- Collect the amount shown on each board space for any NBA Games you control.
  - For NBA Games in a color set, collect an extra 10 points for each of those games.
- Collect the value shown in the top-right corner of any All-Star Contest cards you have.
- Now count up your points.

The player with the most points wins!

Here's an example:

You finish the game with 3 NBA Game cards, 2 All-Star Contest cards, 3 chips worth 50 points each, and 5 chips worth 10 points each.



10 points | 30 points | 40 points | 30 points | 50 points | 150 points | 50 points

Total: 360 points

Note: *If two players are tied at the end, flip the Jump Ball to decide the winner. If more than two players are tied, roll the die. The highest roller wins!*

WANT TO ADD MORE NBA PLAYERS TO YOUR GAME?



To add more NBA players to your draft pool, each with their own Player Ratings and Stats, look for MONOPOLY PRIZM: NBA TRADING CARDS booster boxes for use with the MONOPOLY PRIZM: NBA EDITION game!

Each sold separately. Subject to availability.

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NBA EDITION

IT'S GAME TIME!



USE THE NBA PLAYER STATS ON THE BACKS OF YOUR PANINI CARDS TO COMPETE, EARN POINTS, AND WIN!

8+ | 2-4

CONTENTS: Gameboard • 4 Plastic Basketball Tokens • 16 Panini NBA Trading Cards (one 8-card Starter Pack, two 4-card Prizm Packs) • 16 NBA Game Cards • 8 All-Star Contest Cards • 12 Playmaker Cards • 1 Die • 1 Cardboard Jump Ball • 90 Cardboard Point Chips (50 tens, 40 fifties)

700 x 240mm; 4C2S; Z-Fold; Finished size 175 x 240mm
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WHAT'S DIFFERENT ABOUT MONOPOLY® PRIZM™: NBA EDITION GAME?



HIGHEST SCORE WINS!

In this version of the MONOPOLY game, properties are NBA Games, and you win by earning the most points! You can earn points when other players land on your NBA Games, but you can also earn points by using the Player Ratings and Stats on your Panini cards to beat opponents in NBA player matchups!



DRAFT & TRADE NBA PLAYERS!

At the start of the game, you'll draft four NBA players to build your team! Three of them will be your Starters and one will be your Reserve. Then, if you land on a Trade board space, you may trade one of your NBA players for one of any opponent's players, or for an NBA player that wasn't drafted (if any).



STOP ON GO & COMPETE FOR ALL-STAR GLORY!

Whenever you reach the GO space, you'll stop there even if you have moves left.
Then you'll collect 40 points and draw an All-Star Contest card to compete in an All-Star contest! Follow the rules on the card to choose an opponent, then place and flip Panini cards on the numbered Rounds in the center of the gameboard. Beat your opponent to claim the card; it's worth points at the end of the game!

SET IT UP!

1 Each player starts the game with:

5 x (worth 10 points each)

5 x (worth 50 points each)

(Total = 300 points)

Keep the rest of the point chips in a separate pile as the Bank.

2 Place the NBA Game cards faceup next to their matching spaces.

3 Place the All-Star Contest cards facedown here, in numerical order, with Contest 1 on top.
***Note:** If you're playing a 2 or 3-player game, when setting up the All-Star Contest deck, include only these All-Star Contest cards: 1, 3, 5, 7, 8. Discard the rest.*

4 Shuffle the Playmaker cards, and place them facedown here.





5 Put the die and the Jump Ball by the gameboard.

6 Each player chooses a token and places it on GO.

7 Each player chooses 4 Panini cards, without looking at the stats on any cards, and places them faceup in front of them.

See **DRAFTING YOUR TEAM** for details on how to choose and arrange your cards.

DRAFTING YOUR TEAM

To draft your team at the start of the game:

1. Place all the Panini cards faceup where everyone can see them.

   Don't look at the stats on the backs of any cards!
2. Each player rolls the die.
3. The highest roller chooses the first NBA player and places it faceup in front of them.
4. The person to their left chooses a card, and so on, until everyone has one NBA player each.
5. The person who chose last for the first-round draft now chooses first for the second round. Reverse the order again for the third and fourth rounds.
6. Once everyone has drafted four NBA players each, they arrange their cards in any order so that they have 3 Starters and 1 Reserve faceup in front of them.



7. If any cards were not chosen in the draft, place them faceup next to the board, and arrange them into rows, with 3 Starters and 1 Reserve in each row. (During the game, players may have the opportunity to trade one of their NBA players for any one of these cards if they do not want to trade with one of an opponent's cards.)

HERE'S AN EXAMPLE FOR A 4-PLAYER GAME:

	ROUND 1	ROUND 2	ROUND 3	ROUND 4
HIGHEST ROLLER	1st Pick	8th Pick	9th Pick	16th Pick
PLAYER 2	2nd Pick	7th Pick	10th Pick	15th Pick
PLAYER 3	3rd Pick	6th Pick	11th Pick	14th Pick
PLAYER 4	4th Pick	5th Pick	12th Pick	13th Pick

IMPORTANT: Always keep your Panini cards faceup so the Player Ratings and Stats are hidden. You'll only flip them over when:

- You land on an NBA Game and want to take control of it.
- You land on an NBA Game that someone else controls.
- You are involved in a Playmaker challenge or an All-Star contest.





PLAY!

How to win

Move around the board taking control of as many NBA games as you can! Collect bonus points (rent) from opponents who land on games you control, and use the stats on your NBA player cards to compete in Playmaker challenges and All-Star contests to earn more points! The game ends when all the All-Star contests have been completed. Then the player with the most points wins!

Who goes first?

The last person to choose an NBA player in the draft starts, and play moves to the left.

On your turn

1. Roll the die.
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 reach GO?
Stop there even if you have moves left. Collect 40 points from the Bank. Flip over the top All-Star Contest card!
See ALL-STAR CONTESTS.



4. Your turn ends. Pass the die 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 is one type of property: NBA Games, which come in color sets.

Uncontrolled NBA Games

When you land on an uncontrolled NBA Game, you **must** try to take control of it. To do so, you must meet the Player Rating or Stat requirement on the NBA Game card. Then pay the amount on the board space (that amount is also shown on the card), and take the NBA Game card. If you do not meet the requirement, do nothing, and leave the NBA Game card next to its space. If you meet the requirement but can't afford to pay, see WHAT IF I RUN OUT OF POINTS?

Here's an example:

1 You land here.



2 To take control of this game, you must have 1 Starter with a **Defense stat of 76 or higher.**



You may flip over one or more of your Starters to find out!



3 You flip over Trae Young first.



He has a **Defense stat of 75**, which isn't high enough!

4 Next you flip over Ja Morant.



He has a **Defense stat of 77**, so you meet the Stat requirement and can now take control of the NBA Game!

5 You pay 10 points to the Bank and take the NBA Game card, then place your Starters faceup again and end your turn.



Collect color sets!



When you control both NBA Games in a color set, you can collect more bonus points for those games!

Controlled NBA Games

When you land on an NBA Game that someone else controls, you must compete with the owner of that game to see if you pay them bonus points!

To compete:

- Both players flip over their Reserve cards and compare Player Ratings.
  - If the owner's Reserve Player Rating is **higher than** yours, you pay them the bonus points shown on the back of the NBA Game card.
  - If the owner's Reserve Player Rating is the **same as** or **lower than** yours, you pay nothing.

Here's an example:

1 You land here.



2 An opponent controls this game (but not the color set), and has the NBA Game card.



3 You flip over your Reserve card. It shows a **Player Rating of 83**.



4 Your opponent flips over their Reserve card. It shows a **Player Rating of 84**.



5 Because your opponent's Reserve Player Rating is **higher than** your Reserve Player Rating, you must pay them 40 bonus points! Then each player places their Reserve card faceup again.



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