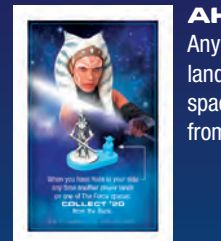
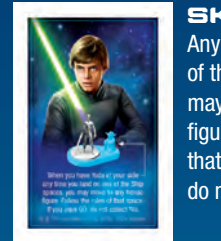




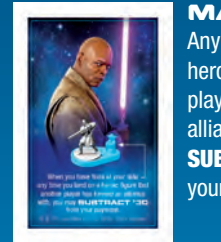
YODA
Each character has a unique power! Whenever you pass or land on GO, immediately take Yoda (whether he is with another player's token or not), and place him at your side. Now you may use your character power, described below and on your character card.



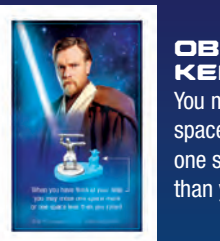
AHSOKA TANO
Any time another player lands on one of The Force spaces, **COLLECT** 20 from the Bank.



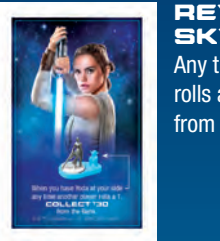
LUKE SKYWALKER
Any time you land on one of the Ship spaces, you may move to any heroic figure. Follow the rules of that space. If you pass GO, do not collect 40.



MACE WINDU
Any time you land on a heroic figure that another player has formed an alliance with, you may **SUBTRACT** 30 from your payment.



OBI-WAN KENOBI
You may move one space more or one space less than you rolled.



REY SKYWALKER
Any time another player rolls a 1, **COLLECT** 30 from the Bank.



ANAKIN SKYWALKER
Any time another player passes one of the four corner spaces, **COLLECT** 10 from that player.

Note: If that player ends up on the In Jail space, do not collect any credits from them—a Jedi always chooses compassion, never greed.



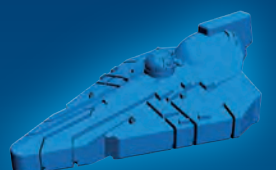
JEDI STARFIGHTERS

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

To add a Jedi Starfighter, pay the Bank the cost on the alliance card, and place a Jedi Starfighter on that alliance. You must add evenly. You cannot add a second Jedi Starfighter to an alliance until you've added one to each alliance in the set. You can add up to 5 Jedi Starfighters to an alliance.

One Jedi Starfighter left? Auction it!
If multiple players want to buy the last Jedi Starfighter, the Banker must auction it. Bids start at 10 and anyone can increase the bid by as little as 10. You don't need to follow turn order. Payment goes to the Bank.

No Jedi Starfighters left?
You can't buy any until someone sells theirs back to the Bank.



DEALS & TRADES

You can trade alliances with other players at any time—but you may never sell or trade Yoda.

You must sell all Jedi Starfighters on a color set to the Bank before you can give an alliance back to the Bank or trade an alliance to another player. You cannot sell or trade Jedi Starfighters to another player.

Alliances can be traded for other alliances and/or The Force cards 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 RAISE CREDITS.
If you owe payment, a The Force or The Dark Side card fee, or you land on a heroic figure that no player has formed an alliance with and can't pay, try to raise credits by selling Jedi Starfighters back to the Bank, or by selling The Force cards and/or Get Out of Jail Free cards to other players for an agreed-upon price.

SELLING JEDI STARFIGHTERS
Sell Jedi Starfighters to the Bank for their cost. Jedi Starfighters must be sold evenly across the color set.

Still owe credits?
If you still owe a player payment and don't have any Jedi Starfighters to sell, you must transfer one of your alliances to that player to settle your debt. If you still owe the Bank, return one alliance to the Bank to settle your debt.

2. IF YOU DON'T HAVE ANY ALLIANCES LEFT, YOU ARE BANKRUPT AND OUT OF THE GAME!

Do you owe another player?
Give them any The Force cards and/or Get Out of Jail Free cards you have.

 If Yoda is at your side, place him on the GO space.

 If Yoda is at your side, place him on the GO space.

The remaining players keep playing until there is only one person left in the game. That player is the winner—and brings balance to the Force!

TOP TIPS

To keep your game short and sweet, don't use house rules!
Never loan credits to other players or make deals not to charge each other payments.
Never put credits in the center of the board; you don't get a bonus for landing on Free Parking!



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MONOPOLY

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LET THE FORCE BE YOUR ALLY!
Form alliances with as many heroic figures as you can to protect the galaxy from evil! The more alliances you form, the more credits you can collect from other players. Use Yoda and The Force cards to guide you, but beware the power of the dark side! The last player with credits when all other players have lost their wins—and restores peace and justice to the galaxy!

CONTENTS:
Gameboard
6 Character Tokens
6 Character Cards
1 Plastic Yoda with Base
16 Alliance Cards
13 The Dark Side Cards
13 The Force Cards
44 Plastic Jedi Starfighters
1 Die
98 Cardboard Credits (56 silver, 42 gold)

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LIGHT SIDE

STAR WARS

700W x 161H mm Flat - 175W x 161H mm Folded 4C2S, Z-Fold (Folds in half 2x's)
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WHAT'S DIFFERENT ABOUT MONOPOLY: STAR WARS™ LIGHT SIDE EDITION GAME?

Form alliances with heroes from across the galaxy!

Properties are alliances with heroic figures. When you land on a heroic figure, you must form an alliance with them. If you form alliances with both heroic figures in a color set, you can strengthen those alliances by adding Jedi Starfighters to those spaces, and collect more payments from other players!



Get help from Master Yoda!

Each character token has a unique power. You can use your character's power whenever you have Yoda at your side. When you pass or land on the GO space, take Yoda (in addition to collecting credits), and place him with your token. Then you can use the power on your character card!



Jump to hyperspace!

When you land on a Ship space, you may jump to hyperspace, which means you can move to any heroic figure between that Ship and the next one on the board! If you pass GO, you do not collect credits or place Yoda at your side as you normally would.



Use the power of The Force cards!

When you land on one of The Force spaces, draw a Force card. These cards might allow you to place Yoda at your side immediately, collect additional credits, or cancel a Dark Side card played against you!



SET IT UP!

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

- The Bank's credits
- Jedi Starfighters
- Alliance cards
- Auctions

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

- 2 Banker, give each player:



x 5
(worth 10 each)



x 5
(worth 50 each)

(Total = 7300)



- 3 Shuffle The Force cards, and place them facedown here.

- 4 Shuffle The Dark Side cards, and place them facedown here.

PLAY!

HOW TO WIN

Move around the board forming alliances with as many heroic figures as you can. The more alliances you form, the more payments you'll be able to collect from other players. If you're the last player with credits when all other players have lost theirs, you win!

WHO GOES FIRST?

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

On your turn

1. Roll the die.
2. Move your token (and Yoda if you have him) 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 or land on GO?

Immediately take Yoda and attach your token to his base! See YODA.



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: alliances with heroic figures, which come in color sets.

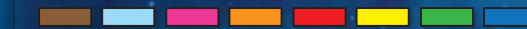
UNFORMED ALLIANCES

When you land on a heroic figure that no player has formed an alliance with, you must form an alliance with them! Pay the price on the board space, and take that heroic figure's alliance card.

If you can't afford to pay, try to raise credits by selling Jedi Starfighters back to the Bank, or by selling The Force cards and/or Get Out of Jail Free cards to the bottom of the appropriate deck.

If you still can't pay, then you are bankrupt and out of the game! Return any of your The Force cards and/or Get Out of Jail Free cards to the bottom of the appropriate deck.

COLLECT COLOR SETS!



When you have formed alliances with both heroic figures in a color set, you can:

- Collect twice the payment for those alliances!
- Add Jedi Starfighters to those alliances and collect even more credits! See JEDI STARFIGHTERS.



FORMED ALLIANCES

When you land on a heroic figure that another player has already formed an alliance with, that player must ask you for payment. If they do, you must pay the amount shown on the alliance card. If they don't ask before the next player rolls the die, you don't have to pay!

ACTION SPACES

GO

When you pass or land on the GO space, collect 740 from the Bank, and immediately place Yoda at your side. You can now use your unique character power!



THE FORCE AND THE DARK SIDE

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

STORMTROOPERS AND DARK TROOPERS

When you land on one of these spaces, pay the Bank the amount shown on the space.

SHIPS

When you land on a Ship space, you may move to any heroic figure between that Ship and the next one. Follow the rules of the space where you land, then end your turn. If you don't want to move at all, you can stay where you are, and simply end your turn.

If you pass GO, do not collect 740 or take Yoda.

FREE PARKING

Nothing happens. This is the perfect time to take a break from your Jedi training. There's a restaurant at the wharf that serves delicious space waffles.

JUST VISITING

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

GO TO JAIL

Move your token to the In Jail space immediately! Do not collect 740 or place Yoda at your side for passing GO. If you already have Yoda at your side, place him on GO. No one has him at their side for now! Your turn is then over. You can still collect payments, buy Jedi Starfighters or bid for them at auction, and trade while you are in Jail.

HOW DO I GET OUT OF JAIL?

You have 3 options:

1. **Pay 710** 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 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 Jail, pay 710, and use your last roll to move.