MONOPOLY DEAL

NETFLIX
K-POP DEMON HUNTERS

15+

G4498

8+

2-5

CONTENTS: 110 Cards

OBJECT OF THE GAME

HUNTR/X is preparing for their most epic concert yet, and they need their biggest fans' help! Collect item cards that Rumi, Mira, and Zoey need to make the concert a success and seal the Honmoon! Use action cards to go viral, take on the spicy challenge, deploy Bobby to watch your back, and more! Add fans cards to your personal Fan Club to pay other players who go after you! **The first player to have three different complete item sets wins!**

SET IT UP!

1. Remove the two reference cards from the deck and place them on the table, in reach of all players. Players may refer to them as needed throughout the game.
2. Remove the five character cards from the deck. Each player chooses one. Place any unused character cards back in the box.
3. Shuffle the deck, then deal five cards to each player. You can look at your cards, but keep them secret.
4. Place the rest of the cards facedown in the center of play. That's the draw pile! The discard pile will go next to it.

PLAY!

How to win!

Be the first player to have three complete item sets. Each set must be a different color. For example: you can't win with two red sets and one yellow set.

Who goes first?

The youngest player goes first, and play moves to the left.

On your turn

1. **Draw two cards.** If you ever start your turn with no cards, draw five instead.
2. **Play up to three cards** of any type. You may choose to play none.

There are three ways to play cards:



- **Add to your Fan Club** by placing fan or action cards in front of you, faceup. You'll need fans in your Fan Club to pay other players throughout the game. Action cards are worth the fan value shown on the top left of the card. Once you add an action card to your Fan Club, it becomes fans—no one can play it as an action card for the rest of the game.



- **Add an item card to your collection** by placing it faceup in front of you, separate from your Fan Club. You may add as many item cards to your collection as you want throughout the game, but remember you need three complete sets, each in a different color, to win.



- **Play an action card** by reading it aloud and following the rules on the card. **Discard it faceup next to the draw pile when done, unless the card says otherwise.**

Once you play any type of card, you can't put it back in your hand. See THE CARDS for more info.

3. **At the end of your turn, you may have up to seven cards in your hand.** If you have more than seven, choose which extras to discard. (It's okay to end your turn with no cards!)

Paying other players

Owe fans to another player? You must pay them in one of the following two ways. You choose how.

1. **Pay from your Fan Club.** Give that player fan or action cards from your Fan Club equal to (or higher than) what you owe. That player adds those cards to their Fan Club no matter what type of cards they are.
2. **Pay with your item cards.** Item cards are worth the fan value shown on the top left of the card and go to the other player's collection. **Item cards never go to the other player's Fan Club!**

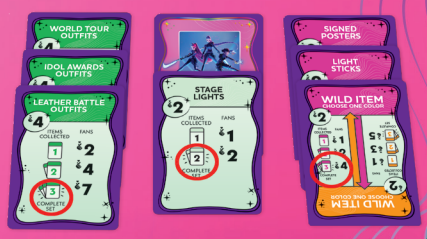
- **There's no change in this game,** so you may have to pay more than what you owe if that's all you have. For example: if you owe someone 2 fans, and you only have a 5-fan card in your Fan Club and no item cards, you must give that player your 5-fan card.
- **It's best to pay with cards from your Fan Club first** before paying with item cards!
- **Never** pay with cards from your hand.
- **If you don't have enough fans in your Fan Club or enough item cards, just pay what you can.** If you have no fans or item cards, nothing happens.

PLAY AREA: MID-GAME



THE END OF THE GAME

The game ends when one player has three complete item sets, each in a different color. That player proves they're HUNTR/X's biggest fan—and wins! Rumi, Mira, and Zoey now have everything they need to start their concert, and everyone that helped them gets to enjoy front row seats!



THE CARDS

CHARACTER CARDS

Each player chooses a character card at the start of the game. Each character has a unique special ability that can be used throughout the game.



RUMI:
At the start of your turn, you may choose to draw 2 cards from the top of the discard pile instead of the draw pile.



ZOEY:
At the start of your turn, you may draw 3 cards instead of 2.



MIRA:
On your turn, you may play an additional card.



JINU:
At the start of your turn, you may choose to draw 1 card at random from another player's hand instead of the draw pile.



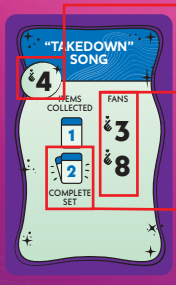
DERPY:
Any time during your turn, you may give another player 1 card from your hand, then draw 2 for yourself from the draw pile.

FAN CARDS

Add these to your Fan Club, and use them when you need to pay other players.

ITEM CARDS

Collect three complete sets of these, each in a different color, to win! You can never add item cards to your Fan Club.



Value of this card when used to pay another player.

Fans you collect when you play a GO VIRAL card (see ACTION CARDS), according to how many item cards you have in the set.

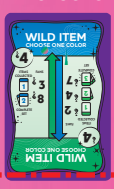
Number of item cards needed for a complete set.

WILD ITEM CARDS

There are two types of wild item cards: TWO-COLOR WILD and EVERY-COLOR WILD. You choose the color these represent.

- You **may** place these cards with any other item cards you have in that color.
- You **may** use them to complete item sets or to start new item sets.
- You **may not** use them to exceed the number of item cards needed for a complete set.
- You **may not** add them to your Fan Club.
- Once placed, you may change which color they represent, as long as you do so on your turn.
- Changing them to a new color **does not** count as one of the three cards you play on your turn.

TWO-COLOR WILD ITEM CARD



Choose **one** color, and flip the card so the color you'd like it to represent is on top.

- You **may** make a complete item set using only these cards.
- You **may** use these cards to pay another player.

EVERY-COLOR WILD ITEM CARD



Choose **any** color for this card to represent.

- You **may not** make a complete property set using only these cards.
- You **may not** use these cards to pay another player.

ACTION CARDS

Remember, you can add any action cards to your Fan Club as fans. Once you've done that, you can't play them as action cards for the rest of the game. **Below are a few action cards you may have questions about.**

GO VIRAL



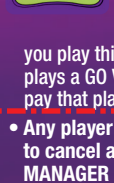
Choose **one** of the colors shown on the card, and collect fans from other players based on the number of item cards you have in front of you in that color.

LOSE YOUR VOICE



Place this card on another player's character card to stop that player from using their character's special ability. The special ability will remain blocked until the player discards **10 fans worth of fan or action cards from their Fan Club** during their turn (discarding does not count towards the three cards you play on your turn).

SPEAK TO THE MANAGER



Play this card to cancel an action that another player tries to use against you.

- You may play this card **at any time**, even if it isn't your turn.
- Playing this card affects **only you**. For example, if you play this card when another player plays a GO VIRAL card, you do not have to pay that player, but all other players do.
- **Any player may play this card to cancel another SPEAK TO THE MANAGER card.**
- If you add this card to your Fan Club as fans or play it as an action card, **it counts as one of the three cards** you play on your turn.

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