

## ARMOR SYMBOLS

### Adding Sigils

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

Pay the Depository the cost on the Title Deed card, and place a Sigil on the character.

You must add evenly. You cannot add a second Sigil to a character until you've added one to each character in the set. You can only have 4 Sigils on a character.

### Adding Skulls

Once you have 4 Sigils on all characters in a color set, you can pay to upgrade to a Skull.

Pay the Skull cost on the Title Deed card, return all 4 Sigils to the Depository, and put a Skull on the character.

You can only have 1 Skull per character. You can't add any more Sigils.

You cannot add Sigils or Skulls to a character if any character in its color set is inactive (mortgaged).

### Not enough armor symbols?

If multiple players want to buy the last Sigil or Skull, the Expeditors must auction it. Bids start at 710 and anyone can increase the bid by as little as 71. You don't need to follow turn order. Payment goes to the Depository.

### No armor 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 armor symbols on a color set to the Depository before you can sell or trade a character. You cannot sell or trade armor symbols to another player.

Property can be traded for credits, other property, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Inactive (mortgaged) property can be traded at any agreed-upon price.

The new owner must immediately:

**Reinstate the property** (pay the Depository the reinstate cost).

**Or keep the property inactive** (just pay the Depository 10% of the inactive value now).

## HELP! I CAN'T PAY!

### 1 Try to raise credits.

If you owe credits and can't pay, try to raise credits by selling armor symbols back to the Depository and/or making properties inactive (mortgaging properties).

### Selling Armor Symbols

**Sell Skulls** to the Depository for half the cost, and exchange them immediately for 4 Sigils.

**Sell Sigils** to the Depository for half the cost. Sigils must be sold evenly across the color set.

### Making Properties Inactive

**To make a property inactive**, you must first sell all armor symbols in its color set to the Depository at half their cost price. Then turn the Title Deed card facedown, and collect the inactive value on the back from the Depository.

**To reinstate a property**, pay the reinstate cost to the Depository (inactive value +10%), then turn the card faceup.

Payment cannot be collected on properties that are inactive. However, the increased payment level can be collected on the active characters in a color set.

The increased payment on active equipment and Imperial forces may be collected in the same way.

### 2 If you're still in debt, you are out of the game!

#### Do you owe another player?

Give them all your inactive properties and any Get Out of Jail Free cards.

The new owner must immediately:

**Reinstate the property** (pay the Depository the reinstate cost).

**Or keep the property inactive** (just pay the Depository 10% of the inactive value now).

#### Do you owe the Depository?

Return all your properties to the Depository. Any inactive properties are reinstated.

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 collect the property they've landed on.  
Never loan credits to other players or make deals not to charge each other.  
Never put credits in the center of the board; you don't get a bonus for landing on Free Parking!

◆ Fast-Dealing Property Trading Game ◆

# MONOPOLY

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◆ Fast-Dealing Property Trading Game ◆

# MONOPOLY

8+

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2-4

### CONTENTS

Gameboard  
4 Cardboard Boba Fett Tokens (with plastic bases)  
22 Title Deed cards (16 Characters, 4 Equipment, 2 Imperial Forces)  
16 Bounty Hunter Cards  
16 Pursuit Craft Cards  
44 Cardboard Armor Symbols (32 Sigils, 12 Skulls)  
2 Dice  
Money Pack





# SET IT UP!

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

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

- Credits in the Depository (money in the Bank)
- Sigils
- Skulls
- Title Deed cards
- Auctions

The Expeditor can play too but must keep their credits separate from the Depository.

2 Expeditor, give each player:

- |  |                        |
|--|------------------------|
|  |                        |
|  |                        |
|  | <b>(Total = 71500)</b> |

6 Put the dice by the gameboard.

3 Shuffle the Bounty Hunter cards, and place them facedown here.

4 Shuffle the Pursuit Craft cards, and place them facedown here.

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

# PLAY!

## How to win

Move around the board as legendary bounty hunter Boba Fett, collecting characters that he has encountered, equipment that he has used, and Imperial forces that he has battled or pursued. The more property you collect, the more credits you'll be able to charge 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 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. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

**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.

3. 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: characters, which come in color sets, equipment, and Imperial forces.

## Uncollected Properties

When you land on an uncollected property, you must collect it or auction it.

### Want to collect it?

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

### Don't want to collect it?

The Expeditor must auction it. Bidding starts at 710, and anyone can increase the bid by as little as 71. You don't need to follow turn order, and the Expeditor ends the auction when no player is willing to increase the bid. The highest bidder pays the Depository. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Depository.

## Earn more with color sets!

- When you have both characters in a color set:
- You can collect twice as many credits for those characters!
  - You may add Sigils and Skulls and charge even more credits! See ARMOR SYMBOLS.

## Collected Properties

When you land on a property that someone else collected, that player must ask you for payment. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!

**Characters**  
Pay the amount shown on the character's Title Deed card.

**Equipment**  
Make a payment based on how many pieces of equipment the owner has.

**Imperial Forces**  
Roll the dice to determine payment. If the owner has 1 Imperial force, payment is 4x the dice roll. If the owner has 2 Imperial forces, payment is 10x the dice roll.

## ACTION SPACES



**GO**  
When you pass or land on the GO space, collect 200 credits from the Depository.



**Bounty Hunter and Pursuit Craft**  
Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when done.



**Sarlacc Pit and Sail Barge Escape**  
Pay the Depository the amount shown on the space.



**Free Parking**  
Relax! Nothing happens. You're in a holding chamber on Cloud City, calmly waiting for Darth Vader to release Han Solo into your custody.



**Just Visiting**  
If you land here, put your token in the Just Visiting section. You've landed at the Karthon Chop Fields, but don't worry—you're not a prisoner.



**Go To Jail**  
Move your token to the In Jail space immediately! Do not collect 200 credits for passing GO. Your turn is then over. You can still collect payments, bid during auctions, buy Sigils and Skulls, make properties inactive (mortgage properties), and trade while you are in Jail.

## How do I get out of Jail?

You have 3 options:

1. **Pay 750** 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 750, and use your last roll to move.