

Special Board Spaces

Go: *Energize* – Take another turn.

Community Chest: *Get A Move On* – On your next turn, roll three dice when you move.

Income Tax: *Taxman* – Steal a prize (your choice) from any other player.

Railroads: *Shortcut* – Jump to the next railroad in either direction. If you are a giant monster, you can instead throw a train car if you attack from this space. The rules are the same as throwing a house or hotel, but add just 1 to the result. If you succeed with the attack, you can collect a prize from your enemy. These special abilities can no longer be used if the property is destroyed (if the title deed card for this space is taken as a prize).

Chance: *Army* – Roll one die. On a result of 4 or better, choose one monster anywhere on the board. Roll one die, and move the monster that many spaces in either direction (your choice).

In Jail/Just Visiting: *Anti-Monster Squad* – Roll one die. On a result of 3 or better, choose one monster anywhere on the board. That player must discard one prize. Place it back in the box. It is out of the game and is worth no points.

Electric Company: *Power Outage* – Choose two monsters on the board (this can include your own monster) and exchange their places. This special ability can no longer be used if the property is destroyed (if the title deed card for this space is taken as a prize).

Free Parking: *Survey The Scene* – Choose another monster on the board and move that monster to any other space.

Water Works: *Sewer Tunnels* – Move your monster to the same space as any other monster on the board and make an attack. You can also make your regular attack, if you have not already done so as part of your turn. This special ability can no longer be used if the property is destroyed (if the title deed card for this space is taken as a prize).

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Crushasaurus Rex

He's an ancient dinosaur made colossal by Japanese and American nuclear testing. He's coming to town to tear up the streets and knock down the buildings. History shows again and again how nature points out the folly of man...

GIANT MONSTER

Fire Breath – Once per game, make an attack against every monster on your side of

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House	7 or more	1
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Monster	7 or more	0

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Monsters Menace Monopoly

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Black Pajamas Ninja Clan

Thousands of years of training end tonight. The clan has gathered its strength, and now it's out to conquer the world in shadow and silence (except when it has to yell, "hai-ya!").

MOB MONSTER

Sneak Attack – Once per game, pick another monster anywhere on the board. That player must give you two prizes (victim's choice).

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CTHULHU

(Monster From The Deep)

This ancient alien being rises from the cold, dark waters, driving people insane with just a look. But all it wants is a place to rest its tentacles...

GIANT MONSTER

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LA FAMILIA FETTUCHINI

THEY GONNA MAKE-A THE PIZZA, THEN THEY GONNA RUB YOU OUT, CAPISCE? LOOK OUT FOR LUIGI AND HIS TOMMY GUN.

MOB MONSTER

Shakedown – Any time you attack a house or hotel, add 1 to the dice result.

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King Ape

From the depths of a dark jungle island to the bright lights of Atlantic City, this stupendous simian has broken free from his captors. He's hungry and ticked off.

GIANT MONSTER

Swing Through The Skyscrapers – Jump to any space on the opposite side of the board (including corner spaces).

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Slime Creatures From Outer Space

They're an intergalactic disgrace!

MOB MONSTER

Transporter Beam – Once per game, all players have to roll one die. Each player who rolls 4 or less is instantly moved to a corner space (your choice of which space) and loses a turn. Each player who rolls 5 or 6 is unaffected.

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Monster Stopper X-42

The team of super soldiers rushes to its vehicles and joins them together into one massive Creature-crushing robot. But just because they're saving the world doesn't mean they can't have fun causing a little property damage, right?

GIANT MONSTER

Open Fire – This monster can attack any other monster anywhere on the board,

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Chance: Army – Roll one die. On a result of 4 or better, choose one monster anywhere on the board. Roll one die, and move the monster that many spaces in either direction (your choice).

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Water Works: Sewer Tunnels – Move your monster to the same space as any other monster on the board and make an attack. You can also make your regular attack, if you have not already done so as part of your turn. This special ability can no longer be used if the property is destroyed (if the title deed card for this space is taken as a prize).

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Zombie Horde

Must eat Brains...

MOB MONSTER

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