MONSTERS MENACE MONOPOLY
A Good Use For A Classic Game
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Object Of The Game

Use your giant monster or mob of beasties to trample Atlantic City, stomp other creatures, and gain the highest score. In this game the *Monopoly* tokens, houses, hotels and title deeds are "prizes" to collect.

What You Need To Play

A standard edition *Monopoly* game set – you can use other versions of *Monopoly*, but the theme won't make as much sense. These rules are written using the properties in the original set. From the *Monopoly* box you will need:

- The board
- The houses and hotels
- The title deed cards for each property
- The two dice
- The player tokens (they are not used as playing pieces in this game)

- You will not use the money, Chance or Community Chest cards, or speed die.

In addition, each player must use some kind of marker for their monster, and chooses a monster from the list at the end of these rules (more than one player can be the same monster).

Set Up

Place the board in the middle of the table. Place each title deed card near the property it represents. Place all the game items according to this list, which fills the board on every side. If you are using more than 8 player tokens, have one player decide where to place the additional tokens. For a faster game, you do not have to place all or even any of the houses, hotels and/or player tokens on the board before beginning a game.

See the end of these rules for a way to place all the game items randomly. Alternately, players can even play a normal game of *Monopoly*, then switch to this game to clear the board!

Mediterranean Avenue:	two houses	Indiana Avenue:	two houses,
Baltic Avenue:	two houses, one hotel		a random token
	a random token	Illinois Avenue:	one hotel, a random token
Oriental Avenue:	two houses	Atlantic Avenue:	two houses, one hotel,
Vermont Avenue:	two houses		a random token
Connecticut Avenue:	one hotel	Ventnor Avenue:	two houses
St. Charles Place:	one house, one hotel	Marvin Gardens:	one house, one hotel,
States Avenue:	two houses		a random token
Virginia Avenue:	one hotel, a random token	Pacific Avenue:	two houses
St. James Place:	two houses,	North Carolina Avenue:	two houses, one hotel
	a random token	Pennsylvania Avenue:	one house, one hotel
Tennessee Avenue:	one house, one hotel	Park Place:	two houses, one hotel,
New York Avenue:	one hotel		a random token
Kentucky Avenue:	two houses	Boardwalk:	two houses, one hotel

Once all items have been placed, put all the players' markers on **Go**. Decide randomly who goes first.

When it is your turn, you perform the following steps, in order. You must move, but do not have to use the ability of a board space or take a special action. Once your turn is over, play moves to the next player to the left. Any time a prize is claimed, take that item and place it in front of you.

1. *Move*: Roll two dice (three in some cases) and move that many spaces. You can choose to move the number on all of the dice added together, or only some of the dice, but you must move the number of spaces indicated. For example, a player who rolls a 1 and a 4 can move 1, 4 or 5 spaces. You can move in either direction, but not in both directions on the same turn. You may share a board space with any number of houses, hotels, player tokens and other players.

2. *Board Space Ability*: If your movement ends on a special board space (see below), you can choose to use the ability for that space. The action takes place immediately. If the result of a special board space moves you or another player to another space, the effect of the final space the player lands on does not happen. The abilities on six spaces – the railroads, Water Works and Electric Company – can only be used if the property has not been destroyed (if the title deed card for that property has not been taken as a prize).

3. *Special Action(s)*: You can, but do not have to, perform one of the following actions:

Player Tokens: Pick up one player token from the space you are on and use it immediately, or use a player token you have picked up on a previous turn. The special action may require you to discard the item from the game; put it back in the box. It is out of the game and is worth no points. If you pick up a player token but do not use it immediately, keep it in front of you. You can keep any number of player tokens.

Monster Action: Take the action indicated for your monster, as listed at the end of these rules. Some monsters can only use their action once per game, but a few can use their action on any turn. Other monsters have abilities that apply at all times, and do not require a special action to use.

Claim and Destroy: If there are one or more houses on the space you end your turn on, you can pick up one house to claim it as a prize. If there are no houses on the space, but there is a hotel, you can claim the hotel as a prize. If there are no houses or hotels on the space, you can claim the title deed card for the space as a prize. If the title deed card has already been claimed by a player, the space is considered "destroyed." No prizes (except player tokens) can be claimed there.

Attack: Select another player to attack from players you are allowed to attack (see below). Each player rolls one die, and the player making the attack adds 1 to their result. If the player making the attack has a higher result than the other player, the attacking player wins, and claims 2 houses from the other player as prizes. If the other player has no houses or only one house, the attacking player can claim a hotel, player token or title deed card as a prize, if the other player has any. If the other player has no items, the attacking player cannot claim a prize. If the attacking player's final die result is less than or equal to the other player, the attack fails and no prizes are claimed.

Note: No player can make any kind of attack until at least one monster has gone all the way around the board and moved past **Go**. Use those first turns to get into position or pick up player tokens.

Giant Monsters: They can attack monsters in their space or in any space on their side of the board, including corner spaces. For example, a giant monster on Illinois Avenue can attack a monster on Illinois Avenue, Kentucky Avenue or even Go To Jail.

Mob Monsters: When a mob monster attacks another monster, roll two dice, and use the best result (also adding 1 to the result because the monster is the attacker) to see if the attack is successful. A mob monster can only attack a monster in the same space.

Winning The Game

When all of the houses have been removed from the board, the game is over. Add up your points from the houses, hotels and title deed cards you have in front of you; the player (or players) with the highest score wins.

House	1 point
Player Token	1 point (except as indicated below)
Hotel	3 points
Title Deed card	4 points

Hotels, player tokens and title deed cards may still be on the board after the game ends. They are worth no points.

Board Space Abilities

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. This ability can no longer be used if the title deed card to this space has been taken as a prize.

Chance: *Army* – Roll one die. On a result of 3 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 (the attacker chooses the 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 ability can no longer be used if the title deed card to this space has been taken as a prize.

Free Parking: *Survey The Scene* – Choose another monster on the board and move that monster to any other space. You cannot choose your own monster when using this ability.

Water Works: *Sewer Tunnels* – Move your monster to the same space as any other monster on the board and immediately make an attack. You can also make your regular attack as your special action on this same turn. This ability can no longer be used if the title deed card to this space has been taken as a prize.

Go To Jail: *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 (the attacker chooses the prize). Place it back in the box. It is out of the game and is worth no points.

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

Battleship: *Attack From The Sea* – Place this token back in the box to declare an anti-monster squad attack on another monster. Roll one die. On a result of 3 or better, choose one monster anywhere on the board. That player must discard one prize (attacker chooses the prize). It is out of the game and is worth no points.

Car: *Swing An SUV* – When you make an attack, place this token back in the box to automatically win an attack. You can turn in the token before or after the dice roll.

Cat: *Snack* – Place this token back in the box and re-roll the dice. You can use this special ability for movement or attack.

Dog: *Snack* – Place this token back in the box and re-roll the dice. You can use this special ability for movement or attack.

Penguin: *Aquarium* – This player token is worth 3 points at the end of the game.

Rubber Ducky: *Tiny Ally* – Place this token back in the box to prevent another player from stealing or claming one of your prizes.

Top Hat: *Government Offices* – This player token is worth 3 points at the end of the game.

T-Rex: *Museum* – This player token is worth 3 points at the end of the game.

Cannon: *Heavy Weapons* – Place this token back in the box to declare an anti-monster squad attack on another monster. Roll one die. On a result of 3 or better, choose one monster anywhere on the board. That player must discard one prize (attacker chooses the prize). It is out of the game and is worth no points.

Horseman: *Statue* – This player token is worth 3 points at the end of the game.

Iron: *Factory* – This player token is worth 3 points at the end of the game.

Money Bag: *Bank* – This player token is worth 3 points at the end of the game.

Shoe: *Armor* – Place this token back in the box to prevent another player from stealing or claming one of your prizes.

Thimble: *School* – This player token is worth 3 points at the end of the game.

Train: *Throw A Locomotive* – When you make an attack, place this token back in the box to automatically win an attack. You can turn in the token before or after the dice roll.

Wheelbarrow: *Supplies* – Place this token back in the box to prevent another player from stealing or claming one of your prizes.

Beast From The Deep (Giant): *Madness* – Once per game, all other players must roll one die. Each player who rolls 5 or less must return one prize (victim's choice) to the box, and loses a turn. The prize that is returned to the box is worth no points. Each player who rolls 6 is unaffected.
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...

Black Pajamas Ninja Clan (Mob): *Sneak Attack* – Once per game, pick another monster anywhere on the board. That player must give you two prizes (attacker's choice). A player with the La Familia Fettuchini monster does not have to give up player tokens or title deed cards as prizes.
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!").

Creatures From Outer Space (Mob): *Transporter Beam* – Once per game, all players have to roll one die. Each player who rolls 5 or less is instantly moved to a corner space (your choice of which space) and loses a turn. Each player who rolls 6 is unaffected.
They're an intergalactic disgrace!

Crushasaurus Rex (Giant): *Fire Breath* – Once per game, make an attack against every monster on your side of the board, including corner spaces, at the same time. Roll the die once per monster, and add 2 to each die result (instead of 1).
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…

Emperor Ape (Giant): *Swing Through The Skyscrapers* – You can jump to any space on the opposite side of the board (including corner spaces) instead of rolling dice to move for a turn. Example opposite spaces are Boardwalk and St. Charles Place, and Go and Free Parking.
From the depths of a dark jungle island to the bright lights of Atlantic City, this stupendeous simian has broken free from his captors. He's hungry and ticked off.

La Familia Fettuchini (Mob): *Protection* – Your player tokens and title deed cards can never be stolen or taken by other players as prizes. They can be discarded to the box and be removed from the game. The houses and hotels you have collected as prices can be taken by other players or removed from the game.
They gonna make-a the pizza, then they gonna rub you out, capisce? Look out for Luigi and his Tommy gun.

Monster Stopper X-42 (Giant): *Open Fire* – This monster can attack any other monster anywhere on the board, instead of only on its side of the board.
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?

Zombie Horde (Mob): *Brains!* – After any successful attack on another monster, that monster can only roll one die for movement on its next turn. If this attack is made on a Community Chest space, the monster can still only roll one die for movement (not up to three).
Must eat brains…

Random Item Placement

Pick up a house, hotel or player token and roll one die twice. Place the item on the space you roll. There's no limit to the number of items that can be on a space.

First Roll 1: Side One (between **Go** and **In Jail/Just Visiting**)
      Second Roll 1: Mediterranean Avenue
      Second Roll 2: Baltic Avenue
      Second Roll 3: Oriental Avenue
      Second Roll 4: Vermont Avenue
      Second Roll 5: Connecticut Avenue
      Second Roll 6: roll again

First Roll 2: Side Two (between **In Jail/Just Visiting** and **Free Parking**)
      Second Roll 1: St. Charles Place
      Second Roll 2: States Avenue
      Second Roll 3: Virginia Avenue
      Second Roll 4: St. James Place
      Second Roll 5: Tennessee Avenue
      Second Roll 6: New York Avenue

First Roll 3: Side Three (between **Free Parking** and **Go To Jail**)
      Second Roll 1: Kentucky Avenue
      Second Roll 2: Indiana Avenue
      Second Roll 3: Illinois Avenue
      Second Roll 4: Atlantic Avenue
      Second Roll 5: Ventnor Avenue
      Second Roll 6: Marvin Gardens

First Roll 4: Side Four (between **Go To Jail** and **Go**)
      Second Roll 1: Pacific Avenue
      Second Roll 2: North Carolina Avenue
      Second Roll 3: Pennsylvania Avenue
      Second Roll 4: Park Place
      Second Roll 5: Boardwalk
      Second Roll 6: roll again

Roll 5 or 6: roll again