

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.

What You Need To Play

A standard *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 choose 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. Grab one of the dice and get rolling; you're going to randomly place each house, hotel and player token on the board. Alternately, the players can decide where to place the items (to concentrate them in one area, to spread them evenly, etc.). Players can even play a normal game of *Monopoly*, then switch to this game to clear the board!

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

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

A quicker option is to place all the game items according to this list, which fills the board on every side.

Mediterranean Avenue:	two houses
Baltic Avenue:	two houses, car
Oriental Avenue:	two houses, thimble
Vermont Avenue:	two houses
Connecticut Avenue:	one hotel
St. Charles Place:	two houses, one hotel
States Avenue:	two houses
Virginia Avenue:	one hotel, train
St. James Place:	two houses, shoe
Tennessee Avenue:	two houses, one hotel
New York Avenue:	one hotel, horseman
Kentucky Avenue:	two houses, one hotel
Indiana Avenue:	two houses, top hat
Illinois Avenue:	one hotel, iron
Atlantic Avenue:	two houses, one hotel, money bag
Ventnor Avenue:	two houses
Marvin Gardens:	two houses, one hotel, battleship
Pacific Avenue:	two houses
North Carolina Avenue:	two houses, one hotel
Pennsylvania Avenue:	one house, one hotel, wheelbarrow
Park Place:	two houses, one hotel, dog
Boardwalk:	two houses, one hotel

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

On Your Turn

When it is your turn, you can do up to three of the following activities, in any order, but you can only do each once per turn (exception: you can take two Special Actions as two of your three activities on a turn). Once your turn is over, play moves to the next player to the left.

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 must move clockwise

around the board unless otherwise noted. You may share a board space with any number of items and other players. If you end your turn on the same space as one or more player tokens, you can pick up one token (your choice) as part of your movement.

2. *Special Action(s)*: Many spaces and items offer special actions for your monster to use, and each monster has a special action of its own, indicated at the end of these rules. Read the description for each one to find out when you can take the action, and how it changes the game. You may take one or two special actions each turn, but only on your turn (you cannot use the special action on a board space if you are moved to that space by another player). If you take two special actions, they must take place back-to-back. You can:

Take the special action indicated on the board space where your monster ends its turn. The special actions 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).

Pick up a player token 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.

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 others can use the action on any turn. Other monsters have abilities that apply at all times, and do not require a special action to use.

3. *Attack*: It's time to crush the city or fight another monster. Pick one house or hotel on the space to attack, if there are any. You can also attack the space itself (the property). Player tokens are never attacked. You can also choose to fight another monster on your space or your side of the board (see below) if there's one to attack.

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.

To make an attack, roll both dice, add them together and consult the following chart:

Type	To Destroy	Point Value	Notes
Hotel	7 or more	2	
House	6 or more	1	
Property	5 or more	2	Cannot be attacked until all hotels and houses are destroyed
Other Monster	6 or more	0	Special attacking rules apply (see below)

If the dice roll is high enough, the target is destroyed.

If it is a house or hotel, take the piece off the board and place it in front of you as a “prize.”

If it is a property, take the related title deed card as a prize. Players can still land on the space, but they can no longer attack it. The player's score goes up (prizes are left in front of you to remind you what you've destroyed, but it's the score that counts, not the number of prizes you have).

If another monster is destroyed, it is hurt. The attacking player steals one prize from the loser, if he has any (the attacking player gets to pick if there's more than one prize). If the monster has no prizes, nothing happens.

If the dice roll to attack isn't high enough, the attack fails, and the player can try something else, or end his turn.

Monster attacking monster: If your monster attacks another monster, you get a special benefit, depending on the type of monster you're using (see the monster descriptions at the end of these rules).

Giant Monsters: They can attack monsters in their space or in any space on their side of the board, including corner spaces. To attack a monster in another space, a monster has to throw a house or hotel. If a player wants to use a house or hotel in an attack, he must have one as a prize. Put it back in the game box; it's out of the game. Roll two dice as normal, but add 2 to the result if the monster is throwing a house, and add 4 if the monster is throwing a hotel. Houses and hotels can only be used to attack other monsters. A monster can throw a house or hotel at another monster in the same space. Only one house or hotel can be thrown in an attack, but you can decide to throw a house or hotel after you see the results of your die roll.

Mob Monsters: When a mob monster attacks another monster, roll three dice, and add the best two results together 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, hotels and properties have been taken as prizes or discarded from the game, 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. Player token items may still be on the board after the game ends. They are worth no points.

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).

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. 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.

Player Tokens

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. It is out of the game and is worth no points.

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. 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 add three to your dice result. 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.

Horseman: *Statue* – Add 2 points to your score.

Iron: *Factory* – Add 2 points to your score.

Money Bag: *Bank* – Add 2 points to your score.

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

Thimble: *School* – Add 2 points to your score.

Top Hat: *Government Offices* – Add 2 points to your score.

Train: *Locomotive Attack* – When you make an attack, place this token back in the box to add three to your dice result. 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 one of your prizes.

Monsters List: with monster type and special action

Black Pajamas Ninja Clan (Mob): *Sneak Attack* – Once per game, pick another monster anywhere on the board. That player must give you two prizes (your choice).

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!").

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 dice once per monster. You can throw houses or hotels to increase your dice results in any of these attacks.

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...

Cthulhu [Monster From The Deep] (Giant): *Madness* – Once per game, all players have to roll one die. Each player who rolls 3 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 4 or more 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...

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

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.

La Familia Fettuchini (Mob): *Shakedown* – Any time you attack a house or hotel (but not a property), add 1 to the dice result.

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. It can throw a house or hotel in any attack on a monster.

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?

Slime Creatures From Outer Space (Mob): *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.

They're an intergalactic disgrace!

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...