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› USAopoly Night Sky Monopoly Game Instruction Manual

USAOPOLY MN026000

USAopoly Night Sky Monopoly Game Instruction Manual

Model: MN026000

INTRODUCTION

This manual provides comprehensive instructions for setting up, playing, and maintaining your USAopoly Night Sky Monopoly game. This special edition of the classic MONOPOLY game allows players to buy, sell, and trade popular celestial bodies in a quest to own the universe. It features a customized game board with beautiful photography of our solar system and unique collectible tokens.

GAME COMPONENTS

Before starting, ensure all components are present:

- Game Board: Featuring celestial bodies and space-themed spaces.
- 6 Collectible Tokens:
 - Telescope
 - Mars Rover
 - Observatory Dome
 - Binoculars
 - Radio Telescope
 - Hubble Space Telescope
- Property Cards: Representing 22 planets, moons, and comets.
- Night Sky Cards (Chance equivalent).
- Discovery Cards (Community Chest equivalent).
- Monopoly Money: Denominations for in-game transactions.
- Observatories (Houses equivalent).
- Telescopes (Hotels equivalent).
- 2 Dice.



Image: The complete USAopoly Night Sky Monopoly game setup, showing the board, tokens, cards, and money.

SETUP

1. **Unfold the Game Board:** Place the game board on a flat surface.
2. **Separate Cards:** Shuffle the Night Sky cards and place them face down on their designated space on the board. Do the same for the Discovery cards.
3. **Distribute Property Cards:** Place the Property cards next to their corresponding spaces on the game board.
4. **Banker Selection:** One player is chosen as the Banker. The Banker is responsible for all money not in play, Property cards not yet owned, Observatories, and Telescopes. The Banker may also play, but must keep their personal funds separate from the Bank's.
5. **Initial Money Distribution:** Each player receives the following starting money from the Bank:
 - Two \$500 bills
 - Two \$100 bills
 - Two \$50 bills
 - Six \$20 bills
 - Five \$10 bills
 - Five \$5 bills
 - Five \$1 bills
6. **Choose Tokens:** Each player selects one of the 6 collectible tokens and places it on the "GO" space.

7. **Observatories and Telescopes:** Place the Observatories and Telescopes near the board, ready for purchase.



Image: A detailed view of the Night Sky Monopoly game board, showing property spaces, game money, and various cards.

OPERATING (GAMEPLAY)

Objective

The objective of Night Sky Monopoly is to be the last player remaining with money and properties, driving all other players into bankruptcy.

Turn Sequence

1. **Roll the Dice:** The player rolls both dice and moves their token clockwise around the board the number of spaces indicated.
2. **Action Based on Space:** The action a player takes depends on the space their token lands on:
 - **Unowned Celestial Body:** The player may buy the property from the Bank for the price printed on that space. If they choose not to buy it, the Banker immediately offers it for auction to all players, and the highest bidder pays the Bank.
 - **Owned Celestial Body:** If the property is owned by another player, the current player must pay rent to the owner according to the Property card. Rent increases if the owner has Observatories or Telescopes on the property.
 - **Night Sky or Discovery:** Draw the top card from the respective pile and follow its instructions. Return the card to the bottom of the pile after use, unless instructed otherwise.
 - **Go:** Passing or landing on "GO" earns the player \$200 from the Bank.
 - **Jail:** Landing on "Go to Jail" sends the player directly to Jail. They do not collect \$200 for passing GO. Players can also be sent to Jail by a Night Sky or Discovery card.
 - **Just Visiting:** If a player lands on Jail without being sent there, they are "Just Visiting" and take no penalty.
 - **Free Parking:** No action is taken, and no money is collected or paid.
 - **Taxes:** Pay the specified tax amount to the Bank.
3. **Doubles:** If a player rolls doubles, they take their turn as usual, then roll the dice again for another turn. If a player rolls doubles three times in a row, they immediately go to Jail.
4. **End of Turn:** Once all actions are completed, the turn passes to the player on the left.

Buying and Building

- **Property Sets:** To build Observatories or Telescopes, a player must own all properties in a color group (e.g., all three planets in a specific planetary system).
- **Observatories:** Observatories must be built evenly across a color group. For example, you cannot build a second Observatory on one property until all properties in that group have one Observatory.

- **Telescopes:** Once a property has four Observatories, they can be traded in for one Telescope.

Mortgaging and Bankruptcy

- **Mortgaging:** If a player needs money, they can mortgage properties to the Bank. Mortgaged properties do not collect rent. To unmortgage, pay the mortgage value plus 10% interest.
- **Bankruptcy:** A player is bankrupt if they owe more money than they can pay, even after selling all Observatories/Telescopes and mortgaging all properties. The bankrupt player turns over all assets to the player they owe money to, or to the Bank if they owe the Bank. The bankrupt player is out of the game.

Winning the Game

The last player remaining in the game after all others have gone bankrupt is the winner.

Speed Play Option

For a quicker game, players can agree to a 60-minute speed play option. Specific rules for this variant are typically outlined in a separate sheet within the game box or can be agreed upon by players, such as starting with fewer properties or a time limit for the game.

MAINTENANCE

- **Storage:** Store all game components in their original box in a cool, dry place away from direct sunlight to prevent warping or fading.
- **Cleaning:** Wipe game board and plastic tokens with a soft, dry cloth. Do not use abrasive cleaners or liquids that could damage the surfaces.
- **Card Care:** Handle cards with clean, dry hands to prevent creasing or soiling.

TROUBLESHOOTING

- **Missing Components:** If any game components are missing upon opening, please contact USAOPOLY customer support for assistance.
- **Rules Disputes:** In case of disagreement over rules, refer to this instruction manual for clarification. For situations not explicitly covered, players should agree on a fair resolution before continuing play.

SPECIFICATIONS

Brand	USAOPOLY
Model Number	MN026000
UPC	700304002150
Edition	Night Sky Edition
Number of Players	Up to 6
Estimated Playing Time	60 minutes (with speed play option)
Recommended Age	8 years and up
Material Type	Cardboard, Plastic
Item Weight	2.2 pounds

Package Dimensions

10 x 9 x 20 inches

WARRANTY AND SUPPORT

This product does not come with a manufacturer's warranty as per available information.

For any questions, missing parts, or support regarding your USAopoly Night Sky Monopoly game, please contact USAOPOLY customer service directly. Contact information can typically be found on the product packaging or their official website.

ASK A QUESTION ABOUT THIS MANUAL

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

Name

Anonymous

Email

you@example.com

After a successful submission, we securely hash the supplied account or form email before sending it to Microsoft Advertising for conversion attribution. [Privacy details](#).

Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question