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Monopoly F1659

Monopoly: Marvel Studios' Eternals Edition Board Game Instruction Manual

INTRODUCTION

This instruction manual provides comprehensive guidance for setting up and playing the Monopoly: Marvel Studios' Eternals Edition board game. Designed for 2-6 players aged 8 and up, this edition integrates the classic Monopoly gameplay with the epic universe of Marvel Studios' Eternals. Players will navigate the board, safeguarding properties and collecting cosmic energy units, all while utilizing the unique Super Hero abilities of their chosen Eternal character.

WHAT'S IN THE BOX

Before starting the game, please ensure all components listed below are present:

- Gameboard
- 10 Tokens (Ikaris, Sersi, Ajak, Phastos, Makkari, Druig, Gilgamesh, Thena, Kingo, Sprite)
- 28 Title Deed cards
- 16 Uni-Mind cards
- 16 Arishem's Judgement cards
- 10 Character cards
- 32 Villages
- 12 Palaces
- 3 Dice (2 white, 1 golden)
- Money Pack (Cosmic Energy Units)
- Game Guide

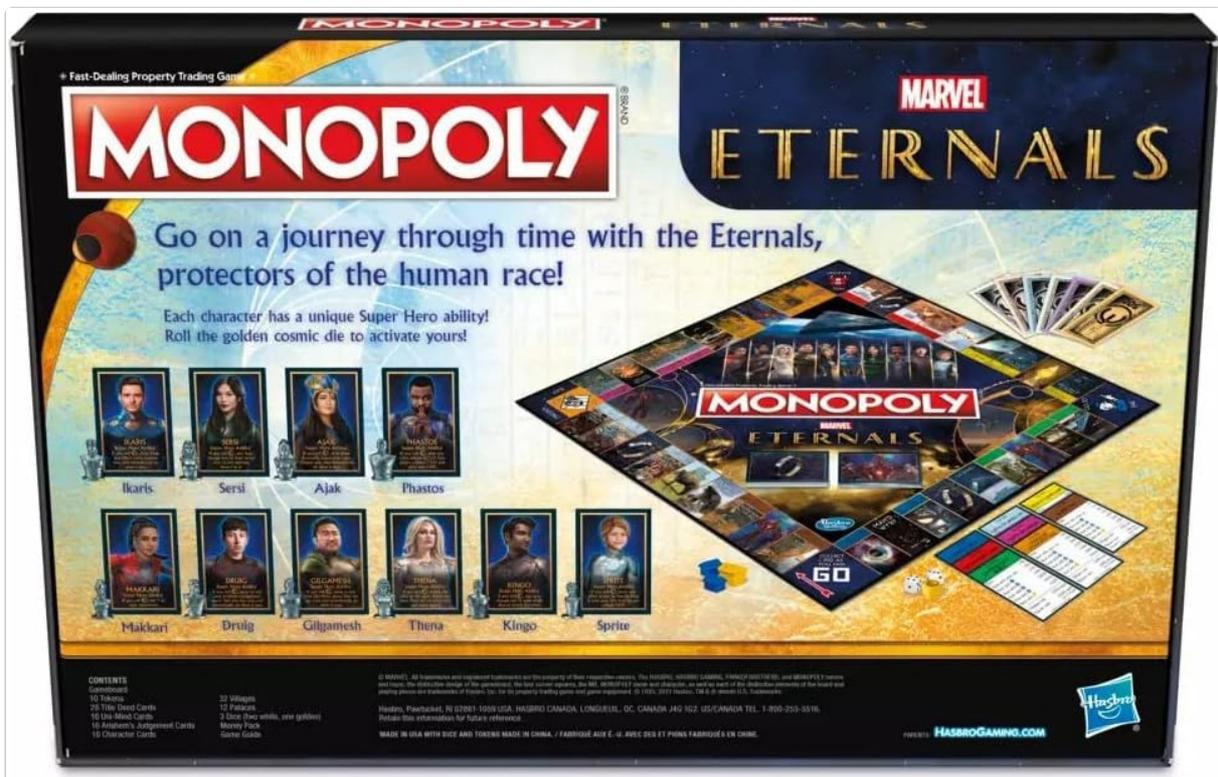


Image: The back of the game box, illustrating the game components and the 10 unique Eternal character tokens included in the set.

SETUP

Follow these steps to prepare the game for play:

1. **Unpack Components:** Carefully remove all game pieces from the box.
2. **Place Game Board:** Unfold the game board and place it on a flat playing surface.
3. **Organize Cards:** Separate the Title Deed cards, Uni-Mind cards, Arishem's Judgement cards, and Character cards. Shuffle the Uni-Mind and Arishem's Judgement cards separately and place them face down on their designated spaces on the game board.
4. **Choose Tokens:** Each player selects one of the 10 unique Eternal tokens to represent them on the board.
5. **Distribute Cosmic Energy Units:** Each player receives a starting amount of cosmic energy units (money) from the bank. The standard starting amount is:
 - Two 500s
 - Four 100s
 - One 50
 - One 20
 - Two 10s
 - One 5
 - Five 1s
6. **Place Villages and Palaces:** Place the 32 Villages and 12 Palaces near the game board, ready for purchase.
7. **Select Banker:** One player is chosen to be the Banker. The Banker is also a player but must keep their personal cosmic energy units separate from the bank's funds.

8. **Determine First Player:** Each player rolls the two white dice. The player with the highest total roll goes first. Play proceeds clockwise.



Image: The Monopoly Marvel Eternals game board fully set up, displaying the properties, cards, money, and character tokens in their starting positions.

OPERATING: HOW TO PLAY

The goal of Monopoly: Marvel Studios' Eternals Edition is to be the last player remaining with cosmic energy units after all other players have gone bankrupt.

Turn Sequence

1. **Roll Dice:** On your turn, roll the two white dice and the golden cosmic die.
2. **Move Token:** Move your chosen Eternal token clockwise around the board the number of spaces indicated by the sum of the two white dice.
3. **Perform Action:** The action you take depends on the space your token lands on.
4. **Doubles:** If you roll doubles on the two white dice, take your turn as usual, then roll the dice again for an additional turn. If you roll doubles three times in a row, you must immediately go to Jail.
5. **Activate Super Hero Ability:** If the golden cosmic die shows the symbol corresponding to your

chosen Eternal character, you may activate that character's unique Super Hero ability as described on their Character card.

Landing on Spaces

- **Unowned Property:** If you land on an unowned property (e.g., Gilgamesh's Cabin, Kingo's Jet), you may purchase it for the price listed on the board. If you choose not to buy it, the Banker immediately auctions it to the highest bidder among all players.
- **Owned Property:** If you land on a property owned by another player, you must pay them rent as indicated on their Title Deed card. Rent increases significantly if the owner has built Villages or Palaces on the property.
- **Uni-Mind or Arishem's Judgement:** Draw the top card from the respective pile and follow the instructions printed on it. These cards can provide benefits or impose penalties.
- **Go:** If you pass or land on the 'Go' space, collect 200 cosmic energy units from the bank.
- **Go to Jail:** If you land on 'Go to Jail', you must move your token directly to the Jail space. You do not collect 200 cosmic energy units if you pass 'Go' on your way to Jail.
- **Just Visiting:** If you land on 'Just Visiting' Jail, no action is required.
- **Free Parking:** If you land on 'Free Parking', no action is required.
- **Cosmic Energy Tax:** If you land on a tax space, pay the specified amount of cosmic energy units to the bank.

Building and Selling

- **Building Villages and Palaces:** Once you own all properties in a complete color group, you may begin building Villages on them. After building four Villages on each property in a group, you can upgrade them to a Palace. Buildings significantly increase the rent collected from other players.
- **Selling Properties:** Properties, Villages, and Palaces can be sold back to the bank for half their purchase price. Players can also trade properties with each other at any time.

Bankruptcy and Winning

- **Bankruptcy:** If you owe more cosmic energy units than you can pay (even after selling all your properties and buildings), you are bankrupt and out of the game. All your remaining properties and assets are turned over to the player you owe, or to the bank if you owe the bank.
- **Winning the Game:** The game concludes when only one player remains. That player is declared the winner.

MAINTENANCE

Proper care will ensure the longevity of your game components:

- **Storage:** Always store all game components in the original box when not in use to prevent loss or damage.
- **Environment:** Keep the game board, cards, and other paper components away from moisture, extreme temperatures, and direct sunlight to prevent warping, fading, or degradation.
- **Cleaning:** If necessary, gently clean game pieces and the board with a dry, soft cloth. Avoid using abrasive cleaners or liquids, which can damage the materials.

TROUBLESHOOTING

Common Issues and Solutions

- **Missing Components:** If you discover any components are missing upon opening the game, please refer to the 'What's in the Box' section and contact Hasbro customer support for assistance.
- **Rules Disputes:** In case of disagreement over game rules, refer to this instruction manual for clarification. If a specific situation is not explicitly covered, players should discuss and agree upon a fair 'house rule' before continuing play.
- **Game Imbalance:** If one player consistently dominates the game, encourage all players to explore different strategies, such as focusing on acquiring specific property groups, managing cosmic energy units more conservatively, or engaging in strategic trades.

SPECIFICATIONS

Feature	Detail
Product Dimensions	1.61 x 15.75 x 10.51 inches
Item Weight	1.52 pounds
ASIN	B08JRZCNTJ
Item Model Number	F1659
Manufacturer Recommended Age	8 years and up
Release Date	October 1, 2021
Language	English
Manufacturer	Hasbro

WARRANTY INFORMATION

This product is covered by a manufacturer's limited warranty against defects in materials and workmanship. For specific details regarding warranty coverage, duration, and how to make a claim, please refer to the warranty information provided on the product packaging or visit the official Hasbro website. Please retain your proof of purchase for any warranty claims.

CUSTOMER SUPPORT

For further assistance, questions about gameplay, or to report missing/damaged components, please contact Hasbro Customer Service. You can typically find contact information, including phone numbers and online support portals, on the product packaging or by visiting the official Hasbro website:

Hasbro Official Website: www.hasbro.com

Please have your product model number (F1659) and proof of purchase available when contacting support.

