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USAOPOLY MN011-460-002500-06

USAOPOLY Monopoly: X-Men '97 Edition Board Game Instruction Manual

Introduction

Welcome to the world of mutants and heroes with MONOPOLY: X-Men '97 Edition. This game allows players to buy, sell, and trade iconic mutants to build their ultimate team. The game features custom tokens, unique currency, and reimagined cards inspired by the beloved animated series.

The objective is to acquire properties, collect rent, and strategically manage your resources to become the ultimate mutant champion.

What's in the Box

- Custom Game Board
- 6 Collectible Tokens
- 28 Title Deed Cards
- 16 Chance Cards (Renamed Friends of Humanity)
- 16 Community Chest Cards (Renamed Prime Sentinels)
- Custom X-Men '97 Currency
- 32 Mutant Academies (Houses)
- 12 Mutant Mansions (Hotels)
- 2 Dice

Components Overview



Figure 1: The Monopoly X-Men '97 Edition game box, featuring X-Men characters.



Figure 2: The game board set up with custom tokens, cards, and currency, ready for play.



Figure 3: Close-up of the six custom sculpted tokens: Wolverine's Cowl, Cyclops' Visor, Magneto's Helmet, Rogue's Gloves, Gambit's Cards, and Storm's Thunderbolt.



Figure 4: Custom X-Men '97 themed currency featuring various mutant characters.



Figure 5: An example of gameplay showing dice, a custom token (Gambit's Cards), and property cards on the board.



Figure 6: Close-up of Prime Sentinels cards, which replace traditional Community Chest cards, featuring Sentinel characters.



Figure 7: Close-up of Friends of Humanity cards, which replace traditional Chance cards, featuring a Friends of Humanity character.



Figure 8: An overview of all game components, including the board, tokens, cards, and currency, highlighting the X-Men '97 theme.

Setup

1. Place the game board on a flat surface.
2. Separate the Title Deed cards from the Friends of Humanity and Prime Sentinels cards. Shuffle the Friends of Humanity cards and place them face down on their designated space on the board. Do the same for the Prime Sentinels cards.
3. Each player chooses one of the 6 collectible tokens to represent them on the board.
4. Select a Banker. The Banker is responsible for the bank's money, Mutant Academies, and Mutant Mansions. The Banker may also play, but must keep their personal funds separate from the bank.
5. Each player receives a starting amount of custom X-Men '97 currency from the Banker. Refer to the game rules for specific starting amounts.
6. Place all tokens on the 'GO' space.

Gameplay

The game proceeds in turns, with players rolling two dice and moving their token clockwise around the board. The space a player lands on determines the action they must take.

Actions on Spaces:

- **Unowned Mutants (Properties):** If you land on an unowned Mutant space, you may buy it for the price printed on the board. If you choose not to buy it, the Banker auctions it off to the highest bidder.
- **Owned Mutants:** If you land on a Mutant owned by another player, you must pay rent as indicated on their Title Deed card. Rent increases if the owner has built Mutant Academies or Mutant Mansions on the property.
- **Friends of Humanity/Prime Sentinels:** Draw the top card from the respective pile and follow its instructions. These cards can grant benefits, impose penalties, or direct you to other spaces.
- **GO:** Passing or landing on 'GO' allows you to collect 200 in custom currency from the bank.
- **Just Visiting/In Jail:** Landing on 'Just Visiting' means you are simply visiting. Landing on 'Go to Jail' sends you directly to Jail. You cannot collect 200 for passing 'GO' if sent to Jail.
- **Free Parking:** No action is taken, and no money is collected or paid.

Building Mutant Academies and Mansions:

Once you own all the Mutant properties in a color group, you can begin building Mutant Academies and Mutant Mansions. These significantly increase the rent other players must pay when landing on your properties. Buildings must be erected evenly across a color group.

Winning the Game:

The game ends when all other players have gone bankrupt. The last player remaining is the winner.

Special Features

- **Custom Tokens:** Play as your favorite X-Men characters with unique sculpted tokens including Wolverine's Cowl, Cyclops' Visor, Magneto's Helmet, Rogue's Gloves, Gambit's Cards, and Storm's Thunderbolt.
- **Renamed Cards:** Experience familiar game mechanics with a thematic twist as Chance cards become 'Friends of Humanity' and Community Chest cards become 'Prime Sentinels'.
- **Custom Currency:** All currency features X-Men '97 animated series illustrations.

Safety Information

Choking Hazard: Contains small parts. Not suitable for children under 36 months.

Specifications

Feature	Detail
Product Dimensions	10.5 x 10.5 x 0.1 inches
Item Weight	1.85 pounds
Item Model Number	MN011-460-002500-06
Manufacturer Recommended Age	8 years and up
Language	English
Manufacturer	USAopoly

Troubleshooting

- **Missing Pieces:** If any components are missing upon opening, please contact USAOPOLY customer support.
- **Rule Disputes:** In case of disagreements over rules, refer to the official rulebook included in the game box. For complex scenarios not covered, players may agree on a house rule or consult online forums for common interpretations.
- **Damaged Components:** For damaged game pieces, contact USAOPOLY customer support for possible replacements.

Warranty and Support

This product is covered by USAOPOLY's standard product warranty. For detailed warranty information, product support, or to inquire about replacement parts, please visit the official USAOPOLY website or contact their customer service department. Keep your proof of purchase for warranty claims.

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