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AGES
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♦ Fast-Dealing Property Trading Game ♦



STAR WARS™

GAME GUIDE

Aim of the Game:

Play in teams to build Bases around the galaxy and use the Force cards to turn the battle in your favour! But remember there can only be one ultimate winner!

May the Force be with you!

CONTENTS: 1 Gameboard, 4 Character Tokens, 48 Bases (all double-sided), 36 Force Cards, 4 Symbol Cards, 2 Dice, and 1 Money Pack

READ THESE PAGES FIRST!

MONOPOLY *Star Wars*™ is a very different game! So what's new?

AIM OF THE GAME

- Travel around the galaxy, buying planets to build Bases on.
- When every planet is owned, the battle is over! Count up the Bases.
- The player with the most Bases on the winning side is the ultimate winner!
- May the Force be with you...

CHOOSE YOUR SIDE

Choose to play as either Rebel (blue) or Empire (red) in this galactic battle for ultimate power. Team up to confront your enemy, but remember there can be only one winner!

BASES AND SYMBOLS

Once you've picked your character token, pick a symbol card of the same colour.

Rebel players, choose either



or

Empire players, choose either



or

Take a closer look...

- Pick up a matching coloured Base.
- You'll find your chosen symbol on one side.
- Place the Base this side up during the game to show you own a planet space!



USE THE FORCE CARDS!

Land on Rebel or Empire spaces to pick up Force cards!

If you land on a Rebel space



... or an Empire space



... pick up a matching card and take a closer look...

... which action matches your colour?

If it's the top half, it's a **Force card!**
Keep and play as many of these powerful cards as you wish, **at any time**, to turn the battle in your favour!
(If you play a Force card at the start of your turn, just remember to roll afterwards.)

REBEL FORCE

Just say no!

Stop another player's action against you.

(Keep this card secret. Play at any time.)

EMPIRE CHANCE

Broken power coupling

Pay the Bank 200 Credits.

But if it's the bottom half, you must take a **Chance!**

Read and play the action immediately.



PLANET SPACES

Travel around the galaxy, buying planets to build Bases on.

Charge rent every time players land on your space!




Owning a whole planet (colour set) means double the rent!





OUT OF CASH?

No one goes bankrupt in MONOPOLY *Star Wars*, but if you can't pay the rent, you will lose your most valuable Base!

SET IT UP!

1. Players need to choose which side they are on: Rebel (blue) or Empire (red). 
2. Ensure there is an even number of players on each side. For a three-player game, see the page opposite.
3. Choose your character token and put it on GO. Place your chosen symbol card in front of you for everyone to see.
4. Shuffle the Rebel Force cards and place them face down on this card space: 
5. Shuffle the Empire Force cards and place them face down on this card space: 
6. Rebel players each take **three** Rebel Force cards, and Empire players each take **three** Empire Force cards.
 - Look at them now, but keep them secret.
 - Keep the cards until needed, then use them at any time.

7. Choose a player to be Banker. The Banker is in charge of:

- the Bank's money 
- Rebel and Empire Bases 
- auctions

The Banker can play too, but must keep their money separate from the Bank's.

8. Give each player:



2x 4x 2x 3x 2x

Total = 1500 Credits.

Keep the rest of the money in the plastic tray as the Bank.

9. The youngest Rebel player goes first. Play continues to the left.



PLAY!

How to win

- Once every planet on the board has Bases built on it, the side with the most Bases wins, Rebel or Empire.
- The player with the most Bases on the winning side is the ultimate winner!
- In the case of a draw, the balance of power is tipped by the highest-placed Base.

How to play

1. Roll both dice.
2. Move your token forward that number of spaces.
3. Where did you land? Check **The Board Spaces** section of this guide.
4. If you rolled a double, move, then roll and move again.

Watch out! If you roll a double three times in the same turn, you must Go To Jail!

5. Your turn is over. The player on your left goes next.

Start playing!

That's all you need to know, so get going! Look up the spaces as you land on them.

Three-player game set-up

- The solo player always goes first and takes six Rebel or Empire Force cards at the beginning of the game, depending on their chosen side.

THE BOARD SPACES



Pay this to buy

Unowned Planet Spaces

You must either buy or auction any unowned planet space.

- **To buy it**, pay the price shown on the **outer board space**, then put one of your Bases on to the linked hexagonal space on the planet itself. Make sure the Base has your symbol face up to show you own it!
- **If you don't want to buy it**, the Banker must auction it. Bidding starts at 10 Credits. Anyone can increase the bid (even the player who originally landed on the space). The winning bid is paid to the Bank.
- If no one wants it, that's fine. Leave the planet space empty.

Charge this for rent



Owned Planet Spaces

You must pay the owner rent. **Rent is shown on the planet itself next to the owned hexagonal Base space**, but the amount you have to pay depends on which side the owner is on.

- If the owner is an **enemy**, you must pay the **full** rent.
- If an **ally**, you only pay **half** the rent!
- Out of money to pay the rent? Turn to **page 9** for instructions.

Watch out! The owner must ask for the rent before the next player rolls the dice; you snooze, you lose!

Colour set = double the rent!

If you, either on your own or as part of the Rebel/Empire side, own all the Bases on a planet, the rent owed is doubled!

GO

Every time you land on or pass the GO space, collect 200 Credits (except when engaged in Hyperdrive).



Force Card Spaces

Land on Rebel or Empire spaces to pick up Force cards!

If you land on a Rebel space



... or an Empire space



... pick up a matching card and **take a closer look...**

... which action matches your colour?

<p>If it's the top half, it's a Force card! Keep and play as many of these powerful cards as you wish, at any time, to turn the battle in your favour! (If you play a Force card at the start of your turn, just remember to roll afterwards.)</p>	<p>REBEL FORCE Just say no! Stop another player's action against you. <small>(Keep this card secret. Play at any time.)</small></p> <p>EMPIRE CHANCE Broken power coupling Pay the Bank 200 Credits.</p>	<p>But if it's the bottom half, you must take a Chance! Read and play the action immediately.</p>
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Remember!

Don't forget the cards in your hand from the start of the game!



Just say no! cards can be played at any time to cancel any player's action against you! If that player has another **Just say no!** card, they can use it to cancel yours; sorry!

Discard used Force and Chance cards face up. If you run out of cards, shuffle the discard piles to create new Rebel and Empire decks.



Hyperdrive

Move to any unowned planet space between you and the next Hyperdrive space.

If all the spaces are owned in that zone, you can make a bigger leap to any unowned space in the next zone, and the next if necessary.

If you pass GO while in Hyperdrive, **do not** collect 200 Credits.



Bounty Hunter

Make any planet space your own!

Take one of your Bases from the Bank and use it to either:

- take over an unowned planet space; or
- replace any existing Base on the board, returning that player's Base to the Bank.



Just Visiting

If you land here, do nothing. Pop your token on the Just Visiting section.



Free Parking

Do nothing. Take a load off and recharge your power couplings.



Go To Jail

Move your token to the In Jail space immediately. Do not pass GO. Do not collect 200 Credits. Your turn is over. You cannot collect any rent or take part in auctions while you're In Jail.

So, how do you get out of Jail?

- **Pay 100 Credits** to the Bank at the start of your next turn, then roll and move as normal.
- **Use a Get Out of Jail Free** card.
- **Roll a double** on your next turn. If you do, you're free! Use the roll to move. You can use up to three turns to try for a double. If you don't roll a double by your third turn In Jail, pay 100 Credits and use your last roll to move as normal.



Trade Federation Tax

Pay 200 Credits to the Bank.

Are you out of money?

- If you owe the Bank, keep any cash you do have and remove your highest-placed Base.
- If you owe another player, keep your cash and remove your highest-placed Base from the board. The player owed puts one of their Bases in its place!
- If you have no money or Bases, do nothing; you've got it bad enough!

WIN!

- As soon as every planet space has a Base on it, the game ends. The side with the most Bases on the board wins!
- The player with the most Bases on the winning side is the ultimate winner!
- In the case of a draw, the winner is the player who owns the highest-placed Base.

KASHYYYK



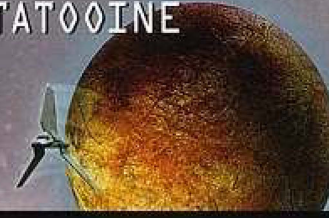
Kashyyyk is the Wookiee homeworld, covered in dense forest. While Wookiees build their homes in the planet's trees, they are not a primitive species, and Kashyyyk architecture incorporates sophisticated technology. One of the last battles of the Clone Wars was fought here under the leadership of Yoda, with Wookiees and clones battling the Separatist droid army – until the Emperor issued Order 66, commanding the clones to slaughter all Jedi.

HOTH



Hoth is the sixth planet in the remote system of the same name, and was the site of the Rebel Alliance's Echo Base. It is a world of snow and ice, surrounded by numerous moons, and home to deadly creatures like the wampa.

TATOOINE



A harsh desert world orbiting twin suns along the Outer Rim of the galaxy, Tatooine is ruled by the immoral Hutts. Most settlers operate moisture farms in the desert, but cities such as Mos Espa and Mos Eisley attract a wide range of criminals and rogues. Tatooine's many dangers include sudden sandstorms, bands of roving Tusken Raiders, and carnivorous krayt dragons. Tatooine is also known for dangerous Podraces, rampant gambling, and legalised slavery.

KAMINO



A lonely world beyond the Outer Rim, few could have predicted that Kamino would become a key contributor to a massive shift in political power in the final days of the Republic. Kamino is a planet of endless oceans and storms. Few features mark its surface, save for massive stilt-mounted cities wherein reside the planet's natural inhabitants, the Kaminoans. From Tipoca City, the planet's Prime Minister, Lama Su, closely monitored the operations of Kamino's most prized export: clones.

GEONOSIS



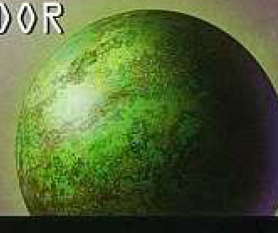
A harsh rocky world less than a parsec away from Tatooine, Geonosis is a ringed planet beyond the borders of the Galactic Republic. Its uninviting surface is made up of harsh, rocky desert. The most advanced life-forms are the Geonosians, sentient insectoids that inhabit towering spire-hives. The Geonosians maintained large factories for the production of droids and weapons for the Separatist cause in the Clone Wars.

DAGOBAH



Home to Yoda during his final years, Dagobah is a swamp-covered planet – a forgotten world where the wizened Jedi Master could escape the notice of Imperial forces. Characterised by its bog-like conditions and fetid wetlands, the murky and humid quagmire remains undeveloped, with no signs of technology. Though it lacks civilisation, the planet is teeming with life – from its dense, jungle undergrowth to its diverse animal population.

ENDOR



Secluded in a remote corner of the galaxy, the forest moon of Endor would easily have been overlooked by history were it not for the decisive battle that occurred there. The lush, forest home of the Ewok species is the gravesite of Darth Vader and the Empire itself. It was here that the Rebel Alliance won its most crucial victory over the Galactic Empire.

CORUSCANT



A city-covered planet, Coruscant is the vibrant heart and capital of the galaxy, featuring a diverse mixture of citizens and culture. It features towering skyscrapers, streams of speeder-filled air traffic, and inner levels that stretch far below the world's surface. Coruscant was the seat of government for the Galactic Republic and the Empire that followed, and was the site of numerous historic events during the Clone Wars.