

◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

® BRAND

ORIGINAL MONOPOLY GAME RULES PLUS SPECIAL RULES FOR THIS EDITION.

Welcome to MONOPOLY®: Predators of the Deep Edition!

Join the Discovery™ Shark Week team as you play with friends to collect photos and data of sharks from around the globe. Head out to sea on your adventure, but first you will need to know the basic game rules along with the custom Predators of the Deep rules.

If you've never played the original MONOPOLY game, refer to the original rules beginning on the next page. Then turn back to the Set It Up! section to learn about the extra features of this Monopoly: - Predators of the Deep edition.

CONTENTS

Game Board,
6 Collectible Tokens,
28 Title Deed Cards,
16 EXPLORE Cards,
16 DISCOVER Cards,
Shark Teeth Currency,
32 Houses renamed
Camera Tags, 12 Hotels
renamed Satellite Tags,
2 Dice.

Discovery
**SHARK
WEEK™**

PREDATORS OF THE DEEP EDITION

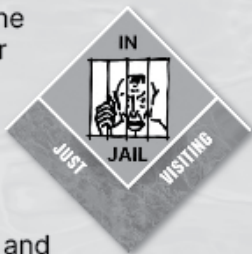
If you are already an experienced MONOPOLY dealer and want a faster game, try the rules on the back page!

LAY

5. If you rolled a **double**, roll the dice again and take another move (steps 1-4).

Watch out! If you roll doubles **3 times** on the same turn, you must **Go to Jail**.

6. When you finish your move and action, **pass the dice to the player on your left**.



2: AN ASSET OWNED BY ANOTHER PLAYER

If you land on another player's property you must **pay rent** to them as shown on the Title Deed card. You do not pay rent if the property is mortgaged (its Title Deed is face down). **Important:** the owner must ask you for the rent before the player to your left rolls the dice. If they forget to **ask**, you don't have to pay!

Predators

The rent for an **unimproved** asset is printed on the matching Title Deed card. This is **doubled** if the owner owns all assets in its color group and none of them are mortgaged. If the asset is **improved** with CAMERA TAGS or SATELLITE TAGS, the rent will be much higher – as shown on the Title Deed card.

HELP! I'M IN DEBT!

If you ever owe the Bank or another player more cash than you have, try to raise the money by selling **CAMERA TAGS** and **SATELLITE TAGS** and/or mortgaging assets.

If you still owe more than you have, you are **BANKRUPT** and **out of the game!**

- Pay whatever currency you were able to raise.
- If the debt is to another player – give them all your mortgaged assets and any *Get Out of Jail Free* cards. The player must pay 10% interest on each mortgaged asset, even if they don't want to pay off the mortgage yet.
- If your debt is to the Bank – all your mortgaged assets must be put up for auction. These are sold unmortgaged (face up). Return any *Get Out of Jail Free* cards to the bottom of the appropriate piles.

Habitats

Rent depends on how many Habitats the other player owns.

	1	2	3	4
Rent:	▲25	▲50	▲100	▲200

Single-Day Outing & Multi-Day Excursion

Roll the dice and multiply the result by **4** – this is the rent you must pay. If the owning player owns both Single-Day Outing & Multi-Day Excursion, multiply the result by **10!**



DON'T WAIT FOR THE DICE!

You can do the following even when it isn't your turn – even if you're in Jail!

1: COLLECT RENT

If another player lands on one of your unmortgaged assets, you can demand rent from them as shown on the Title Deed – see *Property Owned by Another Player* below.

2: AUCTION

The Banker holds an auction when...

- A player lands on an unowned asset and decides **not** to buy it for the listed price.
- A player goes **bankrupt** and turns over all his or her mortgaged properties to the Bank, which are auctioned unmortgaged (face up).
- There is a **CAMERA TAG/SATELLITE TAG shortage** and more than one player wants to buy the same CAMERA TAGS/SATELLITE TAGS.

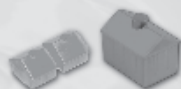


Auction bids can only be made in currency. Any player can start the bidding for as little as \$1. If no one makes a higher bid, the last player to bid must buy the asset.

3: TAGGING

When you own all the assets in a color group, you can buy CAMERA TAGS/SATELLITE TAGS from the Bank and put them on any of those assets.

- The listed price of each **CAMERA TAG** is shown on the properties **Title Deed**.
- You must build **evenly**. You cannot have a second **CAMERA TAG** on a property until you have one on each asset of its color group.
- You can have a maximum of 4 **CAMERA TAGS** on a single asset.
- When you have 4 **CAMERA TAGS** on a property, you can exchange them for a **SATELLITE TAG** by paying the listed price on the Title Deed. You can only have one **SATELLITE TAG** per property and cannot have additional **CAMERA TAGS** on an asset with a **SATELLITE TAG**.



3: EXPLORE or DISCOVER

Take the top card from the appropriate pile, follow the instructions on it immediately, then return it face down to the bottom of the pile. If it is a *Get Out of Jail Free* card, keep it until you need to use it or sell it to another player.



4: BOAT REPAIRS/FUEL

If you land on one of these spaces, you must pay the Bank the amount shown.



5: GO TO JAIL

If you land on this space, you must move your token to the Jail space immediately.

Important: You do **not** collect ▲200 for passing GO if you are sent to Jail. As soon as you are sent to Jail, your turn ends – pass the dice!

Other ways to end up in Jail...

- Draw an EXPLORE or DISCOVER card that tells you to *Go to Jail*.
- Roll three doubles in a row on your turn.





Important: you cannot have tagging on an asset if any asset in its color group is mortgaged.

CAMERA TAGS/SATELLITE TAGS shortage? If there are no **CAMERA TAGS/SATELLITE TAGS** left in the Bank, you must wait for other players to sell theirs before you can buy any. If **CAMERA TAGS/SATELLITE TAGS** are limited and two or more players wish to buy them, the Banker must auction them off to the highest bidder.

4: SELL CAMERA TAGS/SATELLITE TAGS

CAMERA TAGS/SATELLITE TAGS can be sold back to the Bank at half the listed price. **CAMERA TAGS/SATELLITE TAGS** must be sold evenly in the same way that they were bought. **SATELLITE TAGS** are sold for half the listed price and immediately exchanged for 4 **CAMERA TAGS**.

5: MORTGAGE PROPERTIES

If you're low on currency or don't have enough to pay a debt, you can mortgage any of your untagged assets. You must sell all **CAMERA TAGS/SATELLITE TAGS** on a color group to the Bank before you can mortgage one of its assets.



To mortgage an asset turn its Title Deed card face down and collect the listed value (shown on the back of the card) from the Bank. To repay a mortgage, pay the listed value plus 10% to the Bank then turn the card face up. Rent cannot be collected on mortgaged properties.

6: DO A DEAL

You can do a deal with another player to buy or sell untagged assets. You must sell all **CAMERA TAGS/SATELLITE TAGS** on a color group to the Bank before you can sell one of its assets.

Property can be traded for any combination of currency, other property or *Get Out of Jail Free* cards. The amount is decided by the players making the deal.

Mortgaged assets can be sold to another player at any agreed price. After buying a mortgaged asset, you must either **repay** it immediately or just **pay 10%** of the listed value and keep the card face down; if you later decide to repay to the bank the mortgage, you **will** have to pay the 10% fee again.



Remember: your aim is not just to get rich. To win you must make every other player **BANKRUPT**.

Q: How do I get out of Jail?

A: You've got 3 options...

- i **Pay ▲50** at the start of your next turn, then roll and move as normal.
- ii **Use a *Get Out of Jail Free* card** if you have one or buy one from another player. Put the card to the bottom of the appropriate pile, then roll and move.
- iii **Wait three turns.** On each turn roll the dice; if you get a **double**, move out of Jail and around the board using this roll. If you do not get a double on your third roll, you must pay ▲50 to the Bank, then move the number of spaces rolled.

6: JAIL (JUST VISITING)

Don't worry! If you finish your normal move on the Jail space, nothing happens. Make sure you put your token on the JUST VISITING section.

7: FREE PARKING

Relax! Nothing bad (or good) happens.



8: AN ASSET THAT YOU OWN

Nothing happens. But you're not making any currency!



SET IT UP!

WHAT'S DIFFERENT?

Shuffle the **EXPLORE** cards and place face down here.

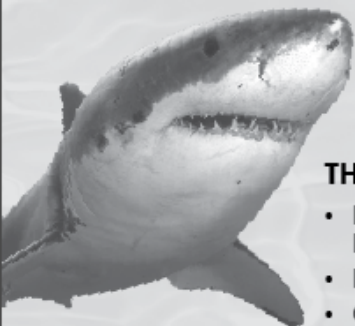
Houses and hotels are renamed **Camera Tags** and **Satellite Tags**, respectively.

OCEAN FLOOR, CORAL REEF, OPEN OCEAN AND DEEP SEA replace the traditional railroad spaces.

THE BANK

- Holds all money and Title Deeds not owned by players.
- Pays salaries and bonuses to players.
- Collects taxes and fines from players.
- Sells and auctions assets.
- Sells Camera Tags and Satellite Tags.
- Loans currency to players who mortgage their property.

The Bank can never 'go broke'. If the Bank runs out of currency, the Banker may issue as much as needed by writing on ordinary paper.

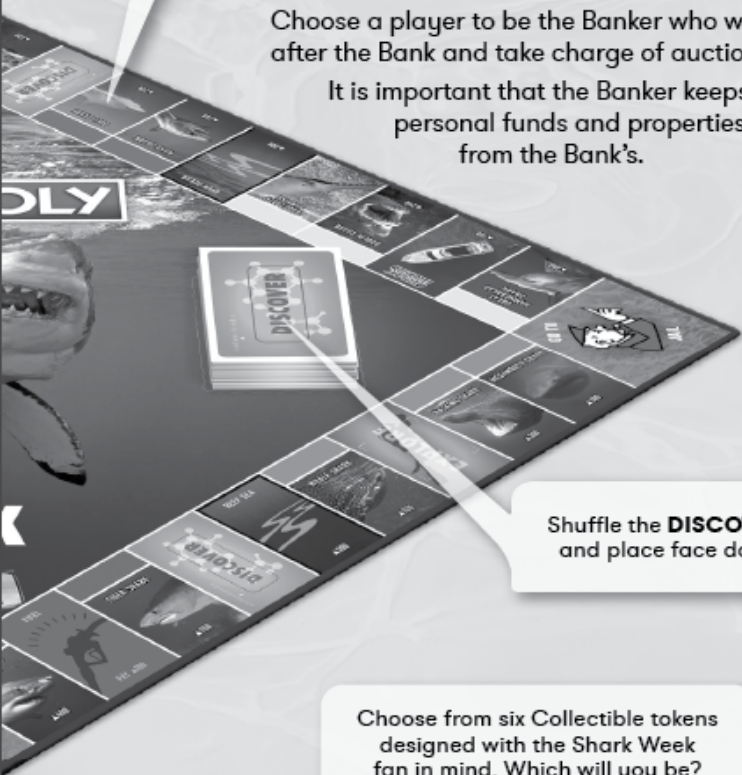


Game board spaces and corresponding Title Deed cards feature a wide variety of sharks from around the globe. All property values are the same as in the original game.

THE BANKER

Choose a player to be the Banker who will look after the Bank and take charge of auctions.

It is important that the Banker keeps their personal funds and properties separate from the Bank's.



Shuffle the **DISCOVER** cards and place face down here.

Choose from six Collectible tokens designed with the Shark Week fan in mind. Which will you be?
Diver, Buoy, Research Vessel, Shark Fin, Starfish, or Shark Week Logo?
Place your token on the **GO** space.

EACH PLAYER STARTS THE GAME WITH:



DO YOU LIKE TO PLAY FAST?

SPEED PLAY RULES

RULES for a SHORT GAME (60-90 minutes)

There are four changed rules for the Short Game.

1. During **PREPARATION**, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
2. You need only three **CAMERA TAGS** (instead of four) on each property of a complete color group before you may buy **SATELLITE TAGS**. **SATELLITE TAG** rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one **CAMERA TAG** less than in the regular game.
3. If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; (2) rolling doubles; or (3) paying $\blacktriangle 50$. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the $\blacktriangle 50$ on the same turn.

END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) Currency on hand; (2) assets owned, at the value printed on the board; (3) any mortgaged assets owned, at one-half the value printed on the board; (4) **CAMERA TAGS**, counted at the purchase value; (5) **SATELLITE TAGS**, counted at purchase value including the amount for the three **CAMERA TAGS** turned in.

The most powerful player wins!

PLAY IT RIGHT!

Many players like to devise their own 'house' **MONOPOLY** rules. This is fine, but such rules often make the game last longer. In the official rules players may never loan each other currency or trade 'promises' not to charge rent in the future, etc. All tax and penalty fees are payable to the Bank and should not be stored under the Free Parking space or anywhere else!

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