

AGE
8+



MONOPOLY

ELECTRONIC BANKING



CONTENTS

- 1 Gameboard
- 28 Title Deed Cards
- 16 Chance Cards
- 16 Community Chest Cards
- 32 Houses
- 12 Hotels
- 4 Tokens
- 2 Dice
- 1 Electronic Banking Unit
- 4 Electronic Banking Cards

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SET IT UP!



1 Choose someone to read these rules out loud to all players.

2 Shuffle the Community Chest cards and place them face down here.

3 Shuffle the Chance cards and place them face down here.

4 Place the 2 white dice next to the board.

5 Choose someone to be Banker. (The Banker can play, too.)

The Banker's in charge of:
The Electronic Unit



Houses



Hotels



Title Deed cards

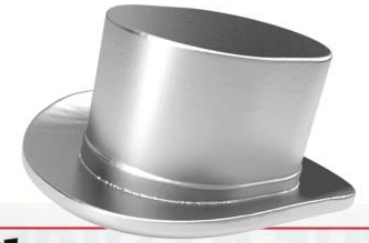


Auctions

6 Insert batteries into the unit. See illustration on the back page. This automatically switches on the unit.



7 Each player chooses a token, places it on GO, and then takes a bank card of the same colour. Each card comes loaded with £15M!



PLAY!

How to win

Move around the board buying as many properties (Streets, Stations and Utilities) as you can. The more you own, the more rent you'll get. Bank your profits in the electronic unit! If you're the last player with any money after all other players have gone bankrupt, you win!

Who goes first?

Each player rolls both white dice. The highest roller starts.

On your turn

- 1 Roll both white dice.
- 2 Move forward that number of spaces.
- 3 Where did you land? Check THE BOARD SPACES section on page 6.
- 4 Need to pay or receive money? Check THE BANKING UNIT section on page 4.
- 5 If you rolled a double, roll the dice again, and take another turn.

Watch out! If you roll a double 3 times in the same turn, you must Go To Jail!

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

THE BANKING UNIT

The banking unit can only fit 5 numbers on its screen so, for example, it shows 100,000 as 100k and 1,000,000 as 1M. Because of this, you need to input figures exactly as shown on the Title Deed, Chance and Community Chest cards.

Press any key or insert a card to start a game. Each player's starting balance is ¥15M. When a card is entered into the unit, the card number (1, 2, 3 or 4) will be shown, followed by that player's current balance.

Million

You must press **M** after any amount for the unit to register it (e.g., 1.1M).

GO Arrow

Insert your card and press **→** to credit ¥2M to your balance every time you pass GO!

Thousand

You must press **K** after any amount for the unit to register it (e.g., 100k).

Cancel / Clear

If you make a mistake, press **C** once, while your card's still in the unit, then key in the correct amount.

PAY IN

Key in the amount, then press **+P** to receive specific amounts onto your card.

PAY BANK

Key in the amount, then press **-B** to pay the Bank.



Decimal Point / Volume Adjustor

To adjust the volume, remove all cards from the unit, then press and hold the **◀▶** button. This takes you to volume options. Release the button when the unit is at the volume you want.

PAY ANOTHER PLAYER

Use this button when one player (or more) needs to pay another. If you owe another player rent, for example, insert your card and key in the amount (followed by **K** or **M**), press the **PP** button and remove your card. When all players involved have contributed, insert the card of the player who is owed and press **+P** for the full amount to be automatically credited to their card! See page 10.

MONOPOLY

Banker's Tips

- 1 Always follow the arrows on the cards when inserting cards into the unit.
- 2 If the unit doesn't beep when you insert a card, check that it's inserted the right way up. Unless you've turned the volume all the way down, in which case the unit will make no sounds at all!
- 3 The unit will go to sleep after 30 seconds of inactivity. Insert a card or press any key to wake it up.
- 4 The maximum amount that can be entered at one time is ₺20M, the minimum amount is ₺10k.
- 5 Remember, if you don't press **K** or **M**, the unit will not credit or debit the card.
- 6 If you make a mistake and have taken the card out of the unit, you will have to re-insert the card, and re-calculate to get the correct balance again.
- 7 To start a new game, remove all cards from the unit and press and hold the **C** button until you hear a beep. All the balances will be reset to the starting sum of ₺15M.
- 8 See page 10 for more details on how to use the banking unit.

Remember, if you run out of money, you are bankrupt and out of the game!

Start Playing

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




MONOPOLY

Action Spaces



GO

If your move took you onto or past the GO space, insert your card into the unit and press the  button to credit $\text{\$}2\text{M}$.




Chance / Community Chest

Take the top card from the matching pile and immediately do what it says. Return it to the bottom of the pile when done.



Income Tax / Super Tax

Insert your card, key in the amount shown on the space and press the  button.



Free Parking

Relax! Nothing happens.



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go To Jail

Move your token to the In Jail space immediately!

Do not collect $\text{\$}2\text{M}$ for passing GO. Your turn is then over. You can still collect rent, auction, buy Houses and Hotels, mortgage, and trade while you are In Jail.

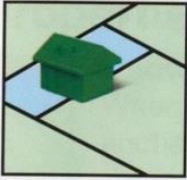
How do I get out of Jail?

You have 3 options:

- 1 Pay $\text{\$}500\text{k}$** at the start of your next turn, then roll and move as normal.
- 2 Use a *Get Out of Jail Free* card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the pile, then roll and move.
- 3 Roll a double** on your next turn. If you do, you're free! Use the roll to move. You can use up to 3 turns to try for a double. If you don't throw a double by your third turn in Jail, pay $\text{\$}500\text{k}$ and use your last roll to move.

MONOPOLY

BUILDINGS

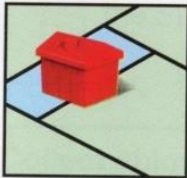


Houses

As soon as you get a colour set, you can start buying Houses; you don't have to wait for your turn.

Pay the Bank the cost price on the Title Deed card and place a House on the Street.

Build evenly. You cannot build a second House on a Street until you've built one on each Street in the set. You can only have 4 Houses on a Street.



Hotels

Once you have 4 Houses on a Street, you can pay to upgrade to a Hotel.

Pay the Hotel cost price on the Title Deed card, return all 4 Houses to the Bank and put a Hotel on the Street.

You can only have 1 Hotel per Street. You can't add any more Houses.

Not enough buildings?

If multiple players want the last House or Hotel, the Banker must auction it. Bids start at ₦100k.

No buildings left?

You can't buy any until someone sells theirs back.

You cannot build on a Street if any Street in its colour set is mortgaged.

Auctions

If you land on an unowned Street, Station or Utility and you don't want to buy it, the Banker must auction it.

1. The Banker starts the auction by offering the space to everyone for ₦100k.
2. Anyone can increase the bid by as little as ₦10k (even the Banker and the player who originally landed on the space).
3. The highest bidder wins the auction, pays the Bank, and takes the Title Deed card.

What if no one wants it?

That's fine. No one pays anything.

Deals & Trades

You can buy, sell, or swap property with other players at any time.

You must sell all buildings on a colour set to the Bank before you can sell or trade a Street. You cannot sell (or trade) buildings to another player.

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

Mortgaged property can be traded at any agreed price.

The new owner must immediately either:

Repay the mortgage (pay the Bank the unmortgage cost).

Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

MONOPOLY

HELP! I CAN'T PAY!

- 1 Try to raise money.**
If you owe money and can't pay, try to raise the money by selling buildings and/or mortgaging properties.

Sell Buildings

Sell Hotels to the Bank for half the cost price and exchange them immediately for 4 Houses.

Sell Houses to the Bank for half the cost price. Houses must be sold evenly across the colour set.

Mortgage Property

To mortgage a property, you must first sell all buildings in its colour set to the Bank at half their cost price.

To mortgage, turn the Title Deed card face down and collect the mortgage value on the back from the Bank.

To repay a mortgage, pay the unmortgage cost to the Bank (mortgage value +10%), then turn the card face up.

Rent cannot be collected on properties that are mortgaged. However, the increased rent level can be collected on the unmortgaged Streets in a colour set.

The increased rent on unmortgaged Stations and Utilities may be collected in the same way.

- 2 If you're still in debt, you are bankrupt and out of the game!**

Do you owe another player?

Give them any *Get Out of Jail Free* cards and all your mortgaged properties.

The new owner must immediately either: **Repay the mortgage** (pay the Bank the unmortgage cost).

Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

Do you owe the Bank?

Return all your properties to the Bank. Any mortgages are cancelled.

All your properties must immediately be put up for auction.

Return any *Get Out of Jail Free* cards to the bottom of the pile.

The remaining players keep playing until there is only one person left in the game, the winner!



MONOPOLY


More on **The Banking Unit**



The Banker should carry out all transactions to ensure as few mistakes as possible are made. The Banking Unit Guide is on pages 4 and 5. If you get really stuck, then read on...

To receive money from the bank

When? When you sell houses or hotels, mortgage a property or receive money from the Bank via Chance and Community Chest cards.



How? The Banker inserts your card. Your current balance will be displayed. The Banker enters the amount the bank owes you and presses the  button. The money automatically goes into your account and the Banker removes your card.



PAY IN
button

To receive money from another player

When? When someone lands on your property and owes you rent, or when another player buys properties or a *Get Out of Jail Free* card from you.



How? The Banker inserts the other player's card, keys in the amount they owe, and presses the  button. The money is debited from their account and the Banker removes their card. The banker then inserts your card and presses the  button. The money is credited into your account and the Banker removes your card.



PAY ANOTHER
PLAYER
button

To receive money from multiple players

When? When it's your birthday, for example, and more than one player owes you money.


How? The Banker simply inserts each paying player's cards, and keys in the amount to be debited one at a time. Each time  is pressed, the unit stores the accumulated amount. When all players' accounts have been debited, the Banker inserts your card and presses the  button. Your account is credited the full amount. You have very generous friends!



PAY IN
button

To pay money to the Bank

When? When you buy properties, Houses or Hotels, pay taxes, repay mortgages and to get out of Jail. Some Chance and Community Chest cards also make you pay money to the Bank.

How? The Banker inserts your card, enters the amount you owe, and presses the  button. The money is debited from your account and the Banker removes your card.



PAY BANK
button

MONOPOLY

IMPORTANT: BATTERY INFORMATION


x2 ALKALINE BATTERIES

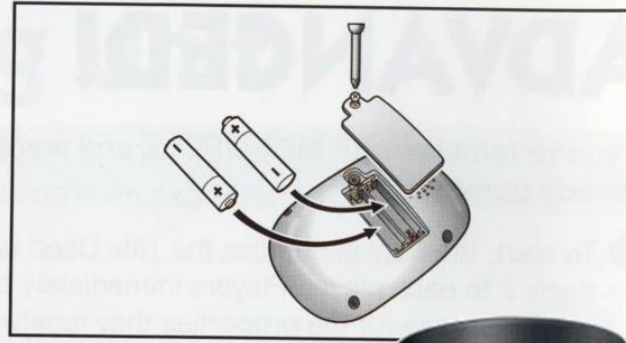
1.5V AAA or LR03 size **REQUIRED** Phillips/cross head
NOT INCLUDED screwdriver (not included) needed to insert batteries.

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.
BATTERIES SHOULD BE REPLACED BY AN ADULT.

CAUTION:

1. As with all small batteries, these batteries should be kept away from children. If swallowed, seek medical attention immediately.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES**

 This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in your household waste bin.



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