

Property Trading Game from Parker Brothers®

MONOPOLY

BRAND

ELECTRONIC BANKING EDITION

AGES 8+
2-6 Players



Draw a Community Chest card.

See page 13.

Mortgage a Property.

See page 12.

Build on your properties.

See page 10.



Pay rent on other players' properties.

See page 9.



Banker unit and cards.

See pages 6 to 8.



Go to Jail.

See page 14.

Draw a Chance card.

See page 13.

Collect \$2 million as you pass GO.

See pages 7 and 13.

AIM OF THE GAME

To be the only player left in the game after everyone else has gone bankrupt.

CONTENTS

1 Gameboard • 1 Electronic Banker Unit • 6 Tokens • 28 Title Deed Cards
16 Chance Cards • 16 Community Chest Cards • 6 Monopoly Bank Cards
32 Houses • 12 Hotels • 2 Dice

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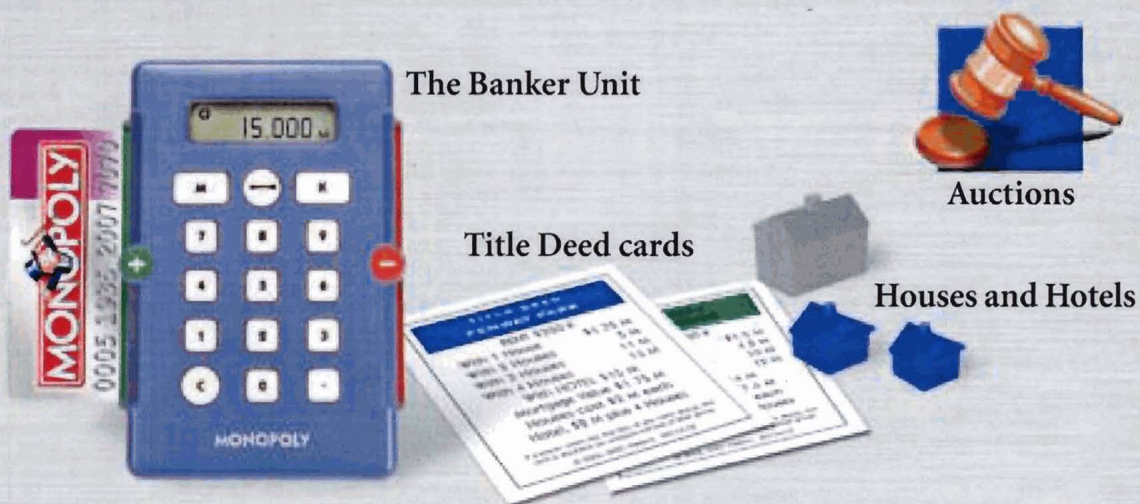
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THE BANKER

Choose one player to be the banker. If there are more than five players, the banker may choose to take on this role only. The banker is in charge of:



PLAYING









1. Roll both dice, the highest roll starts. Play continues clockwise.
2. On your turn, roll the dice and move that number of spaces clockwise around the board. Two or more tokens may be on the same space at the same time.

According to the space you land on . . .

- Buy the property (if it isn't owned by another player). See page 9.
 - Get the banker to auction the property (if you don't want to buy it). See page 9.
 - Pay rent (if the property is owned by another player). See page 9.
 - Pay taxes.
 - Draw a Chance or Community Chest card. See page 13.
 - Go to Jail. See page 14.
3. Once you own a color group, build houses or hotels on those sites.
 4. If you run out of money, mortgage or sell property to pay off your creditors. If you cannot raise enough money to pay rent, tax or a bill, you are declared bankrupt and are out of the game.
 5. No player may borrow money from, or lend money to, another player. However, a player may choose to accept any of your property instead of money that is owed to them.
 6. If you roll a double, take your turn as normal and roll again. Roll three doubles in one turn and you go to jail!
 7. Continue until only one player is left in the game. This player is the winner!

BANKER UNIT

The Banker Unit can fit only 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 cards.

	Million
	Passing GO: The banker inserts your card into the unit's left slot and presses  to add \$2M
	Thousand
	Cancel/Clear: To play a new game, press and hold until you hear a beep. All the balances will be reset to the starting balance of \$15M.
	Decimal Point/Volume Adjustor
	Receiving Money
	Paying Money

Batteries

To insert and remove batteries see page 14.

Starting

Press any key or insert a card.

Each player's starting balance is \$15M. When a card is entered into the unit, the card number will be shown, followed by that player's current balance.



RECEIVING MONEY

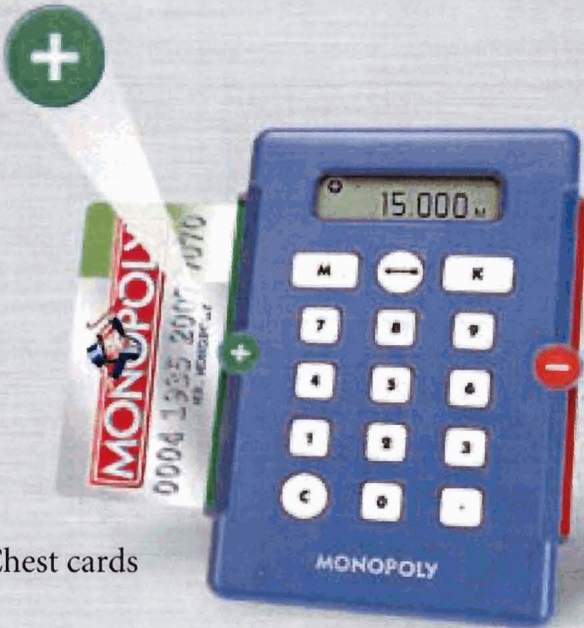
Receiving money from:

- Passing GO
- Rent
- Chance and Community Chest cards
- Sale of houses and hotels
- A mortgage
- A bankrupt player

Receiving money from the banker:

- Chance and Community Chest cards
- Passing Go
- Selling houses and hotels
- Mortgage loans

The banker inserts your card into the unit's **left** hand slot. Your balance will be displayed. He will then enter the amount you are to receive. Once your balance goes up, your card may be removed



PAYING MONEY

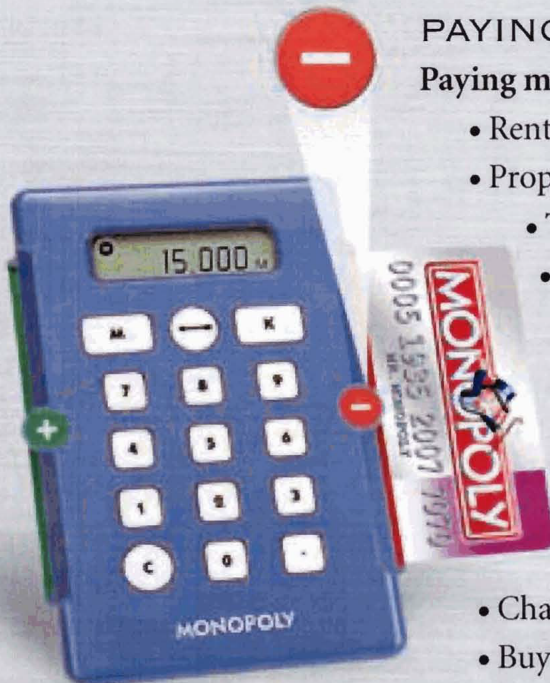
Paying money for:

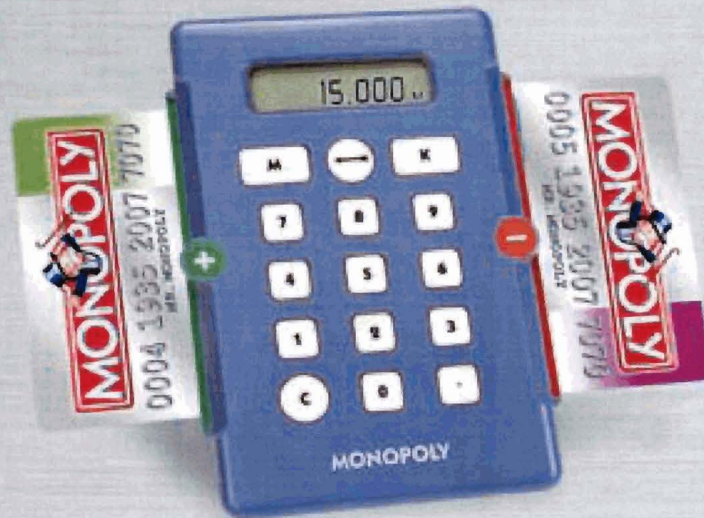
- Rent
- Property
- Taxes
- Chance and Community Chest cards
- Houses and hotels
- Removing a mortgage
- Getting out of Jail
- Debts owed to another player

Paying money to the banker:

- Chance and Community Chest cards
- Buying properties, houses and hotels
- Paying taxes
- Repaying a mortgage
- Getting out of Jail

The banker inserts your card into the unit's **right** hand slot. He will then enter the amount you are paying. Once your balance goes down your card may be removed.





Paying money to/Receiving money from another player:

- Rent
- Bankruptcy
- Selling property

The banker inserts the card making the payment in the unit's **right** hand slot and the card receiving the payment in the unit's **left** hand slot. The payer's balance is displayed. He/she then enters the amount to be paid. The payer's balance will go down. When the money has been transferred, the recipient's balance will go up. The banker removes both cards.

Finishing

The unit turns off automatically after 1 minute of inactivity. Press any key to start it up again. All the balances will still be stored in the unit. This means you can take a break from playing and continue later, with your money exactly where you left it!

Banker's Tips

1. Always follow the arrows on the cards when inserting them into the unit.
2. If the unit does not beep when you insert a card, check that the card is inserted the right way.
3. If you enter the wrong amount, press "C" and enter the correct amount. You can only correct a mistake if the card is still in the unit.
4. The maximum amount that can be entered at one time is \$20M. The minimum amount is \$10K.
5. To adjust the volume, remove all cards before pressing the decimal point button.

THE FINER POINTS

BUYING PROPERTY

There are three types of property:

TITLE DEED TIMES SQUARE	
RENT \$500 K	
With 1 House	\$2 M
With 2 Houses	6 M
With 3 Houses	14 M
With 4 Houses	17 M
With HOTEL \$90 M	
Mortgage Value \$2 M	
Houses cost \$2 M each	
Hotels, \$2 M plus 4 Houses	
<small>* Collect rent on the site of any color group. The rent is doubled on unoccupied sites in that group.</small>	
<small>© 2007 Hasbro</small>	

1. Sites

JFK JOHN F. KENNEDY INTERNATIONAL AIRPORT	
Rent	\$250 K
If 0 "Airports" are owned	500 K
If 1 " " " "	1 M
If 2 " " " "	2 M
Mortgage Value	\$1 M
<small>© 2007 Hasbro</small>	

2. Airports

INTERNET SERVICE PROVIDER	
If one "Service Provider" is owned, rent is 4 times amount shown on dice.	
If both "Service Providers" are owned, rent is 10 times amount shown on dice.	
Mortgage Value	\$750 K
<small>© 2007 Hasbro</small>	

3. Utilities

If you land on an unowned property, you have the first choice to buy it. If you decide to buy, pay the banker the price printed on that space. You will receive that property's Title Deed card as proof of ownership. Keep it faceup in front of you. If you decide not to buy, an auction will be held (see Auctions).

Owning a property entitles you to collect rent from any players who land on that space. Once you own all of the sites in one color group, i.e. you own a monopoly, you can build houses and hotels on sites in that group and collect more rent!

AUCTIONS

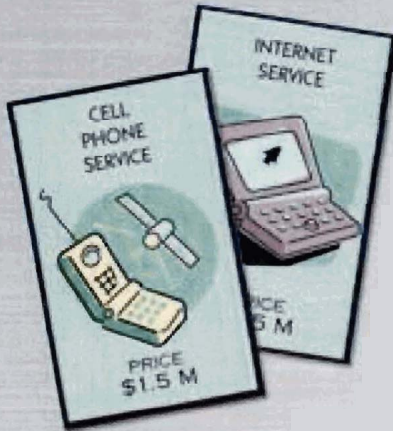
If you decide not to buy a property after landing on it, the banker must immediately auction it to the highest bidder, starting at any price another player is willing to pay. Even though you decline the option of buying at the original price, you may join in the bidding too.



PAYING RENT

If your roll ends your turn on a site that is owned by another player, you must pay rent (unless the site is mortgaged). The player who owns the site must ask you for rent before the next player rolls the dice. The amount payable is shown on the Title Deed card and varies according to the number of buildings on the site.

If you own a whole color group, the rent is doubled on any undeveloped site of that group (i.e., a site without houses or hotels). You can still collect double rent for the sites without a mortgage.



UTILITIES

Utilities are bought and auctioned in the same way as properties.

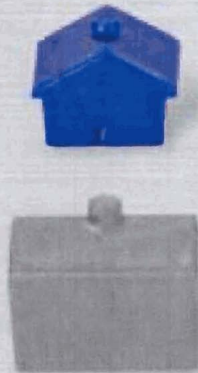
If you land on an owned utility, pay rent to the owner according to the number you rolled to get there. If the owner has one utility the rent will be four times your dice roll, multiplied by 10,000. If the owner has both utilities, you must pay ten times the amount of your dice roll, multiplied by 10,000.



AIRPORTS

Airports are bought and auctioned in the same way as properties.

If you land on an owned airport, pay the amount printed on the Title Deed card to the owner. The amount payable is shown on the Title Deed card and depends on the number of other airports owned by that player.



BUILDING HOUSES

Once you own all sites of a color group, you can buy houses to put on any of those spaces. The price of a house is shown on the Title Deed card.

You can buy houses (or hotels) on your turn or in between other players' turns, but you must build evenly: you cannot build a second house on a site until you have built a house on every site in that group. You may buy as many buildings as you wish, as long as you can afford them! Houses may not be built if any site of the same color group is mortgaged.

BUILDING HOTELS

To buy a hotel, you must first have four houses on each site of a complete color group. Exchange the four houses for a hotel and pay the banker the price shown on the Title Deed card. Only one hotel may be built on any one site.

RUNNING OUT OF BUILDINGS

If the banker has no houses left, you must wait for other players to return theirs before you can buy any.

If a limited number of houses or hotels are left and two or more players wish to buy more than the banker has, the banker auctions them off individually to the highest bidder, starting at the lowest price shown on the corresponding Title Deed card(s).

RUNNING OUT OF MONEY

If you are low on funds, you can raise more money by:

- Selling buildings
- Mortgaging property
- Selling property, utilities or airports to another player for any agreed sum (even if the property is mortgaged).

SELLING PROPERTY

You may sell undeveloped sites, airports and utilities to another player for a mutually agreed-upon price. You cannot sell a site if there are any buildings on any of the sites in that color group. You must first sell all the buildings on those sites to the banker.

Houses and hotels are sold to the banker at half their original purchase price, stated on the Title Deed card. You can sell on your turn or in between other players' turns.

Selling houses

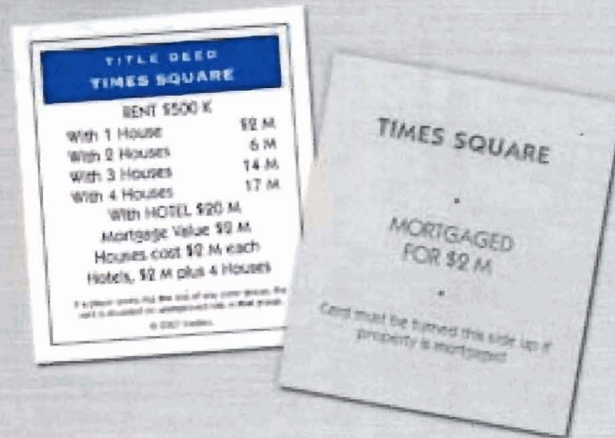
You must sell houses evenly, in the same way that they were bought.

Selling hotels

The banker will pay half the price of the hotel plus half the price of the four houses that were exchanged for the purchase of the hotel.

Hotels can also be broken back down into houses to raise money. To do this, sell a hotel for half its cost and receive in exchange four houses.

MORTGAGES



Mortgaging property

First, sell any buildings, then turn the site's Title Deed card facedown and collect your mortgage amount shown on the back of the card.

You keep all mortgaged property, and no other player can pay off your mortgage to secure the property. Rent cannot be collected on mortgaged property, although it can be collected for other properties in that color group.

Repaying a mortgage

You must pay the original mortgage amount plus 10% interest (rounded up to the nearest 10,000). Once the mortgage is repaid, turn the Title Deed card faceup.

Selling mortgaged property

You can sell mortgaged property to other players at any agreed price. The buyer can then either immediately repay the mortgage, or pay 10% interest (rounded up to the nearest 10,000) but retain the mortgage. The mortgage can be repaid as normal later in the game.

When all sites in a color group are mortgage-free, the owner may begin to buy back houses and hotels at full price.

BANKRUPTCY

If you owe more money than you can raise from your assets, you are declared bankrupt and are out of the game.

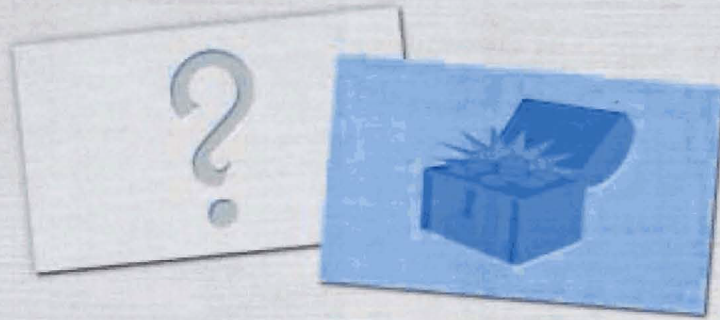
Owing the banker

Return your Title Deed cards to the banker, who will auction off each property to the highest bidder. Return any "Get Out of Jail Free" cards to the bottom of the corresponding pile.

Owing another player

The other player receives any money left on your card, your Title Deed cards and any "Get Out of Jail Free" cards you own.

CHANCE AND COMMUNITY CHEST



When you land on one of these spaces, take the top card from the corresponding pile. Follow the instructions on the card before returning the card, facedown, to the bottom of the pile. If you draw a "Get Out of Jail Free" card, you can keep it until you wish to use it or sell it to another player for a mutually agreeable sum.

If a card instructs you to move to another space, move there in the direction of the arrow. If you pass GO on the way, collect \$2M. You do not pass GO if a card sends you to jail, or sends you backwards.



FREE PARKING

There is no penalty for landing here, and you may still undertake transactions as usual (collecting rent, building on sites you own, etc.).

PASSING GO TWICE IN ONE TURN

You can collect \$2M twice in one turn. For example, if you land on a Chance or Community Chest space immediately after passing GO and drawing a card that tells you to "Advance to GO." The banker will need to remove and reinsert your bank card into the banker unit before pressing ← for the second time.



JAIL

Going to Jail

You will be sent to Jail if:

- You land on the “Go to Jail” space.
- You pick a Chance or Community Chest card, which tells you to “Go directly to Jail.”
- You roll doubles three times in a row on your turn.

Your turn ends when you are sent to Jail.

Move onto the Jail space and do not collect \$2M, regardless of where you were on the board. While in Jail, you can collect rent on properties provided they are not mortgaged.



Getting out of Jail

You can get out of Jail by:

- Paying a \$500K fine and continuing on your next turn.
- Using a “Get Out of Jail Free” card.
- Rolling doubles.

If you haven't rolled a double after three turns, pay the banker \$500K before moving your token according to your third dice roll.

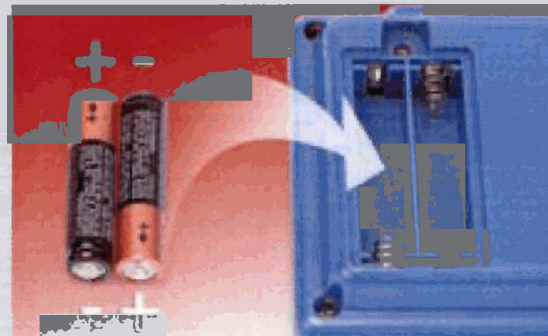
“Just Visiting”

If you are not sent to Jail but land on the Jail space, you are “Just Visiting” and incur no penalty.

BATTERIES

 **x2** **BATTERIES REQUIRED**
1.5V AAA or R03 size **NOT INCLUDED** Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Inserting batteries: Loosen the screw on the battery compartment (located on the underside of the base), and remove the door. Insert 2 AAA-size batteries, making sure to match the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.



A QUICKER GAME

If you're familiar with Monopoly and want to play a quicker game:

1. To start, the banker shuffles the Title Deed cards and deals two to each player. Players immediately pay the banker the price for the properties they receive. Play then continues as normal.
2. You only need to build up three houses on each site of a color group before buying a hotel (instead of four). When selling hotels, the value is half its purchase price.
3. As soon as a second player goes bankrupt, the game ends. The banker uses the banker unit to add together:
 - Money left on their bank card,
 - Owned sites, utilities and airports at the price printed on the board,
 - Houses, valued at the purchase price,
 - Hotels, valued at the purchase price including the value of three houses.

The richest player wins the game!

SPEEDY MONOPOLY

Alternatively, agree upon a definite time to finish the game. Whoever is the richest player at this time wins!



CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
- Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
- Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. US consumers write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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