

A QUICKER GAME

If you're familiar with MONOPOLY and want to play a speedy 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 (instead of four) on each site of a color group before buying a hotel. 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 banking unit to add together:
 - ◆ Money left on their bank card
 - ◆ Owned sites, utilities and transports at the price printed on the board
 - ◆ Any mortgaged property at half the price printed on the board
 - ◆ Houses, valued at purchase price
 - ◆ Hotels, valued at the purchase price including the value of three houses

The richest player wins the game!

SPEEDY MONOPOLY

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

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AGES 8+

◆ The Fast-Dealing Property Trading Game ◆

MONOPOLY

ELECTRONIC BANKING

©BRAND



AIM OF THE GAME

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

CONTENTS

Gameboard, Electronic Banking Unit, Title Deed Cards, Chance and Community Chest Cards, 6 Bank Cards, 2 Dice, 6 Tokens, 32 houses and 12 hotels.



THE GAME

Mortgage a property.
See page 9/10.

Pick up a Chance card.
See page 10.

Pick up a Community Chest card.
See page 10.

Pay rent on other players' properties.
See page 8.

Banking unit and cards.
See pages 5 to 7.



Build on your properties.
See page 9.

Put your token here to start.

Collect \$2M as you pass GO.
See page 6/11.

Go to jail.
See page 11.

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HERE'S HOW TO PLAY!

THE BANKER

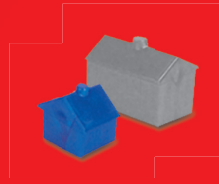
Choose one player to be the banker. If there are more than five players, the banker may choose to take on this role only. The banker is in charge of:



The banking unit



Title Deed cards



Houses and Hotels



Auctions

PLAYING

- Roll both dice, the highest roller starts. Play continues clockwise.
- On your turn, roll the dice and move that number of squares clockwise around the board. Two or more movers may rest on the same space at the same time. According to the space you land on, you can:
 - Buy the property for the asking price (if it isn't owned by another player). **See page 8.**
 - Get the banker to auction the property (if you don't want to buy the property for the asking price). **See page 8.**
 - Pay rent (if the property is owned by another player). **See page 8.**
 - Pay taxes
 - Draw a Chance or Community Chest card. **See page 10.**
 - Go to jail. **See page 11.**
- Once you own a color group, build houses or hotels on those sites.
- 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.
- 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.
- If you roll a double, take your turn as normal and roll again. Roll three doubles in one turn and you go to jail!
- Continue until only one player is left in the game. This player is the winner!



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.

QUICK GUIDE: See the next page for more details.



Million



Passing GO: When you pass or land on GO, put your card into the unit and press this button. $\$2M$ will be automatically added to your balance!



Thousand

Cancel/clear: If you make a mistake, press this button once while your card's still in the unit, then key in the correct amount. To start a new game, remove all cards from the unit and press and hold this button until you hear a beep. All the balances will be reset to the starting sum of $\$15M$.



Decimal point/volume adjustor: To adjust the volume, remove all cards from the unit, then press and hold the decimal point button. This takes you to volume options. Release the button when the unit is at the volume you want.



Pay another player



Receive money



Pay the bank

Batteries

To insert and remove batteries, **see page 11.**

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



To receive money from the bank:

The bank pays you money if you sell houses or hotels, mortgage a property or pass GO (see below). Some Chance and Community cards also earn you money from the bank.

To receive money from the bank, the banker inserts your card. Your current balance will be displayed. The banker must then enter the amount the bank owes you (e.g. £50k), and then press **+** . The money goes into your account and the banker removes your card.

To receive money for passing GO

When you pass or land on GO, the banker inserts your card and presses **←** . £2M goes into your account automatically and the banker removes your card.

To receive money from one other player

Another player pays you money in rent (if they land on your property) or if you are selling properties to them (as part of a trade or if you're bankrupt).

To receive money from one other player, the banker inserts their card, types in the amount they owe and presses . The money goes out of their account and the banker removes their card. The banker then inserts your card and presses **+** . The money goes into your account and the banker removes your card.

To receive money from multiple players

If more than one player owes you money (e.g. for your birthday), the banker inserts the first paying player's card, keys in the amount owed (e.g. £1M) and then presses . The banker then removes the card and inserts the second **paying** player's card, keys in the amount owed and presses . The banker does this until all paying player's cards have been swiped. After the banker removes the last paying player's card, they insert your card and press **+** . The payments go in one at a time until all the money has gone into your account. Your card can then be removed.

PAYING MONEY

To pay money to the bank:

You pay the bank to buy properties, houses and 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.

To pay money to the bank, the banker inserts your card, enters the amount you owe (e.g. £2M), and presses **-** . The money comes out of your account and the banker removes your card.

To pay money to one other player:

You pay another player money in rent (if you land on their property) or if you are buying properties from them (in a trade or if they have gone bankrupt).

To pay money to another player, the banker inserts your card, keys in the amount you owe and presses . The banker then removes your card, inserts the card of the player you are paying and presses **+** . The money goes into their account.

Finishing

The unit goes to sleep automatically after a period of inactivity. Insert any card and 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! When you've finished playing, remove all cards and leave the unit to go to sleep.

Starting a new game

To start a new game, remove all cards from the unit, press and hold **'C'** until the unit beeps. All the balances will be reset to the starting sum of £15M.

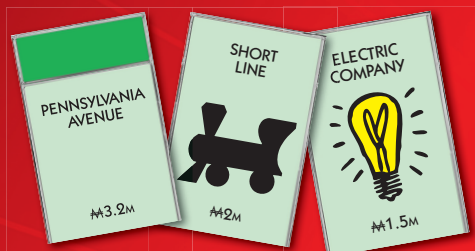
Banker's Tips

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 it's inserted the right way up.
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.

THE FINER POINTS

BUYING PROPERTY

There are three types of property:



1. Sites 2. Railroads 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 stated on that space. You will receive that property's Title Deed card. Keep it faceup in front of you. If you decide not to buy, it is up for grabs! See **Auctions**, below.

Owning a property entitles you to collect rent from any players who land on that space. Once you own all the sites in one color group (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 declined the option of buying at the original price, you may join in the bidding too.



PAYING RENT

If your roll ends 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.

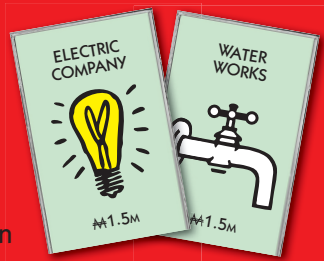
If you own a whole color group, the rent is doubled on any undeveloped site of that group (a site without houses or hotels). If properties in a color group are mortgaged, you can still collect double rent for the sites without a mortgage.

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 dice 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.



RAILROADS

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



If you land on an owned railroad, pay the amount shown on the Title Deed card to the owner, depending on the number of other railroads that player owns.

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.

Place your houses and hotels on the board on the property you're building on.



BUILDING HOTELS

To buy a hotel, you must first have four houses on each site of a complete color group. Swap the four houses for a hotel and pay the banker the hotel 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.

RUNNING OUT OF MONEY

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

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

SELLING PROPERTY

You may sell undeveloped sites, railroads and utilities to another player for a price you both agree on. 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 (shown 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 as they were bought.

Selling hotels

The banker will pay you half the price of the hotel plus half the price of the four houses that were swapped to buy the hotel.

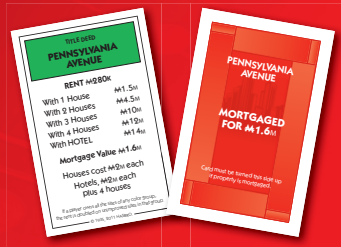
Hotels can also be broken back down into houses to raise money. To do this, sell a hotel for half its cost and receive four houses in exchange.

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. You cannot collect rent on mortgaged property, although you can collect it for other properties in that color group, as long as they are not mortgaged.



Repaying a mortgage

You must pay the original mortgage amount plus 10% interest (rounded up to the nearest 10,000). Turn the Title Deed card faceup. You can now collect rent on it again.

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 start buying 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

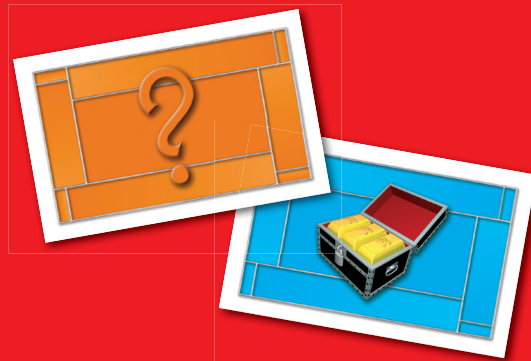
Return your Title Deed cards to the banker who will individually auction off each property to the highest bidder.

Owing another player

The player who made you bankrupt receives any money left on your bank 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 relevant pile. Follow the instructions on the card before returning the card, facedown, to the bottom of the deck. If you pick a "Get out of jail free" card, you can keep it until you wish to use it or sell it to another player for an amount you both agree on.



If a card tells 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 back.

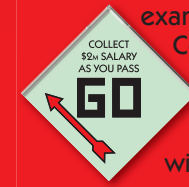
FREE PARKING

This is a free resting place. You do not win or lose money by landing here. You can still collect rent, build 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 picking a card that tells you to "Advance to GO". The banker will need to remove and reinsert your bank card into the banking unit before pressing \leftarrow 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 a double 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 a double.

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

"Just visiting" jail

If you are not sent to jail but land on the jail space, you are "Just visiting" and incur no penalty.



IMPORTANT: BATTERY INFORMATION

x2 BATTERIES REQUIRED
1.5v AAA or R03 size Alkaline batteries recommended. 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, the batteries used with this product 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. If you reside outside the United States, have the doctor call your local poison control center. 2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item 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 (by 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.

FCC Statement

Note: 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.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

