

## WINNING THE GAME

The game ends as soon as either:

- The cash machine runs out
- OR
- One player doesn't have enough money to pay for something. **They have gone bankrupt!**

- If you're bankrupt, give any money you do have to the person you owe it to. This could be the bank, too.

Count up all your cash. **The player with the most money wins!**

## RULES FOR OLDER PLAYERS

If everyone agrees, you can swap properties with each other during the game.

**Make a deal!** Swap properties for cash or for other properties. Use your swaps to get pairs of properties of the same color and earn double rent!

### Ending the Game

The game ends as normal, with one player going bankrupt or the cash machine running out of notes.

1. Count up all your cash.
2. Add up your property total. Each property is worth the amount another player would pay you if they landed there.
3. Add the two numbers together.
4. The person with the highest total is the winner.

Even if you have no cash left, you could still win!

### BATTERIES REQUIRED

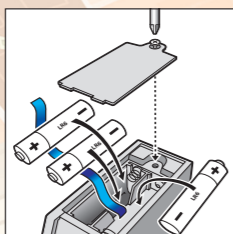
1.5V (4.5v) AA or LR6 size  
**NOT INCLUDED** Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

### IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

### CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for long time.
5. Do not short-circuit the supply terminals.
6. 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.



**7. 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 to this unit 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.

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AGES  
**5+**



◆ The Fast-Dealing Property Trading Game ◆

# MONOPOLY CRAZY CASH

© BRAND

### WARNING:

CHOKING HAZARD-Small parts.  
Not for children under 3 years.

### CONTENTS

Board, 4 character movers,  
die, pack of MONOPOLY  
money and Chance cards,  
16 houses and 8 hotels,  
16 property cards, 1 cash  
machine and 2 bank cards  
(1 is a spare).

### AIM OF THE GAME

**To earn the most money!**

- Move around the board buying properties and collecting rent when other players land on them.
- Put the bank card in the cash machine for cash and Chance cards!
- When the cash machine is empty, or when someone runs out of money to pay for something, the game ends.
- The player with the most money wins!



## SETUP

1. Put the board in the middle where everyone can reach it.
2. Put the cash machine and 1 bank card nearby.
3. Put the houses and hotels next to the board.
4. Give each player:

6 x ₧1

2 x ₧2

1 x ₧5

5. Shuffle 45 ₧1s, 10 ₧2s and 5 ₧5s with all the Chance cards. **Make sure the pile is well shuffled!** Put the pile inside the cash machine as shown. The rest of the money goes in the bank.
6. Choose one player to be the banker. The banker is in charge of the bank's money and the property cards. Banker, keep the bank's money separate from yours!
7. All choose a mover and place it on the GO space.
8. All roll the die. The highest roller goes first.

Put the batteries into the cash machine as shown on the back page.

## HOW TO PLAY

### ON YOUR TURN

1. Roll the die and move your mover that many spaces around the track, in the direction of the arrow.
    - If you land on an unowned property, buy it and **get a free house**.
    - If you land on the cash machine, put the card in the machine and see what comes out!
- See **THE SPACES** for what to do when you land on each space.

### 2. Swap a house for a hotel, if you want to.

**As soon as you've been round the board once**, you can buy hotels. See **HOUSES AND HOTELS** to find out what to do.

### 3. Your turn is over. Pass the die to the player on your left.

Keep taking turns until the cash machine runs out of notes (cash or Chance cards) **OR** someone runs out of cash and can't pay what they owe, then turn to **WINNING THE GAME** on the back page.

## THE SPACES

### Unowned property space

You **must** buy the property, if you have enough money.

- Give the money to the banker. Look at the board to see how much.
- Put the matching property card faceup in front of you.
- Pick a house to put on that property on the board. Just one house per property.

### Owned property space

Pay rent to the player who owns the property. Look at the property card to see how much.

If anyone lands on your property, shout "rent!" to remind them to pay.

**You snooze, you lose!** If the next player rolls before you ask for rent, you missed your chance!

### Got any pairs?

If you own two properties that are the same color (e.g. Shark Lane and Goldfish Way) you can charge double rent if someone lands on them!

### Roll again

Roll the die and move your mover that many spaces.

### Go to Jail

Move to the IN JAIL square. Do you have a **Get out Jail Free** card?

- **No.** End your turn. On your **next** turn, pay a ₧2 fine to the bank, then roll and move as normal.
- **Yes.** Put the Get out of Jail Free card on the pile of used Chance cards. Move your mover to Just Visiting. On your next turn, roll and move as normal.

### Just Visiting

If you land here, don't do anything. Give your friends a wave if any of them are in jail.

### Free Parking

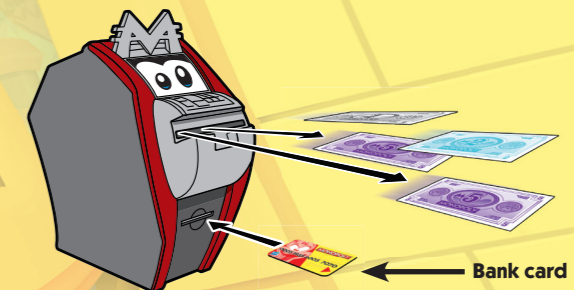
If you land here, don't do anything – chill out.

### Go

Collect ₧2 from the bank every time you pass GO!

## Cash Machine

- Put the bank card into the hole in the front of the cash machine.
- The machine will throw out 4 notes – they could be cash or Chance cards.
- Take the bank card out of the machine.



### What Did You Get?

#### Money

Put any cash that you get with the rest of your money.

#### Chance cards

- If you got a Chance card, do what it says, e.g. "Go to Drum Road."
- If you got more than one, pick only **the best one** to do. Put the others on the used card pile.
- Some Chance cards give you two choices on the same card. Pick one and do it.
- If you're acting, go crazy! Make sound effects, stand up and use your whole body!

Once you've used a Chance card, put it on the used card pile.

**When the machine runs out of notes, the game is over.**

## HOUSES AND HOTELS

Every time you buy a property, you get a house for free.

Once you have been all the way around the board, you can pay to swap the house on any of your properties for a hotel. Other players will have to pay you extra rent if they land there.

- Take the house off the property and swap it for a hotel. Pay the bank ₧1.
- You can only build one hotel per turn.
- **Be quick!** There are only 8 hotels in the game.

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