

AGES 8+

©BRAND

## 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 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!

We will be happy to hear your questions or comments about this game. Please write to Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

[www.monopoly.com](http://www.monopoly.com)

The HASBRO, PARKER BROTHERS and MONOPOLY names and logos, as well as the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, and each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment. ©1935, 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM and ® denote U.S. Trademarks.

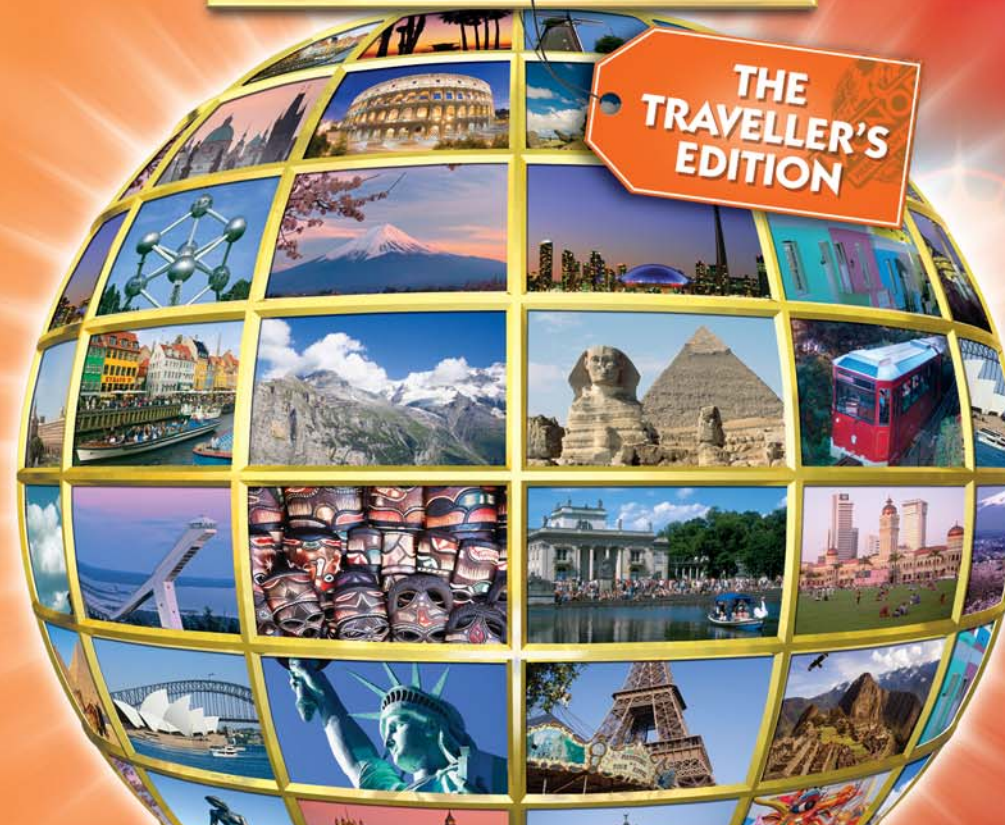


030901693061 01



# MONOPOLY

HERE & NOW : THE WORLD EDITION



### AIM OF THE GAME

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

### CONTENTS

1 gameboard, 1 banker unit, 6 randomly selected movers, 28 Title Deed cards, 16 Chance cards, 16 Community Chest cards, 6 MONOPOLY bank cards, 32 houses, 12 hotels and 2 dice.

# THE GAME



## INDEX

**HERE'S HOW TO PLAY**

THE BANKER..... 4

PLAYING..... 4

BANKER UNIT..... 5-7

**THE FINER POINTS**

BUYING PROPERTY..... 8

DEALS..... 8

PAYING RENT..... 8

UTILITIES..... 8

TRANSPORTS..... 8

BUILDING HOUSES..... 9

BUILDING HOTELS..... 9

RUNNING OUT OF BUILDINGS..... 9

RUNNING OUT OF MONEY..... 9

SELLING PROPERTY..... 9

MORTGAGES..... 9/10

BANKRUPTCY..... 10

CHANCE AND COMMUNITY CHEST..... 10

FREE PARKING..... 10

PASSING GO TWICE IN ONE TURN..... 10

JAIL..... 11

BATTERY INFORMATION..... 11

MOVERS, HOUSES & HOTELS..... 12

WHO MADE THE BOARD?..... 15

A QUICKER GAME..... 16

SPEEDY MONOPOLY..... 16

# 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 banker unit



Title Deed cards



Houses and Hotels



Deals

## PLAYING

All choose a mover and put it on the GO space.

- 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 either:
  - Buy the property for the asking price (if it isn't owned by another player). **See page 8.**
  - Get the banker to arrange a deal on 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!



4

# BANKER UNIT

THE BANKER UNIT CAN ONLY FIT 5 NUMBERS ON ITS SCREEN SO, 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.



Million



**Passing GO:** The banker inserts your card into the unit's left slot and presses this button to add  $\text{¥}2\text{M}$ .



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 sum of  $\text{¥}15\text{M}$ .



**Decimal point/volume adjustor:** to adjust the volume, remove all cards before pressing the decimal point button.



The banker presses to start the timer when a deal is being done on a property. **See Deals on page 8.**



Receiving money



Paying money

## Batteries

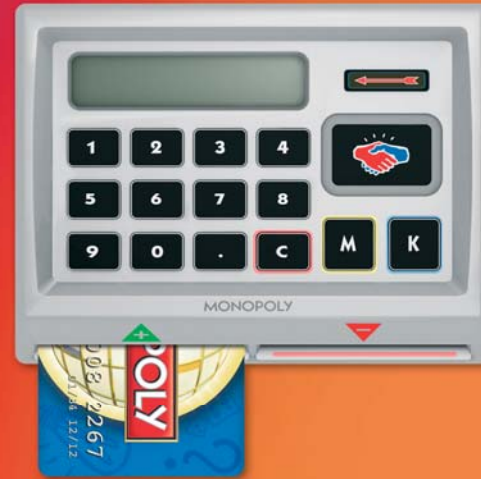
To insert and remove batteries, **see page 11.**

## Starting

Press any key or insert a card. Each player's starting balance is  $\text{¥}15\text{M}$ . When a card is entered into the unit, the card number will be shown, followed by that player's current balance.

5

## RECEIVING MONEY



### 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 will be removed.

## PAYING MONEY



### 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 to pay. Once your balance goes down your card will be removed.

## TRANSACTIONS BETWEEN PLAYERS



### Paying money to / Receiving money from another player for:

- ◆ 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 **left** hand slot. The payer's balance is displayed. He 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 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 MONOPOLY dollars, and the minimum amount is 10K MONOPOLY dollars.

# THE FINER POINTS

## BUYING PROPERTY

There are three types of property:



1. Sites 2. Transports 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 as proof of ownership. Keep it face up in front of you. If you decide not to buy, it is up for grabs! See **Deals**, 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, i.e. you own a monopoly, you can build houses and hotels on sites in that group and collect more rent!

## DEALS

If you land on an unowned property and don't want to buy it for its asking price, the banker must immediately auction it to the highest bidder. All auctions start at 10K MONOPOLY dollars. The banker presses the deal button on the banker unit to start the red light flashing. When you hear a sound and the red light flashes faster, hurry to close the deal! Whoever has the highest bid when the red light goes off wins the deal. If the deal is done before the red light goes off, the banker presses the deal button to stop the timer.



Each deal is randomly timed – you could have anywhere between 13 and 50 seconds. All players can join in the auction, including the banker and the player that landed on the unowned property but didn't want to pay the asking price.

## 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 (i.e. a site without houses or hotels). You can still collect double rent for the sites without a mortgage.

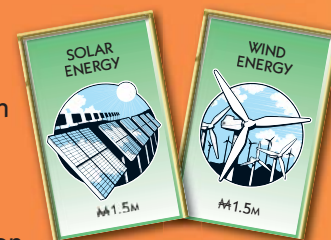
## UTILITIES

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 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.

## TRANSPORTS

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



If you land on an owned transport, pay the amount stated 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 transports 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 any house (or hotel) 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. The banker uses the deal button to hold the auction (see **Deals** on page 8).

## 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, transports and utilities to another player for a mutually agreed 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 as 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.

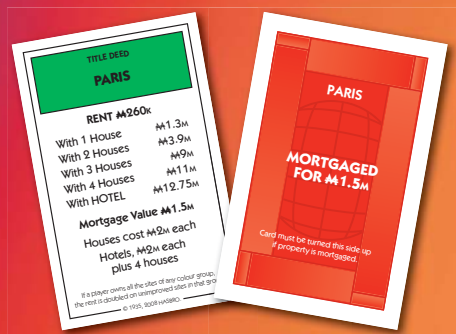
Hotels can also be broken back down into houses to raise money. To do this, sell a hotel for half its cost and receive in exchange four houses.

## MORTGAGES

### Mortgaging property

First sell any buildings, then turn the site's Title Deed card face down 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 repaid, turn the Title Deed card face up.

### Selling mortgaged property

You can sell mortgaged property to other players at any agreed price. The buyer can then either immediately repay the mortgage (see above) or just 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. If you later decide to repay the mortgage you will have to pay the 10% fee again.

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 individually auction off each property to the highest bidder. The banker uses the deal button to hold the auction (see **Deals** on page 8).

Return any "Get out of jail free" cards to the bottom of the relevant pile.

### Owing another player

The other player 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

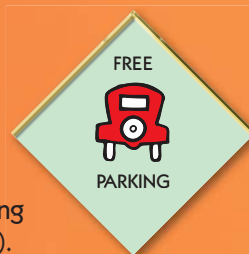
When you land on one of these spaces, take the top card from the relevant pile. Follow the instructions on the card before returning the card, face down, to the bottom of the deck. If you pick a "Get out of jail free" card, you can keep it until you wish to use it or sell it to another player for a mutually 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 MONOPOLY dollars. You do not pass GO if a card sends you to jail, or sends you **back**.

### 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 MONOPOLY dollars 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 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 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 MONOPOLY dollars, 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 MONOPOLY dollar 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 MONOPOLY dollars 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.

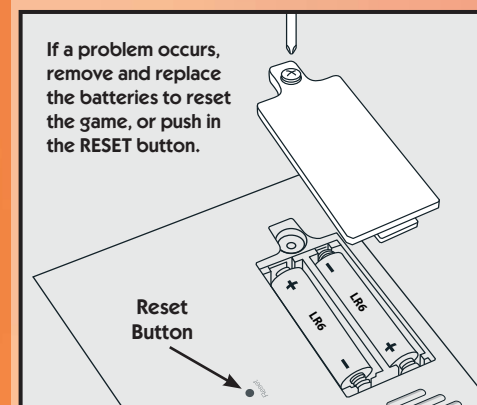


### IMPORTANT: BATTERY INFORMATION

 **x2 BATTERIES REQUIRED**  
1.5v (3v) AA (LR06) size Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries

### CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item 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 a 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.**



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.
- 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.**

## MOVERS, HOUSES & HOTELS

Check out the inspiration behind the movers, houses and hotels! A total of 24 movers have been designed to represent six continents. Of those 24, six are randomly selected – one from each continent. Which six did you get?

### North America



**Canadian Police**  
The Royal Canadian Mounted Police is the Canadian national police service.

**Cowboy Hat**  
Cowboy hats have been an American symbol for the western horseman since 1862.



**Baseball Glove**  
Baseball as we know it today was developed in North America in the 18th century.

**Race Car**  
Stock car racing, popular in the United States, can see cars reaching speeds of over 180 mph.



**North American House**  
Inspired by New England houses. New England is famous for its colorful autumn leaves, which draw visitors from all around the world.



**North American Hotel**  
Inspired by the American skyscrapers in New York and Chicago.



### South America

**Inca Mask**  
The Inca population lived in the part of South America extending from the Equator to the Pacific coast of Chile.



**Inca Statue**  
The Inca Empire was the largest empire in pre-Columbian America.

**Easter Island Moai**  
Easter Island is the remotest populated island in the world, famous for its moai statues.



**Football**  
South American football is widely considered to be the most passionate game of football in the world!

**South American House**  
Inspired by Cuban housing, with their stone walls to combat the effects of the humid climate and inner patios to offer shade from the sun.



**South American Hotel**  
Traditionally, Aztec sacrificial temples were never destroyed, but had new ones built around them, resulting in layered temples, each layer becoming bigger and more extravagant.



### Europe



**London Cab**  
The Hackney Carriage or 'Black Cab' is synonymous with the streets of London.

**Pretzel**  
The pretzel, traditionally baked in a knot shape, is said to have originated in Germany as long ago as 1111 AD.



**Flamenco Dancer**  
Flamenco is a traditional style of music and dance which originated in the Andalusia region of Spain.

**Windmill**  
At the end of the Middle Ages, the Dutch started using wind power to drain their flood-prone land.



**European House**  
Now known as winter ski residences, Swiss chalets were originally used only in summer, when cattle herders would bring their herds to graze in mountain pastures.



**European Hotel**  
European skyscrapers, such as those found in London's Canary Wharf, inspired this hotel.



### Africa

**Safari Hat**  
A safari hat is essential when on safari in Africa.



**Egyptian Head Mask**  
Masks were a very important aspect of Ancient Egyptian burials.

**African Mask**  
African masks are usually carved in wood and were used in religious ceremonies.



**Camel**  
There are two types of camel, the dromedary, which has one hump and is native to Africa and the Middle East and the rarer Bactrian camel, which has two humps and is native to the Gobi Desert.



**African House**  
In rural African tradition, before marrying, the bridegroom is expected to build the marital home using locally gathered materials.



**African Hotel**  
The oldest of the Egyptian pyramids was built in 2630 BC – more than 4600 years ago.



12

13

## Asia



**Chinese Dragon**  
Chinese dragons are a symbol of good luck with dragon dances being held at festive celebrations, such as Chinese New Year.

**Tuk-Tuk**  
Tuk-tuks are used as taxis in Thailand. They are a great way of getting about in the traffic chaos of Bangkok!



**Russian Dolls**  
Russian dolls date from 1890 and are known as Matryoshka or Babushka dolls.

**Sumo Wrestler**  
Sumo wrestling originated as a performance to entertain the gods, and is now Japan's national sport.



**Asian House**  
In Asia, pagodas are multi-storey buildings often built near Buddhist temples as places of worship.



**Asian Hotel**  
Inspired by Asian skyscrapers in Hong Kong, Shanghai and Taiwan.



## Australia

**Kangaroo**  
Kangaroos are the largest marsupials in Australia. They are the only large animals to use hopping as a form of movement.



**Koala**  
Koalas are not related to the bear family at all, despite often being referred to as Koala bears!

**Surfer**  
Surfing wasn't always just for fun – it originated as a sport for Hawaiian chiefs to demonstrate their authority!



**Boomerangs**  
There are two main types of boomerangs; returning and non-returning. Both have been used by Australian Aborigines for thousands of years.

**Australian House**  
Tin roofs, often tainted by rust, are common in the Australian outback.

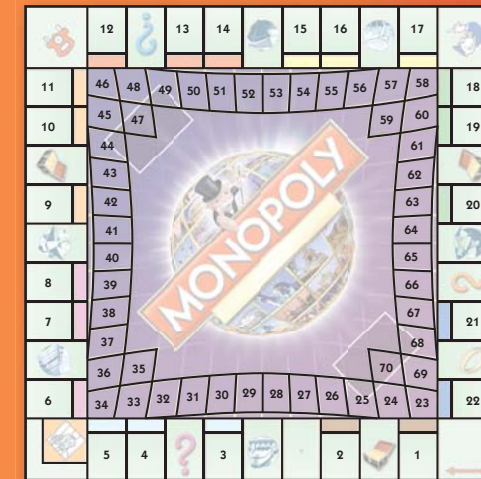


**Australian Hotel**  
Inspired by Australian skyscrapers and notable buildings, such as the Sydney Opera House.

## Who made the board?

### KEY:

- 1 Gdynia
- 2 Taipei
- 3 Tokyo
- 4 Barcelona
- 5 Athens
- 6 Istanbul
- 7 Kyiv
- 8 Toronto
- 9 Rome
- 10 Shanghai
- 11 Vancouver
- 12 Sydney
- 13 New York
- 14 London
- 15 Beijing
- 16 Hong Kong
- 17 Jerusalem
- 18 Paris
- 19 Belgrade
- 20 Cape Town
- 21 Riga
- 22 Montreal
- 23 Dubai
- 24 Kuala Lumpur
- 25 Zagreb
- 26 Singapore



- |                |                 |
|----------------|-----------------|
| 27 Edinburgh   | 36 Buenos Aires |
| 28 Los Angeles | 37 Zurich       |
| 29 Dublin      | 38 Helsinki     |
| 30 Stockholm   | 39 Las Vegas    |
| 31 Chicago     | 40 Frankfurt    |
| 32 Caracas     | 41 Madrid       |
| 33 Amsterdam   | 42 Budapest     |
| 34 Cairo       | 43 Bogotá       |
| 35 Moscow      | 44 Bucharest    |

- 45 Mumbai
- 46 Brussels
- 47 Seoul
- 48 Oslo
- 49 Munich
- 50 Queenstown
- 51 Cardiff
- 52 Lyon
- 53 Melbourne
- 54 Santiago
- 55 Lisbon
- 56 St Petersburg
- 57 Ljubljana
- 58 Vilnius
- 59 Bratislava
- 60 Vienna
- 61 Prague
- 62 Warsaw
- 63 Washington DC
- 64 Mexico City
- 65 Copenhagen
- 66 Berlin
- 67 Tallinn
- 68 Rio de Janeiro
- 69 Boston
- 70 Sofia

### Credits

There are many great landmarks within the cities, we are permitted to feature the ones included in the game. For full photographic and credit details, please refer to the addendum sheet included with this product.



## Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>