

A QUICK GUIDE TO USING THE BANKING UNIT

Buying Property

1. Insert your bank card.
2. Press  for each  the property costs.
3. Press .
4. Take out your card.

Paying and Collecting Rent

1. Player paying rent: insert your bank card.
2. Press  for each  you owe.
3. Press .
4. Take out your card.
5. Player collecting rent: insert your bank card.
6. Take out your card.

Passing or Landing on GO

1. Insert your bank card.
2. Press .
3. Take out your card.

Checking Your Balance

1. Insert your bank card. First you'll see your card number. Then you'll see your balance.
2. Take out your card.



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◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

© BRAND

JUNIOR ELECTRONIC BANKING



E1842

AGES

5+

2-4 PLAYERS

CONTENTS

Gameboard • Banking Unit • 4 Bank Cards • 4 Junior Tokens • 20 Chance Cards • 48 Sold Signs • Die • 4 Who's Your Token? Character Cards

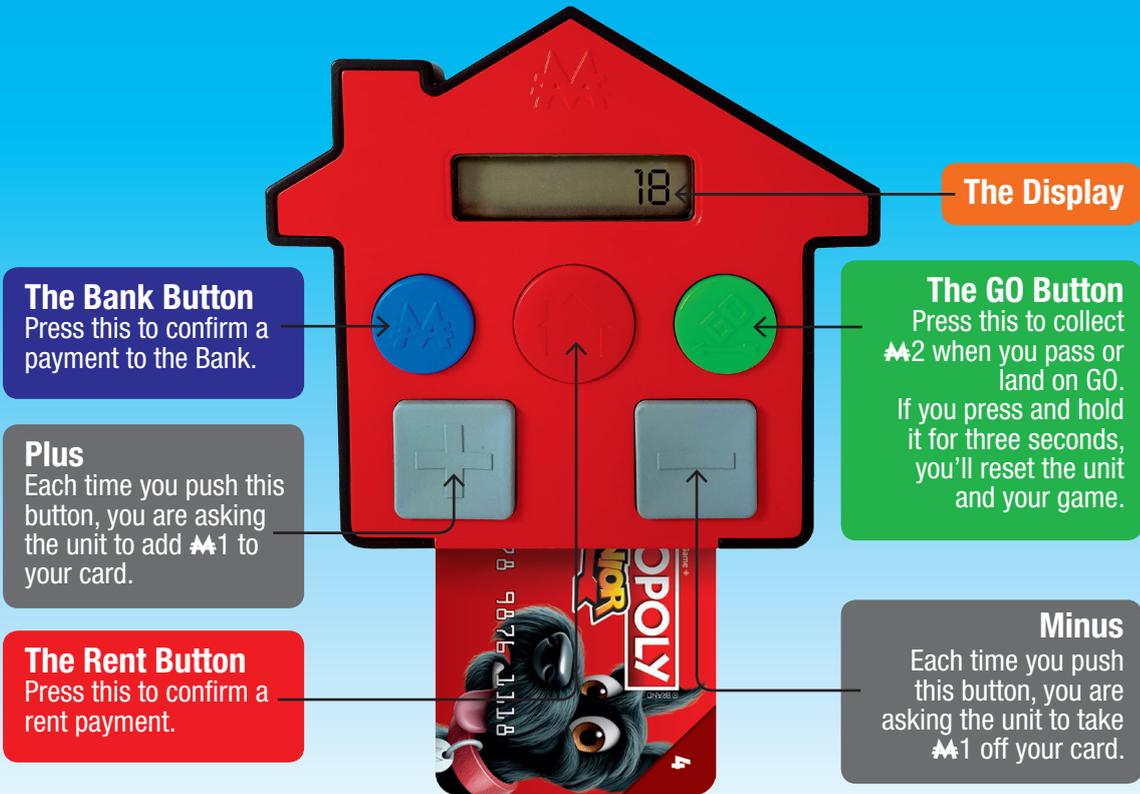
ADULT ASSEMBLY REQUIRED

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

OBJECT

Zoom around the board buying property, picking up Chance cards, and earning money. Use the banking unit to keep track of your cash. When one player goes bankrupt, the game ends, and the player with the most cash wins!

Here's a quick look at the banking unit.



IMPORTANT: BATTERY INFORMATION

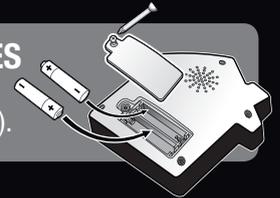
⚠ CAUTION:

 **x2 1.5V AAA**
ALKALINE BATTERIES REQUIRED
NOT INCLUDED

1. 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. If you reside outside the United States, have the doctor call your local poison control center.
2. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. 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.
3. 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.

TO INSERT BATTERIES

Use a Phillips/cross head screwdriver (not included).



FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

CAN ICES-3 (B) / NMB-3 (B)

PLAY!

How to win

Have the most money when any other player goes bankrupt, that is, when any other player's balance goes below zero. When one player goes bankrupt, the banking unit will automatically end the game and display the winner's card number and how much money they have.

Who goes first?

The youngest player goes first, and play continues to the left.

On your turn

- 1 Roll the die, and move your token that many spaces clockwise from GO.

Every time you pass or land on the GO space, collect $\$2$! See GO on the right.

- 2 Where did you land? See THE BOARD SPACES, and follow the rules of that space.

- 3 Your turn is over! Pass the die to your left. It's the next player's turn.

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THE BOARD SPACES



GO

Every time you pass or land on the GO space, you get $\$2$! Follow these steps:

1. Insert your card into the banking unit.
2. Press once.
3. Take out your card.

CHANCE

Take the top card from the Chance pile, read it aloud, and follow the instructions. Then put the card at the bottom of the pile.

Do you get or need to pay money?

Follow these steps:



1. Insert your card into the banking unit.
2. If the card says you GET money, press that many times. Then press . Then take out your card. If the card says you must PAY money, press that many times. Then press . Then take out your card.

GO TO JAIL

Go straight to Jail! Do not pass GO. Do not collect $\$2$. At the start of your next turn, use a Get Out of Jail Free card if you have one, or pay $\$1$. Then roll the dice, and move as normal. You may collect rent while in Jail. To pay to get out of Jail, follow these steps:

1. Insert your card into the banking unit.
2. Press one time to pay $\$1$.
3. Press .
4. Take out your card.



JUST VISITING

Don't worry, you're just visiting!



FREE PARKING

Do nothing. Just take a break.

AN UNOWNED PROPERTY

You must buy it! Follow these steps:



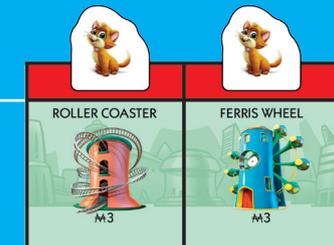
1. Insert your card into the banking unit. On the screen, you'll see your card number. Then you'll see how much money you have.
2. The price of the property is written on the board space. Press that many times to pay. On the screen, you'll see how much money you're subtracting.
3. Press to complete the sale.
4. Take out your card.
5. Now put one of your sold signs on that space!



AN OWNED PROPERTY

You must pay the owner rent. Follow these steps:

1. Insert your card into the banking unit. On the screen, you'll see your card number. Then you'll see how much money you have.
2. Rent is the amount written on the board space. Press that many times to pay. On the screen, you'll see how much money you're subtracting.
3. Press to complete your payment.
4. Take out your card, and pass the banking unit to the player you're paying rent to.
5. If you're collecting rent, insert your card into the banking unit. Rent is automatically added to your account. On the screen, you'll see your new balance!
6. Take out your card.



A pair = double rent!

If a player owns both properties of the same color, rent is double the amount written on those spaces. To pay rent, follow the steps above, but pay double!

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WIN!

If you need to pay rent, buy property, pay a Chance card fee, or pay to get out of Jail and you press and confirm it when you have no money, the unit will immediately end the game. It will then display the winner's card number and winning balance. All other players may then take turns inserting their card and seeing their balance.

If there is a tie, the unit will alternate between the two winners, showing their card number and balance. Then each of the tied players counts how much their properties are worth and adds it to their cash. The richest player wins!

To play again, press and hold for three seconds. The unit will turn off automatically after five minutes.



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TIPS FOR USING THE BANKING UNIT

- It's important to remember how much money you have! But if at any time you want to see how much money you have, insert your bank card into the banking unit. The amount of money you have will show up on the screen. Don't push any buttons; just remove your card.
- Made a mistake? Don't worry!
 - If you accidentally subtract money from your card, just put your card back in and press to add money back to your card. Then press , and remove your card from the banking unit. If you accidentally add money, press instead.
 - When paying rent, if you forget to push before you take out your card, the player collecting rent can put their card in and push to collect rent.
- You can do more than one action in a turn! For example, if you pass GO, then land on a property, insert your card and push to collect $\$2$. Then keep your card in and follow the steps for buying property or paying rent.
- If you draw a Chance card that lets you get a property for free, you don't need to pay, so you don't need to do anything with your bank card!
- If you draw a Chance card that lets you buy a property from another player, use your bank card to pay for the property the same way you'd pay rent.
- The unit will go to sleep after five minutes of inactivity. If it goes to sleep in the middle of a game, the next time you turn the unit on, press , but don't hold it, and you'll be able to continue your game. Any time you turn the unit on by pressing and holding for three seconds, you are starting a new game.

THE FIRST TIME YOU PLAY

1. Press the 48 sold signs from the die-cut sheet and remove the Chance cards from their plastic.
2. Insert batteries into the banking unit. See battery information on page 6.

SET IT UP!

- 1 Open the gameboard, and put it in the center of play.
- 2 Separate the 4 Character cards from the Chance cards. Shuffle the deck of Chance cards, and place it facedown on the Chance card space.
- 3 Each player, choose a Character.
 - Place the matching Character token on GO.
 - Place the matching bank card, sold signs, and Character card in front of you.



- 4 When you're ready to start playing, turn on the banking unit by pressing and holding it for three seconds.

At the start of the game, each player will have $\$18$ on their bank card. You can check to see how much money is on your bank card by inserting it into the unit. When you do, you'll see your card number and then your current balance.



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