



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO MONOPOLY CITY. You'll find the answers to all your questions on the HASBRO MONOPOLY CITY in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual HASBRO MONOPOLY CITY
User guide HASBRO MONOPOLY CITY
Operating instructions HASBRO MONOPOLY CITY
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Instruction manual HASBRO MONOPOLY CITY

ENDING THE GAME

When the game is over, add up how much you're worth following these steps:

- Count your cash.
- Work out the rent value of all the districts you own and add them together.
- The rent value is the amount another player would pay you if they landed on that space. (See page 13.)
- Add your cash total to your district total. This is your final amount.
- The richest player wins!

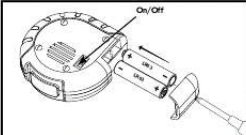
IMPORTANT BATTERY INFORMATION

X2 1.5V AAA or R03 size BATTERIES REQUIRED
NOT INCLUDED

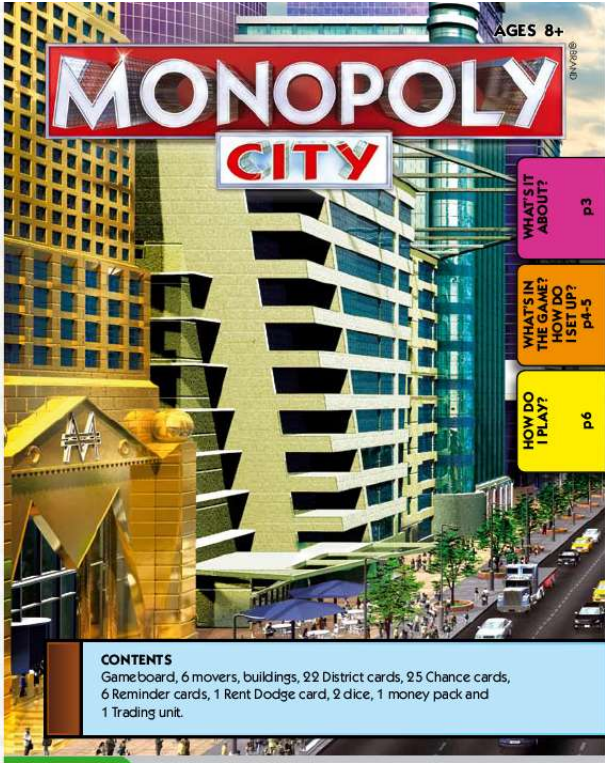
Alkaline batteries recommended. Phillips screw head screwdriver (not included) needed to insert batteries.

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 (800) 685-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.




- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be played with for a long time.
- Do not short-circuit the supply terminals.
- Should the product cease, 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.
- 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.**




AGES 8+
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 WHAT'S IT ABOUT? p.3
 WHAT'S IN THE GAME? HOW DO I SET UP? p.4-5
 HOW DO I PLAY? p.6

CONTENTS
Game board, 6 movers, buildings, 22 District cards, 25 Chance cards, 6 Reminder cards, 1 Rent Dodge card, 2 dice, 1 money pack and 1 Trading unit.

Family



2-8 PLAYERS





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Manual abstract:

The richest player wins! BATTERIES REQUIRED NOT INCLUDED x2 1.5V AAA or R03 size HOW DO I PLAY? CONTENTS Gameboard, 6 movers, buildings, 22 District cards, 25 Chance cards, 6 Reminder cards, 1 Rent Dodge card, 2 dice, 1 money pack and 1 Trading unit. TM Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries. ! 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. 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. CAUTION: 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. @@8. @@Always remove from the product before recharging. Recharge batteries under adult supervision. @@Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). @@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. 7670179000 www.monopoly.com Family ® 2-6 PLAYERS p6 WHAT'S IN THE GAME? HOW DO I SET UP? p4-5 IMPORTANT BATTERY INFORMATION p3 districts you own and add them together. This is your final amount. WHAT'S IT ABOUT? 1.

Count your cash. 2. @@(See page 13.) 3. @@Try a practice round to get the hang of the game.

@@Each district in the middle of the board has a matching space on the track; if you land on an unowned district, buy it or put it up for auction it's up to you! The Basics u You can build on every turn. u Buy residential and/or industrial buildings to increase the rent value of your districts. u Residential buildings are cheaper, but watch out! If someone builds a hazard (a sewage plant or rubbish dump, for example) on your district, residential blocks are worth nothing! Industrial blocks cost more but are a safer investment. u Protect your districts by building schools, water towers and other bonus buildings. The

Extras u Buy two districts of the same color and treat yourself to a stadium to hike up your wages.

u Buy all of the districts in one color group so that you can build a skyscraper and immediately double the rent value of all of those districts. u Buy all of the districts in two color groups, and the Monopoly Tower which doubles the rent value of all your districts could be yours! INDEX PAGE WHAT'S IT ABOUT?.....

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..3 HOW TO WIN

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3 WHAT'S IN THE GAME? @@.....

@@@If you don't own any, do nothing. @@FREE PARKING: Take the Rent Dodge card to use later (see page 15). A space Take a Chance card and follow the instructions on it. @@@Your turn is over. @@@@u All add up your total money and property value (see page 16).

The richest player is the winner! h A. ROLL THE DICE and move that number of spaces around the board. B. CHECK WHERE YOU'VE LANDED C. @@(See page 8.

) 6 7 HOW TO AUCTION u Banker, press the Auction button on the Trading unit to start the timer. Each auction lasts up to 50 seconds. u The player who decided to auction starts the bidding at any value from a10k upwards. u Any player can call out an offer at any time, including the player that decided to auction the district. u When you hear a sound and the red light flashes faster, you have 5 seconds to close the auction! u Whoever has the highest bid when the red light goes off wins the district and pays that price to the banker. BUILDINGS BUILD UP TO 8 BLOCKS ON EACH DISTRICT TO INCREASE ITS RENT VALUE. They can be residential buildings, industrial buildings or a combination of both. To build, press the build button on the Trading unit to find out whether you can buy 1, 2, or 3 blocks, or build a railroad. RESIDENTIAL BUILDINGS (GREY) RAILROADS AUCTION button 1 block 2 blocks 3 blocks u Residential buildings are cheaper to buy than industrial buildings. HOW TO BUILD u Press the Build button on the Trading Unit.

u What number's showing when it stops? @@3 means you can build up to 3 blocks. @@@@Buy them from the bank at the price shown on your District card(s). u Build properties on ANY districts that you own. You can build on more than one district in the same turn. @@ Count the industrial blocks only. @@@@Leave them on the board. @@ You can now charge rent for the residential buildings on that district again. You own Central Quay, Old Town and Harbor Heights. Another player lands on Central Quay. There are: 2 residential blocks, which don't count because the hazard (power station) makes them worthless.

4 industrial blocks. 1 skyscraper on Harbor Heights, which is in the same color group, so double the rent. TOTAL RENT VALUE: Value = a0 Value = a3.5m 2 x a3.5m = a7m a7m 12 13 DEALS Make deals with each other to raise funds or get the districts you need! u When you want to make a deal, press the Auction button to start the timer.

You must come to an agreement before the time runs out! u If you swap/sell a district during a deal, any buildings already there must stay there. FREE PARKING There is no penalty for landing here. @@@@All buildings stay there.



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You can't collect rent for mortgaged districts. To buy back a mortgaged district later in the game Turn the District card over and pay the rent value to the banker, i.

e. the amount you received when you mortgaged it. You can start charging rent on the district and building on it again right away. The Rent Dodge card entitles you to one rent-free turn! u When you land on FREE PARKING, collect the Rent Dodge card from beside the board. u Use this card on a later turn when you don't want to pay rent. @@@@Bad luck! JAIL Your turn ends when you are sent to jail. Move onto the jail space and do not collect any money if you pass GO. @@@@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, your District cards and any "Get out of jail free" cards you own. Get out of jail by: u Paying a a500k fine and continuing on your next turn.

u Using a "Get out of jail free" card. u Rolling a double. Go to jail if: u You land on the "Go to jail" space. u You pick a Chance card which tells you to "Go directly to jail". u You roll a double three times in a row on your turn. If you haven't rolled a double after three turns, pay the banker a500k and then move according to what you rolled. 14 15 .



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