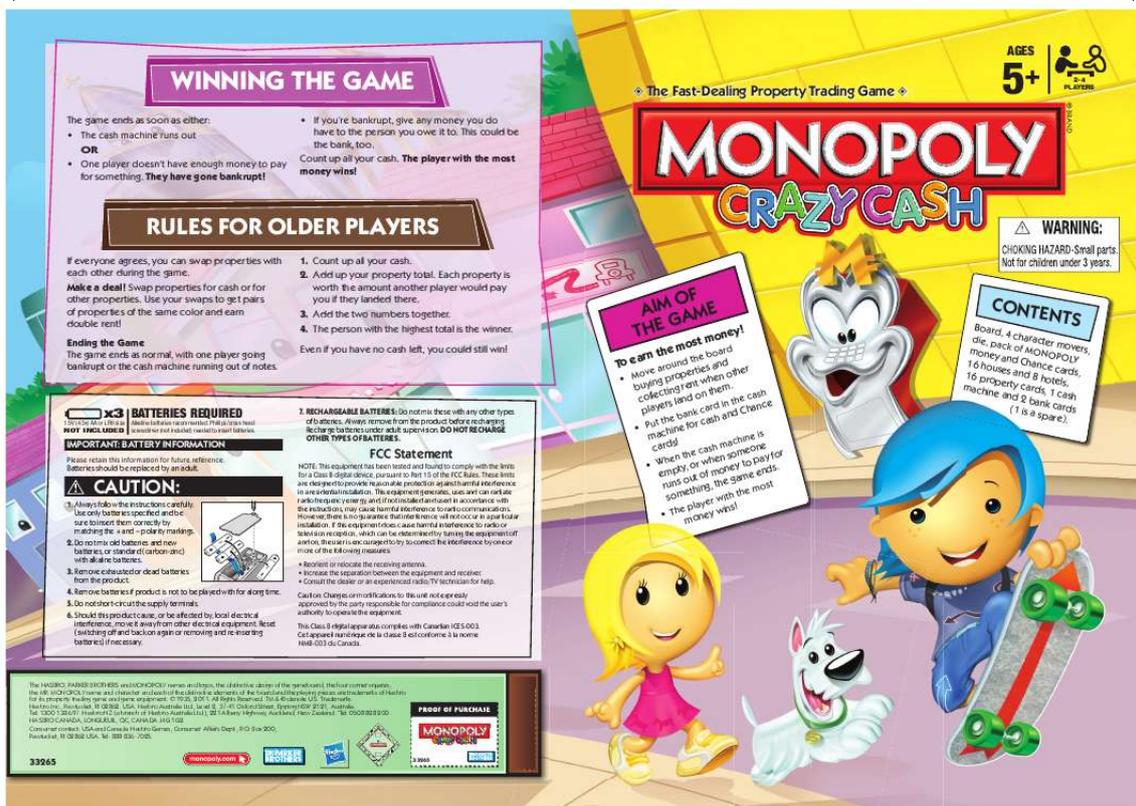




# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO MONOPOLY CRAZY CASH 33265. You'll find the answers to all your questions on the HASBRO MONOPOLY CRAZY CASH 33265 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 CRAZY CASH 33265  
User guide HASBRO MONOPOLY CRAZY CASH 33265  
Operating instructions HASBRO MONOPOLY CRAZY CASH 33265  
Instructions for use HASBRO MONOPOLY CRAZY CASH 33265  
Instruction manual HASBRO MONOPOLY CRAZY CASH 33265



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**Manual abstract:**

They have gone bankrupt! @@This could be the bank, too. Count up all your cash. The player with the most money wins! c The Fast-Dealing Property Trading Game c 5+ AGES 2-4 PLAYERS 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. @@@@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! To ea 1.5V (4.

5v) AA or LR6 size Alkaline batteries recommended. Phillips/cross head NOT INCLUDED screwdriver (not included) needed to insert batteries. x3 BATTERIES REQUIRED IMPORTANT: BATTERY INFORMATION Please retain this information for future reference. Batteries should be replaced by an adult. 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. @@@@ 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.

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. @@@@@sh ca ome he ca or hen t r when s to pay f W · s. @@The p ney wins · mo F IM O ME A A HE G money! @@@@© 1935, 2011. All Rights Reserved.

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USA. @@Tel: 1300 138 697. @@Tel: 0508 828 200. HASBRO CANADA, LONGUEUIL, QC, CANADA J4G 1G2. @@Box 200, Pawtucket, RI 02862 USA. @@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 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. @@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! 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. @@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.

@@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. @@Shuffle 45 A1s, 10 A2s and 5 A5s 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. @@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.

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 A2 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 A2 from the bank every time you pass GO! HOUSES AND HOTELS Every time you buy a property, you get a House Hotel 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 A1. · You can only build one hotel per turn. · Be quick! There are only 8 hotels in the game. HOW TO PLAY ON YOUR TURN 1.

@@@@@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. 332650000 11 I Crazy Cash\_r7.

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