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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO MONOPOLY THE SIMPSONS EDITION. You'll find the answers to all your questions on the HASBRO MONOPOLY THE SIMPSONS EDITION 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 THE SIMPSONS EDITION

User guide HASBRO MONOPOLY THE SIMPSONS EDITION

Operating instructions HASBRO MONOPOLY THE SIMPSONS EDITION

Instructions for use HASBRO MONOPOLY THE SIMPSONS EDITION

Instruction manual HASBRO MONOPOLY THE SIMPSONS EDITION

AGES 8+

A QUICKER GAME

If you're familiar with MONOPOLY and want to play a quicker game:

- 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.
- 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.
- 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!

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 Simpsons movers, 28 Title Deed cards, 16 Chance cards, 16 Community Chest cards, 6 MONOPOLY bank cards, 32 houses, 12 hotels and 2 dice.

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Family **PARKER BROTHERS**



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Manual abstract:

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: u Money left on their bank card u Owned sites, utilities and transports at the price printed on the board u Any mortgaged property at half the price printed on the board u Houses, valued at purchase price u Hotels, valued at the purchase price including the value of three houses. The richest player wins the game!

AGES 8+ ® BRAND BRAND EDIT ION SPEEDY MONOPOLY Alternatively, agree on a definite time to finish the game.

Whoever is the richest player at this time wins! AIM OF THE GAME To be the only player left in the game after everyone else has gone bankrupt. THE SIMPSONSTM & © 2008 Twentieth Century Fox Film Corporation. All rights reserved. We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept.

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TM Family ® 2-6 PLAYERS The Game Mortgage a property. See pages 9/10. Pick up a Community Chest card. @@See page 8. @@4 PLAYING

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..... 4 BANKER UNIT.

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..... 5-7 Go to jail. See page 11. THE FINER POINTS BUYING PROPERTY .

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8 AUCTIONS

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8 UTILITIES

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..... 8 Build on your properties.
@@8 BUILDING HOUSES

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This player is the winner! Passing GO: The banker inserts your card into the unit's left slot and presses this button to add a2m. 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 a15m. Decimal point/volume adjustor: to adjust the volume, remove all cards before pressing the decimal point button. Insert the cards in the direction shown. Receiving Money Batteries To insert and remove batteries, see page 11. Paying Money 4 Starting Press any key or insert a card. Each player's starting balance is a15m. When a card is entered into the unit, the card number will be shown, followed by that player's current balance. 5 RECEIVING MONEY PAYING MONEY TRANSACTIONS BETWEEN PLAYERS 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. @@Banker's Tips 1. @@2. @@You can only correct a mistake if the card is still in the unit.

3. @@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. @@The banker inserts your card into the unit's right hand slot.

He will then enter the amount you are to pay. @@@@The payer's balance is displayed. He then enters the amount to be paid. The payer's balance will go down. @@@@Sites 2. Stations 3. @@If you decide to buy, pay the banker the price stated on that space. @@Keep it faceup in front of you. If you decide not to buy, it is up for grabs! See Auctions, below. @@Once you own all the sites in one color group, i.

e. @@@@@@@@@@@@@@a site without houses or hotels). @@@@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. 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. @@Only one hotel may be built on any one site.

@@@@(see Auctions on page 8). @@@@You must first sell all the buildings on those sites to the banker. @@You can sell on your turn or in between other players' turns. @@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.



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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 foded to insert batteries. 1. As with all small batteries, the batteries used with this product 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. @@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. @@Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 8.RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. @@If you pass GO on the way, collect a2m. You do not pass GO if a card sends you to jail, or sends you back. @@@@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. VI SI TIN JAIL CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. G 10 11 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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