



MONOPOLY

INSTRUCTIONS

TOWN

Ages 4+
2-4 Players



 **x2**
1.5V AAA or R03 size

BATTERIES INCLUDED

Replace with 2 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Phillips/ Torx head screwdriver (not included) needed to replace batteries.

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

Contents

Gameboard, Mr. Monopoly in car, track (in 4 pieces), play money, green building blocks, 6 red roofs, 6 yellow roofs, 6 pink roofs, 6 black roofs and 4 'golden' roofs.

ADULT ASSEMBLY REQUIRED

ASSEMBLY

- 1 Slide Mr. Monopoly on the road of any one of the four track pieces so he faces the inside of the track.
- 2 Assemble the track like you would a jigsaw puzzle.
- 3 Fix the gameboard onto the track's base, making sure to match up the GO arrow on the gameboard with the GO arrow on the track.
- 4 Slide Mr. Monopoly to the **GO** space.
- 5 Slide Mr. Monopoly's red steering wheel to the right to get him out of test mode and into play mode.



**TO HEAR A QUICK RUN-DOWN OF THE RULES,
PRESS MR. MONOPOLY'S HEAD FOR 3 SECONDS.**

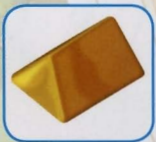
**AFTER HE TELLS YOU TO DO SOMETHING, HE WILL PAUSE TO GIVE YOU TIME TO
COMPLETE THE INSTRUCTION.**

WHEN YOU ARE READY TO PROCEED, JUST PRESS HIS HEAD AGAIN.

BANKER

Choose someone to be the banker (preferably an adult)
to look after the money and building blocks.

Give **EACH** player:



**Golden roof
x1**



**Building block
x10**



Roof x 5
(of the same color – each
set of roofs has a spare)




**\$1 Bill
x 6**

BUILDING

Each colored space around the town
has a number on it. This is the number of
green building blocks that need to be
built on that space. For example, if the
space has a number 2 on it, it needs 2

building blocks before you own it.

- 1 When you land on a colored space,
place **ONE** of your green building
blocks on it. 

- For the four colored spaces showing a number 1, also place one of your colored roofs on top. This means the building belongs to you. If anyone lands on it, they have to pay you rent!
- For the other 12 colored spaces, if you are the player to place the last green building block on the space (e.g. if the space shows a number 2 and you have placed the second block)

also place one of your colored roofs on top. This means the building belongs to you. If anyone lands on it, they have to pay you rent!

- 2 If you run out of green building blocks, you can buy more from the banker. They cost \$1 each.
- 3 Leave your golden roof until last – this is the winning piece!

PAYING RENT

If you land on another player's building, pay them rent.

Rent is the same as the number of blocks in the building, so if the building has 3 blocks, the rent is \$3.



RULES

- 1 Starting with the youngest player and playing clockwise, take turns to press Mr. Monopoly's head and follow his instructions.



... **A CHANCE SPACE**, follow Mr. Monopoly's instruction.

- 2 If you land on...



... **A COLORED SPACE**, build property as described above.



... **FREE PARKING**, you don't need to do anything – but at least you've escaped from paying rent!



... **ANOTHER PLAYER'S BUILDING**, pay rent as described above.



... **OR PASS GO**, ALL players collect \$2 from the banker.

WINNING

- 1 Only use your golden roof when you have used up all 5 of your colored roofs. Then quickly press Mr. Monopoly's head three times. Once Mr. Monopoly has congratulated you, slide his steering wheel all the way to the middle to turn him off.

- 2 If every colored space has a complete building on it but no one has been able to use their golden roof, the winner is the player with the most number of blocks on the board (you know which blocks are yours as they will have your roof on top!). Quickly press Mr. Monopoly's head three times.

ADVANCED RULES

- 1 Play as normal but at the end of the game count up the number of blocks on the board that belong to you (remember, you know which blocks are yours as they will have your roof on top!).
- 2 Add this to the amount of money you have.
- 3 The player with the highest number wins!

⚠ CAUTION:

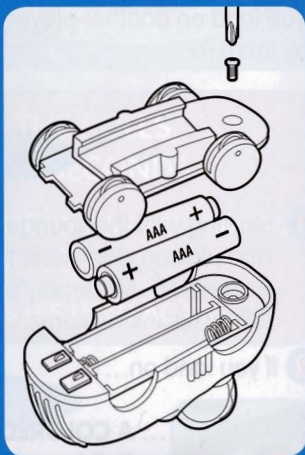
- 1 As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
- 2 Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
- 3 Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

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 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. DO NOT USE RECHARGEABLE BATTERIES. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.



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.

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

UK Consumers:



This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in a household waste bin.



Not suitable for children under 3 years because of small parts - choking hazard.



PARKER BROTHERS

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We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862.

Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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