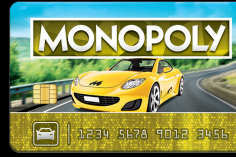


BANK CARD REWARDS

Each card has a unique reward that players may be able to collect during the game. Some rewards are placed in your account automatically, and some are added when you perform an action on the banking unit. Here is a description of the Bank card reward for each token.



World Traveller

Whenever you roll a 6, you get a **£50** bonus!

Note that the World Traveller Reference card has a barcode on it. This is the barcode you'll tap to collect your bonus. You'll tap your Bank card for all other transactions. When you roll a 6 and need to collect your bonus:

1. tap your reference card on the unit;
2. press . **£50** will be added to your account.



Frequent Flyer

When you land on a Flight space, you may choose to take a flight for free! If you decide to take a flight, just follow the rules of the Flight space.

1. Press until shows on the screen.
2. Tap your Bank card on the unit.



Super Saver

When you land on a Chance space, you will automatically get a **£50** bonus once you tap your Bank card.

To collect your bonus:

1. take the top card from the deck, read it aloud and do what it says;
2. tap the Chance card on the unit;
3. tap your Bank card on the unit to collect your **£50** bonus!



Big Spender

Every time you buy a property in a new colour set, you get a **£50** bonus. For example, the first time you buy a dark blue property, you get a bonus. If you then buy the other dark blue property, you do not get a bonus.

To collect your bonus, simply pay for the property. **£50** will be added to your account.

WHAT IF I RUN OUT OF MONEY?

If you ever try to buy a property or win an auction and you can't afford it, the unit will play an error sound to let you know you do not have enough money. It will then cancel that action.

Whenever you need to pay rent or a Chance card fee, the banking unit will take whatever money is in your account to pay towards your debt. Then it will display how much you still owe. If you have any properties, you must then sell one or more back to the Bank for the price shown on the board spaces to cover the rest of your debt. The unit will display how much you owe until you've paid your full debt. Any change left over from selling your property will stay in your account.

To sell a property back to the Bank:

1. tap that Title Deed card on the banking unit;
2. place that Title Deed card back in the Bank.

If you still owe money after using your cash and handing over all your properties, do nothing. You've got it bad enough already. Hang in there!

THE END OF THE GAME

The game ends when all the properties have been purchased. The unit will immediately end the game and pay each player rent for each property they own. Then it will total everyone's cash and reveal the winner! Each player's balance will be shown on the screen.

Want to end the game early and find out who won?

Press and hold and for five seconds at any time to immediately end the game. The unit will then pay each player rent for each property they own. Then it will total everyone's cash and reveal the winner!

MORE ON THE BANKING UNIT



- Remember, throughout the game, when you tap a card on the banking unit, you'll hear a confirmation sound specific to that action. If you don't hear a sound, just tap the card again.

- Sometimes you need to tap more than one card to complete an action. For example, when you buy a property, you'll tap that Title Deed card and then your Bank card. If you take too long to tap your Bank card, the unit will beep to let you know your purchase is not complete. It will beep in this way whenever you have not fully completed an action or when you have performed an action incorrectly.

- The unit will go to sleep after five minutes of inactivity. To wake it up and resume your game, press any button. Press and hold for five seconds to turn off the unit and reset your game.

- To adjust the volume, press and hold and at the same time until you see the volume control at the top of the screen. Then press to scroll up or to scroll down through the five volume levels. Press to confirm your choice and exit the volume screen.



IMPORTANT: BATTERY INFORMATION

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

CAUTION:

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.

TO AVOID BATTERY LEAKAGE

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. 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.

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.

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

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◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

SUPER ELECTRONIC BANKING



Game Guide

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Gameboard
Banking unit
4 Plastic tokens
4 Bank cards
16 Title Deed cards
20 Chance cards
4 Reference cards
1 Die

Aim of the Game

Travel around the board buying properties and collecting rent – and get rewarded for it! The game ends when all the properties have been purchased. The player with the most money wins!



E8978

WHAT'S DIFFERENT ABOUT MONOPOLY SUPER ELECTRONIC BANKING?



GET EXCLUSIVE REWARDS!

Each token has a matching Bank card that offers its own unique cash reward. Depending on which token you choose, you'll get to collect a reward when you roll a certain number, land on a certain space or purchase a certain property.



STATIONS ARE FLIGHT SPACES.

Instead of purchasing a station, you may pay $\pounds 100$ to take a flight to any property on the board!

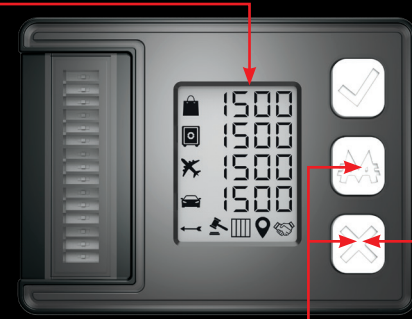


FORCE A TRADE!

If you land on a Forced Trade space, you may choose any one of your properties and immediately trade it for your choice of any one of another player's properties.

THE BANKING UNIT

There's no paper money in this game – your cards and the banking unit track your cash. Throughout the game, you'll tap your Bank card, Chance cards, Title Deed cards and, if you're the World Traveller, you'll tap your Reference card to collect your unique rewards bonus. Always tap a card barcode-side down. Lay it flat so that it covers the banking unit, as shown. When you tap a card correctly, you'll hear a confirmation sound that relates to that action. If you don't hear a sound, try tapping again.



TO UNDO your last action, press and hold and at the same time for five seconds.

TO TURN OFF THE UNIT AND RESET YOUR GAME, press and hold for five seconds.

Each player's balance will be displayed here throughout the game.

SET IT UP!

- 1 Shuffle the Chance cards and place them face down here.
- 2 Place the Title Deed cards next to their matching board spaces.
- 3 Each player chooses a token and takes the matching Bank card and Reference card. Place your token on GO and your Bank card and Reference card in front of you.



- 4 Put the die by the gameboard.
- 5 Set up the banking unit by doing the following. The first time you play, insert batteries as shown at the back of this game guide. The unit will turn on automatically. If you've played before, press any button to wake up the unit. Then press and hold for five seconds to turn off and reset the unit. Then press any button to turn the unit back on and start a new game.

Players take turns to tap their Bank card on the unit. When you tap yours correctly, you'll hear your unique rewards sound and your token's icon will appear on the screen.

After all players have tapped their cards, press . The screen will show each token's starting balance of $\pounds 1500$.

Place the unit in the middle of the gameboard.



PLAY!

How to win

Move around the board buying as many properties as you can, collecting rent and rewards along the way. The game ends when all the properties have been purchased. The player with the most cash wins!

Who goes first?

The youngest player goes first and play moves to the left.

On your turn

1. Roll the die.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES. If you earned a rewards bonus, don't forget to collect it! See BANK CARD REWARDS.
4. Your turn ends. Pass the die to your left.

Before you start playing, read the BANK CARD REWARDS section to learn about your unique reward. Then get going! Look up the spaces as you land on them.

THE BOARD SPACES

Unowned Properties

When you land on an unowned street, you must buy it for the price shown on the board space or auction it.

Want to buy it?

1. Tap the Title Deed card on the unit.
2. Tap your Bank card on the unit. The unit will subtract the cost of the property from your account.
3. Place the Title Deed card in front of you. It's yours! Your updated balance will show on the screen.

Don't want to buy it?

It must go up for auction! Any player can bid and you don't need to follow turn order. Bidding starts at $\pounds 10$ and, when a player bids, the price is increased by $\pounds 10$. After each bid, the unit will wait up to 10 seconds. If no one bids in those 10 seconds, the previous bidder wins. If no one wants to bid in the auction, do nothing.

How to auction a property

1. Press until shows on the screen.
2. Tap the Title Deed card on the unit.
3. Press and the auction will begin!

How to bid

1. Press . The bid will show on the screen. Read it out loud so that all players can hear. If you are the last player to bid when the timer runs out, you must buy the property for the price shown on the screen. Tap your Bank card to buy the property. Then place the Title Deed card in front of you.

If you win an auction but do not have enough money to cover your bid, the unit will play an error sound and cancel the auction. If other players still want to buy the property, start the auction again by tapping the Title Deed card on the unit and following the steps above.



Collect colour sets!

When you own each street in a colour set, you can double the rent for those streets!



Owned Properties

When you land on a property that someone else owns, the owner must ask you for rent. If they do, you must pay the rent shown on the Title Deed card. If they don't ask before the next player rolls the die, you don't have to pay!

How to pay rent

1. Tap that property's Title Deed card on the unit.
2. Tap your Bank card. The rent amount will be moved from your account to the property owner's account.

ACTION SPACES

GO

When you pass or land on the GO space, collect $\pounds 200$ from the Bank.

To collect $\pounds 200$

1. Press until shows on the screen.
2. Tap your Bank card on the unit.

Chance

When you land here

1. Take the top card from the deck, read it aloud and do what it says, then tap the card on the unit.
2. If the card says to collect or pay money, tap your Bank card on the unit. The money will be added to or removed from your account, depending on what the card says. Some cards let you choose another player to collect money with you. In that case, the second player should tap their Bank card after you've tapped yours.
3. Put that Chance card at the bottom of the deck.

Free Parking

Relax! Nothing happens.

Flight

When you land here, you may pay $\pounds 100$ to move to any property on the board. If you don't want to pay and move, do nothing.

How to take a flight

1. Press until shows on the screen.
2. Tap your Bank card. The unit will remove $\pounds 100$ from your account.
3. Move your token to the property of your choice! If it's unowned, you may buy it from the Bank. If it's owned, pay rent! Do not collect $\pounds 200$ if you pass GO.

Forced Trade

When you land here, you may choose any one of your properties and immediately trade it for your choice of any one of another player's properties. You may not take a property that is part of a complete colour set. Note: In this game, you may trade only when you land on a Forced Trade space.

How to trade

1. Press until shows on the screen.
2. Tap the Title Deed card for the property you want from another player on the banking unit. Then place it in front of you. It's yours!
3. Tap the Title Deed of the property you are giving to the other player on the banking unit. That player places the card in front of them. It's theirs!

Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.

Go to Jail

Move your token to the In Jail space immediately! Do not collect $\pounds 200$ for passing GO. Your turn is now over. You may not collect rent or take part in auctions while you are in Jail.

How do I get out of Jail? You have three options

1. **Pay $\pounds 100$** at the beginning of your next turn, then roll and move as normal. **To pay** Press until shows on the screen. Then tap your Bank card. The unit will subtract $\pounds 100$ from your account.
2. **Use a Get Out of Jail Free card** at the beginning of your next turn by tapping it on the unit. Put the card at the bottom of the Chance deck, then roll and move.
3. **Roll a 6** on your next turn. If you do, you're free! Use the roll to move, then follow the rules of the space where you land. You can use up to three turns to try for a 6. If you don't roll a 6 by your third turn in Jail, pay $\pounds 100$ as described above, then use your last roll to move. Follow the rules of the space where you land.

Note: If you're the World Traveller and you rolled a 6 to get out of Jail, tap the barcode on your Reference card.