

Parker Brothers'
Real Estate Trading Game

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

| | |
|--|----|
| INTRODUCTION | 2 |
| HOW TO USE THE CONTROLLER | 3 |
| TO START A GAME | 4 |
| WHO ARE THE COMPUTER OPPONENTS? | 6 |
| BUYING AND AUCTIONING PROPERTIES | 8 |
| ASSETS & GET OUT OF JAIL FREE | 9 |
| MAIN AND SUB-MENUS | 10 |
| Buy/Sell Buildings | 11 |
| Mortgage | 12 |
| Trade | 13 |
| General | 14 |
| LET'S WHEEL AND DEAL! | 15 |
| Preset Games | 17 |
| BASIC MONOPOLY™ GAME RULES | 21 |
| INDEX | 27 |



Instruction Booklet ©1935, 1992; Rich Uncle ©1935 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915. Printed in Japan.

INTRODUCTION

Parker Brothers' MONOPOLY® Real Estate Trading Game was presented to Parker Brothers during the Depression by Charles B. Darrow of Germantown, Pennsylvania. Darrow had made the first games by hand, given them to friends and sold a few through a Philadelphia department store. But as demand grew, he could not keep up with the orders and arranged for Parker Brothers to acquire the rights to the game in 1935.

Since then, it has become the leading proprietary game not only in the United States but throughout the Western world. It is published under license in 32 countries and in 23 foreign languages!

This Super Nintendo Entertainment System® version of the MONOPOLY game conforms to all the rules of the board game and some of the rules used in tournament play. The beauty of this version is that the system acts as the Banker and takes care of all the accounting and money management tasks—which speeds up play and prevents mathematical errors in the High Finance Department!

Note, too, that we've created a special series of 12 Wheel and Deal Preset games (see page 17). These four-player game setups assume you have already acquired certain properties and assign all players a certain amount of cash, which varies from scenario to scenario, so you can "cut to the chase" and begin the game at the high-stakes trading level. You may also create your own preset game by selecting "Options" (see page 15); this way, you decide who gets what.

Players are advised to read the Basic MONOPOLY Game Rules at the back of this book to learn—or refresh—the basics. Then you'll be ready to play against human rivals, or against some of the eight fast-playing, sometimes-ruthless computer opponents.



HOW TO USE THE CONTROLLER

START Button... To begin the game

SELECT Button... To call up the Main Menu

A Button... To select and enter all choices

To buy un-owned property you land on

To bid at auction

To move from the Main Menu to a Sub-Menu

To exit from most screens

B Button... To send a property to auction

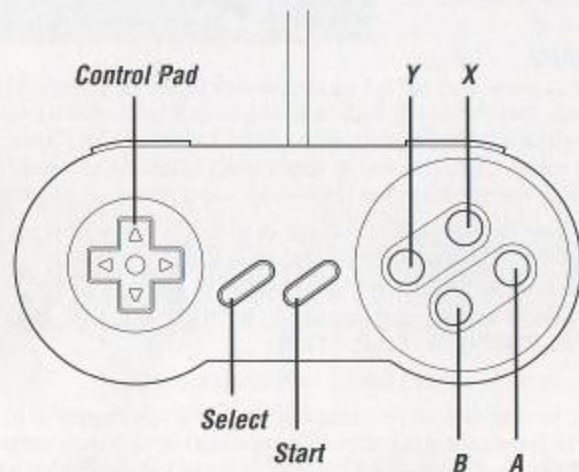
To quit some screens or menu selections

X Button... To see all players' Assets

Y Button... To see Title Deed cards; to Get Out of Jail

Control Pad... To move and scroll to numbers, letters, tokens, options

NOTE: There will be brief instructions and reminders on screen while you're playing.



TO START A GAME

Check that the Power switch is OFF. Insert the Game Pak as described in your Super Nintendo Entertainment System manual, and turn the Power ON. When the title screen appears:

1. Hit START... to begin.

2. NUMBER OF PLAYERS... The system will default to 2 players. You can play with from 2 (you and one computer opponent, or you and another human) to 8 players. Use the Control Pad to pick the number of players, then press the A Button to select the number.

3. IS THIS PLAYER HUMAN OR COMPUTER?...

If Human, press A to select. If Computer, move to "Computer," then press A to select. If you picked any computer players, your rogues' gallery of possible opponents will appear (see page 6). Use the Control Pad to move from portrait to portrait; hit the A Button to select each rival.



4. ENTER NAME... Use the Control Pad to move the yellow square cursor to the first letter of the player's name, then hit the A Button to select that letter. Continue until you have spelled out the player's name, then move to "OK," then hit the A Button to select. (Use the ← at the bottom to backspace and "erase" a letter to change the spelling; use the → to add a space, as in Mary Lou.)

5. TOKEN... Use the Control Pad to scroll to the Token you want, then press A to select. (Computer opponents pick their own tokens immediately, so enter the human players first to get first choice.)

There are 8 tokens to choose from: HAT, HORSE, IRON, THIMBLE, DOG, WHEELBARROW, CAR, SHOE.

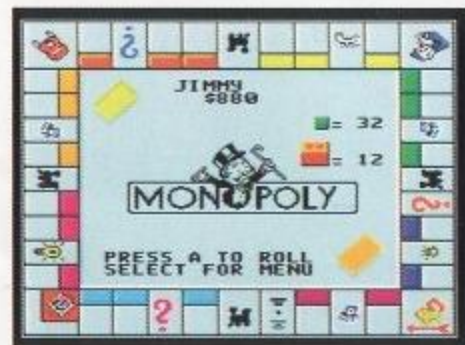
6. Repeat... steps 3, 4 and 5 for all remaining players.

7. Press A... to start the game immediately. Your alternative is to press B for Options to preset the gameplay. The one option you may want to pick now is Short Game. See page 15 for details on this and all other Options.

8. WHO GOES FIRST?... The system randomly picks who goes first and that player's name appears on the first screen.

NOTE: Your cash on hand will always be displayed at the start of your turn along with your name.

9. ROLL THE DICE... Now it's time to play! The first player presses A to "roll" the dice; the token automatically moves the number of spaces indicated by the dice.



Ready to roll!

"ILLEGAL MOVES"

You can't get away with any shady dealings! Whenever you try to make a move that does not follow the official MONOPOLY rules, the system will let you know! The move will not be carried out, and play will resume at the point before the illegal move was attempted.

COMPUTER OPPONENTS...

Elizabeth... The grande dame of Newport society, she earned her money the old-fashioned way: she inherited it. Tough as a battleship, and approximately the same weight, she's a tough opponent.



Jeeves... For years an esteemed butler, he retired to Monaco on his earnings from stock market tips overheard at the mansion. He is vedy, vedy British, and even more devious.



Amanda... A former flapper, she is quick with her money. She has always wanted the finer things in life... like a mansion on Park Place.



Paulie... Always the butt of accusations of wrongdoings merely because of his crony, Capone, Paulie is really a good boy; as he is quick to point out, "You can't prove nothin'." After trading with him, count your fingers!



...WHO ARE THEY?



Gary Cant... A smooth, debonair actor, Gary still harkens back to his middle class roots. He can be had in a trade; just play on his childhood memories.



Betty Sue... Elizabeth's private secretary, she pays great attention to detail but often misses the big picture.



Billy Bob... A good ole boy, he acquired his business sense in wildcat oil fields. Unfortunately, this doesn't always translate too well in real estate deals.



Mary Anne... Head of the Department of Underachieving Matrons (DUM), she is full of big words and small thoughts.

BUYING AND AUCTIONING PROPERTIES

TO BUY... When your token lands on an unowned piece of real estate—with a “For Sale” sign—press A to buy it immediately. If you need to raise money to buy it, see “Mortgage” (page 12). To view all of that property’s Title Deed card information, press Y.



TO AUCTION... If you don't want to buy the property, press B to send it to auction, where all players may participate if they wish. The auctioneer will run the auction and determine what the bids will be. To bid, use the Control Pad to move back and forth from player to player and to up the ante; the auctioneer sets each new bid. As soon as no one makes another bid, he will flash “Going, going, going...” *Move the cursor to your name; press A to accept the auctioneer's bid.* If no one jumps in, it will be “SOLD!” to the highest bidder.



ASSETS & GET OUT OF JAIL FREE

ASSETS... To find out everyone's status at any particular time, press X to bring up the Assets screen and see:

- Properties owned
- Cash levels
- “Get Out of Jail Free” card: If you drew one from Chance or Community Chest, it will show up here.

Press any button to exit.

| | |
|--------|-------|
| JIMMY | \$500 |
| JANET | \$500 |
| SUSAN | \$500 |
| STEVEN | \$500 |

TO GET OUT OF JAIL... You may...

- 1) Press A to roll the dice and try for doubles, OR
- 2) Press Y to use a “Get Out of Jail Free” card if you have one or
- 3) Press Y to pay \$50 if you don't have a card.



MAIN AND SUB-MENUS

- Hit Select to bring up the Main Menu. When the system asks who it is talking to, use the Control Pad to identify yourself. Press A.
- Use the Control Pad to move between options.
- Hit A to make your selection and bring up Sub-menus.
- Hit B when you're through.



BUY/SELL BUILDINGS

Note: The number of Houses and Hotels left in the Bank and available for sale appears on the main screen at the beginning of each player's turn. Watch for impending shortages!

TO BUY HOUSES &

HOTELS... Press A to buy Houses or Hotels; press B to sell them. Use the Control Pad to view the Title Deed cards for the properties you own: When you reach the one you want to build on, press A. On the next screen, use the Control Pad to enter the number of Houses (or Hotels) you want to buy. Press A to select.

NOTE: If you purchased more than one House, the system will automatically put the first one on the property you're on, then distribute the others evenly among the properties in that color group.

Does Anyone Else Want to Build?... At this point, other players may jump in and purchase Houses or Hotels for their own properties by pressing the B Button. This is very important if there is a potential building shortage. Each player indicates how many he/she wants. If there is a shortage, the system automatically starts an auction for each available building.

The auction follows the usual procedure (see page 8); the highest bidder wins.

SELL: HOUSES & HOTELS... Follow the "Buy" instructions above, and press B to sell. If you're selling a Hotel, it will first be "converted" back into four Houses; now select Sell Houses to continue to sell off evenly from those properties.



TIMER... If you elected to play a short, timed game, this will tell you how much time you have left.

GAME SPEED... Press A to speed up or slow down the pace.

DEEDS... To look at all the deeds on the board, including who owns what, and figure what a property is worth. When the Title Deed is displayed, you will see the status:

- Ownership of the property
- Number of Houses/Hotels and rent
- Mortgage/Un-mortgage status

The game board will also be displayed; it, too, indicates the status of each property. Use the Control Pad to move to the property you want to review. Press B to exit.

COMPUTERIZE... To change a Human player to a Computer player if somebody wants to leave the game. Once you have converted the player, you can't un-do the switch.

TURN ORDER... To see the order of the players.

END GAME... To end the game for any reason. The Assets screen appears and shows who won. You may then turn off the unit.



OPTIONS... At the beginning of each game, after you have selected the number of players, you may press A to start a regular game. Or you may hit B to bring up the Options screen: This allows you to go player-by-player to set cash and assign properties, and place Houses and Hotels before the first roll of the dice; to select a Short Game; or to Load a Preset Game—so you begin right in the thick of things!

*Note: Each of the options marked with an * affects individual players; the system will ask which player's "assets" you are designing. Repeat all *'d steps for each player as you go along, then place Houses and Hotels on the properties.*

"Load Preset Game" pre-sets many of these options for you.

***SET CASH...** Use UP Arrow to raise and DOWN to lower how much cash each player starts with. Press A to select.

***ASSIGN PROPERTIES...** Use Control Pad to move around the board, hitting A to assign a property to that player; property values are not deducted from players' cash. Hit B to quit this option.

***PLACE TOKEN...** Use Control Pad to place each token where you want it to be at the game's official start. Press A to select.

***PLACE BUILDINGS...** (You may do so only if you own all the properties in a particular color group.) Use Control Pad to move through property deeds to the color group where you want to place buildings. Press A. Use UP on the Control Pad to fill in the number of Houses you want to place; if you change your mind, use DOWN to lower the number. Press A to select. The system will automatically distribute buildings evenly across all the properties in this color group.

If you've already placed four Houses on each property in a color group, you may replace the four Houses with a Hotel from the bank.



SHORT GAME... To play a short game, use UP/DOWN on the Control Pad to enter the number of minutes you want to play; press A to select that number. When the time in a limited game expires, the game automatically and immediately ends and the winner is displayed.

If you picked Short Game, the system will ask if you want it to randomly deal out two Title Deed cards to each player (so you don't have to spend time acquiring property). Press A if you want it to deal. Press B if you want to skip this option and exit.

LOAD PRESET GAME... Use to load one of the 12 preset games (see following page). Use Control Pad to scroll through your choices. Press A to select the one you want.

These special games for two to four players assume you have already acquired the properties you see listed, and each player is given a certain amount of money—from \$300 to \$1600 depending on the game.

Note: If there are just two players, the system automatically combines the resources from Player 1 and Player 3, and Player 2 and Player 4. If there are three players, it deletes Player 4 entirely.



Number 1—The Big Boys

All players start with \$1000

- Player 1
Dark Blues
Dark Purples
- Player 2
Yellows
- Player 3
Reds
- Player 4
Greens

Number 2—Trader's Delight

All players start with \$500

- Player 1
Boardwalk
Pacific Avenue
Kentucky Avenue
Pennsylvania Railroad
St. James Place
Connecticut Avenue
- Player 2
North Carolina Avenue
Ventnor Avenue
Water Works
Short Line Railroad
Indiana Avenue
St. Charles Place
Vermont Avenue
Mediterranean Avenue

- Player 3
Pennsylvania Avenue
Atlantic Avenue
Illinois Avenue
Tennessee Avenue
Virginia Avenue
Baltic Avenue
Reading Railroad

- Player 4
Park Place
Marvin Gardens
B&O Railroad
New York Avenue
Electric Company
States Avenue
Oriental Avenue

Number 3—Even Steven

All players start with \$1000

- Player 1
Boardwalk
States Avenue
Kentucky Avenue
B&O Railroad
Baltic Avenue
- Player 2
North Carolina Avenue
New York Avenue
Reading Railroad
Indiana Avenue
Vermont Avenue

- Player 3
Pacific Avenue
Illinois Avenue
Tennessee Avenue
Oriental Avenue
Pennsylvania Railroad

- Player 4
Park Place
Short Line Railroad
Mediterranean Avenue
Ventnor Avenue
Virginia Avenue

Number 4—Small Stuff

All players start with \$500
All players start on Free Parking

- Player 1
Light Blues
Utilities

- Player 2
Light Purples

- Player 3
Oranges

- Player 4
Dark Purples
All Railroads

Number 5—Money Isn't Everything

All players start with \$300

Player 1

Light Blues
Greens
Short Line Railroad

Player 2

Light Purples
Reds
Both Utilities

Player 3

Oranges
Yellows

Player 4

Dark Purples
Dark Blues
All Railroads except Short Line

Number 6—Short and Sweet

All players start with \$500

Player 1

Greens with 4 Houses

Player 2

Reds with Hotels

Player 3

Yellows with Hotels

Player 4

Light Purples with Hotels
Dark Purples with Hotels
All Railroads

Number 7—Building Shortage

All players start with \$1500

Player 1

Reds with Hotels
Dark Purples with 4 Houses each
All Railroads

Player 2

Yellows with 3 Houses each
Light Purples with Hotels

Player 3

Light Blues with Hotels
Oranges with Hotels
Both Utilities

Player 4

Greens with 4 Houses
Boardwalk with 2 Houses
Park Place with 1 House

Number 8—It's a Start

All players start with \$1500

Player 1

Indiana Avenue
New York Avenue
Pennsylvania Railroad

Player 2

Ventnor Avenue
Virginia Avenue
B&O Railroad

Player 3

Vermont Avenue
Pennsylvania Avenue
Reading Railroad

Player 4

Park Place
Baltic Avenue
Short Line Railroad

Number 9—Jump in the Middle

All players start with \$1000

Player 1

Dark Purples
Oranges
Ventnor Avenue

Player 2

Light Blues
All Railroads except Reading
Boardwalk
Marvin Gardens

Player 3

Greens
St. Charles Place
Atlantic Avenue
Virginia Avenue
Electric Company

Player 4

Reds
Reading Railroad
States Avenue
Water Works
Park Place

Number 10—Corner the Market

All players start with \$1500

Player 1

Park Place
Boardwalk
Mediterranean Avenue
Baltic Avenue

Player 2

Vermont Avenue
Connecticut Avenue
St. Charles Place
States Avenue
Virginia Avenue
Electric Company

Player 3

St. James Place
Tennessee Avenue
New York Avenue
Kentucky Avenue

Player 4

Atlantic Avenue
Ventnor Avenue
Marvin Gardens
Pacific Avenue



Number 11—Championship Game

All players start with \$1600

Player 1

Pennsylvania Avenue
North Carolina Avenue
Pacific Avenue
St. Charles Place
Vermont Avenue
Baltic Avenue
Pennsylvania Railroad

Player 2

Atlantic Avenue
Ventnor Avenue
Marvin Gardens
B&O Railroad
Virginia Avenue
Connecticut Avenue
Water Works

Player 3

Kentucky Avenue
Indiana Avenue
Illinois Avenue
Park Place
States Avenue
Electric Company
Reading Railroad

Player 4

St. James Place
Tennessee Avenue
New York Avenue
Boardwalk
Mediterranean Avenue
Short Line Railroad
Oriental Avenue

Number 12—It's Not Fair

All players start with \$1500

Player 1

Note: This player has the advantage, so let the youngest or least experienced player be Player 1: Enter his/her name first when starting a new game (see page 4).

Mediterranean Avenue with 1 Hotel
Baltic Avenue with 1 Hotel
Oriental Avenue
Vermont Avenue
Connecticut Avenue
All Railroads

Player 2

Pacific Avenue
North Carolina Avenue
Kentucky Avenue
New York Avenue
Ventnor Avenue
Electric Company

Player 3

Indiana Avenue
Illinois Avenue
St. Charles Place
Tennessee Avenue
Atlantic Avenue
Park Place

Player 4

States Avenue
Virginia Avenue
Pennsylvania Avenue
St. James Place
Marvin Gardens
Boardwalk
Water Works

These are the traditional and internationally accepted rules for the board game, plus certain tournament rules. We have re-worded and revised some sections to reflect the fact that the game will be played on the Super Nintendo Entertainment System. The screen will indicate certain basic instructions as you proceed through a game.

OBJECT... To become the wealthiest player by buying, renting and selling property.

PREPARATION... Enter your name and pick a token on-screen. The system Banker automatically allots each player \$1500 from the Bank and keeps track of all other equipment.

BANKER... The system will always act as Banker.

THE BANK... Besides its money, the Bank holds the Title Deed Cards and Houses and Hotels prior to purchase by the players. The Bank pays salaries and bonuses. It sells and auctions properties and distributes their proper Title Deed cards, sells Houses and Hotels, and loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest and will buy back Houses and Hotels (at half price).

Note: All of these functions are performed automatically by the system.

THE PLAY... The system picks who goes first, and that player uses the A Button to "roll" the dice. The token is automatically moved that number of spaces along the board. After the play is completed, the turn passes to the next player. (The system sets the order of play; to see the sequence of players, see page 14) The tokens remain on the spaces occupied and proceed from that point on the player's next turn. One or more tokens may rest on the same space at the same time.

Depending on which space your token reaches, you may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "GO TO JAIL," etc.

If you throw doubles, move, then roll and move again.



GO... Each time you land on or pass over "GO," the Bank pays you \$200 "salary." This amount is added to your "account" and the new total automatically appears on-screen every time you begin your turn.

BUYING AND AUCTIONING PROPERTY... Whenever you land on an unowned property, you may buy it from the Bank at its displayed price. If you don't want it, it will be auctioned, and the Banker will sell it to the highest bidder.

PAYING RENT... Whenever you land on property owned by another player, the owner "collects" rent from you in accordance with the information displayed on its Title Deed card. The system handles the whole transaction.

If the property is mortgaged, no rent can be collected.

It is an advantage to hold all Title Deeds in a color group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that group. This rule applies to unmortgaged properties even if another property in that color group is mortgaged.

It is an even greater advantage to have Houses or Hotels on properties, because rents are much higher than for unimproved properties.

CHANCE and COMMUNITY CHEST... Whenever you land on either of these spaces, the system gives instructions to follow—and automatically makes the appropriate move or handles any monetary transaction. Press A to proceed.

The "Get Out of Jail Free" card is held in a player's "account"—and will show on his Assets screen—until needed. To use it, press Select; see page 9. After being used, it is "returned" to the "pack."

INCOME TAX... When you land on "Income Tax" you have two options: Estimate your tax at \$200 and pay the Bank, or pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and un-mortgaged properties, and the cost price of all buildings you own.

You must decide which option you want *before* you add up your total worth.

JAIL... You land in Jail when...

- (1) Your token lands on the space marked "GO TO JAIL," OR
- (2) You are allocated a card marked "GO TO JAIL," OR
- (3) You throw doubles three times in succession.

If you are sent to Jail, you cannot collect \$200 salary on that move since, regardless of where your token is on the board, you must go directly to Jail. Your turn ends when you're sent to Jail.

If you are not sent to Jail but in the ordinary course of play you land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You can get out of Jail if you...

- (1) Throw doubles on any of your next three turns; if you succeed in doing this, immediately move forward the number of spaces shown by your doubles throw; even though you have thrown doubles, you do not take another turn, OR
- (2) Use a "Get Out of Jail Free" card if you have one, OR
- (3) Pay a fine of \$50 before you throw the dice on either of your next two turns.

If you do not throw doubles by your third turn, you must pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.

Even when in Jail, you may buy or sell property, buy or sell buildings and collect rents.

FREE PARKING... A player who lands on this space does not receive any money, property or reward of any kind. This is just a "free" resting place.

HOUSES... When you own all the properties in a color group, you may buy Houses from the Bank and erect them evenly on those properties.

If you buy one House, you may put it on any one property. The next House you buy must be erected on one of the unimproved properties of this or any other complete color group you may own.



The price you pay the Bank for each House is shown on your Title Deed card for the property on which you erect the House.

As owner, you can still collect double rent from any opponent who lands on the unimproved properties of your complete color group.

You may buy and erect at any time as many Houses as your judgement and finances will allow. But you must build evenly, i.e., you cannot erect more than one House on any one property of any color group until you have built one House on every property of that group. You may then begin on the second row of Houses, and so on, up to a limit of four to a property. For example, you cannot build three Houses on one property if you have only one House on another property of that group.

As you build evenly, you must also break down evenly if you sell Houses back to the Bank (see "Selling Property," below).

HOTELS... When you have four Houses on each property of a complete color group, you may buy a Hotel from the Bank and erect it on any property of that color group. The four Houses from that property are returned to the Bank, and you pay the price for the Hotel as shown on the screen. Only one Hotel may be erected on any one property.

BUILDING SHORTAGE... When the Bank has no more Houses to sell, players wishing to build must wait for some player to turn back or sell Houses to the Bank before building. If there are a limited number of Houses and Hotels available and two or more players wish to buy more than the Bank has, the Houses or Hotels must be sold by auction (see page 8) to the highest bidder. Hotels take priority over Houses when bought or auctioned.

SELLING PROPERTY... Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color group.

Houses and Hotels may be sold back to the Bank at any time for one half the price paid for them.

All Houses on one color group may be sold one by one, evenly, in reverse of the manner in which they were erected. All Hotels on one color group may be sold at once or they may be sold one House at a time, evenly, in the reverse of the manner in which they were erected.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color group must be sold back to the Bank at half price. The mortgage value is displayed on each Title Deed card. No rent can be collected on the mortgaged properties or utilities, but rent can be collected on un-mortgaged properties in the same group.

In order to lift the mortgage, you must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color group are no longer mortgaged, you may begin to buy back Houses at full price.

The player who mortgages property retains possession of it, and no other player may secure it by lifting the mortgage from the Bank. However, you may sell this mortgaged property to another player at any agreed price. The new owner has the option of lifting the mortgage at once by paying off the mortgage plus 10% interest to the Bank. If the new owner does not lift the mortgage at once, he/she must pay the Bank 10% interest upon buying the property, and if the mortgage is lifted later, must pay an additional 10% interest as well as the amount of the mortgage to the Bank.

BANKRUPTCY... You are bankrupt when you owe more than you can pay either to another player or to the Bank.

If your debt is to another player, you turn over to that player all that you have of value and retire from the game. In the making of this settlement, if you own Houses or Hotels, you must return these to the Bank in exchange for one half the amount of money paid for them.

This cash is given to the creditor. If you have mortgaged property, you also turn this property over to your creditor, but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. It is possible for the player collecting the debt to go bankrupt if the 10% cannot be paid.

After paying up, the new owner may, at his/her option, pay the principal or hold the property until some later turn, at which time the mortgage may be lifted.



Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling your buildings and mortgaging property, you must turn over all your assets to the Bank. The Bank immediately sells by auction all property so taken, except buildings.

A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS... Money can only be loaned to a player by the Bank, and then only by mortgaging property.



We will be happy to answer your questions or comments about this MONOPOLY™ game. Write to:

Consumer Relations Department, Parker Brothers,
P.O. Box 1012, Beverly, MA 01915.

| | |
|---|------------|
| <i>A Button</i> | 3 |
| <i>Assets</i> | 9 |
| <i>Assign Properties</i> | 15 |
| <i>Auction Properties</i> | 8 |
| <i>B Button</i> | 3 |
| <i>Bank/Banker</i> | 21 |
| <i>Bankruptcy</i> | 25 |
| <i>Basic MONOPOLY Game Rules</i> | 21 |
| <i>Bidding at Auctions</i> | 8 |
| <i>Building Shortage</i> | 24 |
| <i>Buildings</i> | 11, 15, 23 |
| <i>Buying and Auctioning Properties</i> | 8, 22 |
| <i>Buying Buildings</i> | 11, 23 |
| <i>Cash, to set</i> | 15 |
| <i>Chance Cards</i> | 22 |
| <i>Community Chest Cards</i> | 22 |
| <i>Computer Opponents</i> | 6 |
| <i>Computerize a Player</i> | 14 |
| <i>Controller</i> | 3 |
| <i>Deeds</i> | 14 |
| <i>Dice, to roll</i> | 5 |
| <i>End Game</i> | 14 |
| <i>Free Parking</i> | 23 |
| <i>Game Speed</i> | 14 |
| <i>Get Out of Jail</i> | 9, 23 |
| <i>GO</i> | 22 |
| <i>Houses and Hotels</i> | 11, 23, 24 |
| <i>Human/Computer</i> | 4 |

| | |
|---|---------------|
| Income Tax | 22 |
| Jail | 9, 23 |
| Main Menu | 10 |
| Mortgage | 12, 25 |
| Name, to enter | 4 |
| Number of Players | 4 |
| Options | 15 |
| Play | 21 |
| Preset Games | 16, 17 |
| Properties | 8, 15, 22, 24 |
| Property Ownership, see Assets | 9 |
| Rent | 22 |
| SELECT Button | 3 |
| Sell Buildings | 11 |
| Selling Property | 24 |
| Set Cash | 15 |
| Short Game | 16 |
| START Button | 3 |
| Start Game | 4 |
| Sub-menus | 10 |
| Timer | 14 |
| Token | 4, 15 |
| Trade | 13 |
| Turn Order | 14 |
| Un-mortgage | 12, 25 |
| UP/DOWN/LEFT/RIGHT Control Pad | 3 |
| X Button | 3 |
| Y Button | 3 |

90-DAY LIMITED WARRANTY

Parker Brothers warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This software program is sold "as is," without express or implied warranty of any kind, and Parker Brothers is not liable for any losses or damages of any kind resulting from use of this program. Parker Brothers agrees for a period of ninety (90) days from date of purchase to either repair or replace, at its option, free of charge, any software product, which is sent postage paid, with proof of purchase showing date of purchase, to: Parker Brothers, Attn: Consumer Relations Department, 50 Dunham Road, Beverly, MA 01915. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE PARKER BROTHERS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PARKER BROTHERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



MONOPOLY is Tonka Corporation's trademark for its real-estate trading game.
© 1992 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915.

PRINTED IN JAPAN