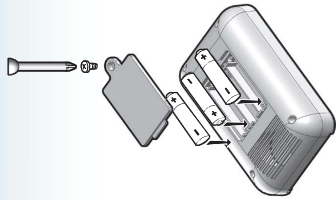


X3 AAAA
ALKALINE BATTERIES
REQUIRED
NOT INCLUDED

TO INSERT BATTERIES

Use a Phillips/cross head screwdriver (not included). To reset, remove and reinsert batteries.



IMPORTANT: BATTERY INFORMATION

CAUTION:

- 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. If you reside outside the United States, have the doctor call your local poison control centre.
- TO AVOID BATTERY LEAKAGE**
 - Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - Remove exhausted or dead batteries from the product.
 - Do not short-circuit the supply terminals.
 - 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 reinserting batteries) if necessary.

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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.

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. 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.
- 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.

CAN ICES-3 (B) / NMB-3 (B)

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GAME GUIDE

◆ Fast-Dealing Property Trading Game ◆

© BRAND

AGES
8+
2-4
PLAYERS

MONOPOLY

ULTIMATE BANKING

OBJECT OF THE GAME

BE THE WEALTHIEST PLAYER WHEN ANY ONE PLAYER GOES BANKRUPT!



CONTENTS:

- 1 Gameboard
- 1 Ultimate Banking Unit
- 4 Plastic Tokens
- 22 Houses
- 49 Cards
- 4 Bank
- 22 Title Deed
- 28 Event
- 2 Dice

Read this FIRST!

WHAT'S NEW IN THE MONOPOLY ULTIMATE BANKING GAME?

This is a fast version of the MONOPOLY game, and some rules are very different!

Houses

First of all, the houses. You do not have to wait to own a color set! Every property you buy gets a house immediately!

Put the house on the number one square in the space's color band. This shows the rent level!

Every time someone lands on a space you own, not only do they pay you rent, but your rent then jumps one level.



If you land on a space you own, your rent also jumps one.

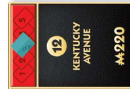
Move the house each time your rent jumps—or drops! There can only ever be one house per property.

The maximum rent level is 5, and rent cannot fall below level 1. (Unless a property is being returned to the Bank to pay a debt, at which point it becomes an unowned property again and the rent level is reset.)

Every property has a Title Deed card that shows all five rent values.

If you lose track of your rent level (where your house should be), it's easy to check the rent level of any property you own.

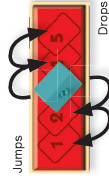
- Tap the Title Deed card.
 - You must press the  button afterwards or the unit will think you want to buy it or pay rent!
- The unit automatically reverts to the default screen in 10 seconds if you haven't pressed the  button.



Rent levels on gameboard



Rent values on Title Deed cards



The Gameboard

If you look around the board, you'll recognize the **property names** from the classic game of MONOPOLY, but there are no Chance or Community Chest spaces. Instead there are Event and Location spaces.

Event spaces mean an Event card, which can lower or raise rent levels, give or take money, or even get you sent to Jail!



Location spaces allow you to pay and move to any property space on the gameboard, which you can then buy (or raise the rent level on).

There is no trading in the game, but this space helps you collect color sets (if you use it wisely).



Money, Money, Money!

You've probably also noticed there is **no cash** in the game. The Ultimate Banking unit does everything for you, quickly and easily!

- Bank cards let the unit keep track of your wealth (money & property).
- Title Deed cards let the unit keep track of which properties you own, and all their rent levels.
- Event cards let the unit keep track of what's going on in your neighborhood!
- Every card tapped plays a sound. If you haven't heard a sound, the tap hasn't registered!


HAVE FUN!

This game guide might look daunting, but if you read the SET IT UP and PLAY sections, you will be ready to start.






You then just need to look up the BOARD SPACES as you land on them. Look at the unit screen, it will help you. Unit troubleshooting is on page 14.

SET IT UP!

The Ultimate Banking Unit

- Insert batteries into the Ultimate Banking unit as shown on the back page of this guide. Then tap any button to switch it on.
- To reset the unit, press and hold the  button for about five seconds. Then tap any button to switch it on and start a new game.

Now, read these instructions out loud!

- 1** Place the Event cards face down on the gameboard here. 
- 2** Separate the Title Deed cards by color sets. 
- 3** Leave the houses by the Title Deed cards. 
- 4** Give each player:
1 token and its matching Bank card.  
- 5** Place all tokens on GO.
- 6** Place the unit in the center of the gameboard.
- 7** Each player, tap your Bank card on the unit.
- 8** When you are ready to play, press the  button. ****1500** will be automatically credited to your card.



HOW TO TAP THE CARDS

Briefly lay the card flat, barcode-side down, onto the card reader.

- Ensure the card covers the card reader completely.
- You will hear a sound after each completed function. If you don't hear a sound, try placing the card flat over the card reader again.

For full details about the unit, please see pages 14 & 15.

IMPORTANT! If you need to cancel the last transaction made, see page 12. Do not play in direct sunlight or bright lighting.



PLAY!

How to win

- Buy properties! Your properties are worth money at the end of the game!
- You want to have the most money and property when any one player goes bankrupt!
- The unit will calculate everyone's worth and show the winner!

How to play

The youngest player starts, and play continues clockwise.

On your turn

- 1 Roll both dice.**
- 2 Move your token** clockwise around the board that number of spaces.
- 3 Where did you land?**
Check the BOARD SPACES section of this guide to see what you must do when you land on each board space.

Did you roll a double?

Take your turn then roll the dice again and take another turn.

Watch out!

If you roll a double 3 times in a row, you must Go To Jail and your turn is over!

- 4 Your turn is over.** The player on your left goes next.

Start playing!

That's all you need to get going!
Look up the spaces when you land on them...

6

THE BOARD SPACES



Unowned properties (no house)

When you land on a property that no one owns, you must buy it or auction it!

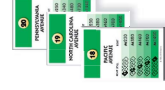
1 To buy a property

- Tap the Title Deed card.
- Tap your Bank card to buy it.
Board spaces show each property cost.
The unit deducts the cost from your balance, and *ka-ching* it's yours!
- Put a house on the space's level 1 spot.
Every time anyone lands on the space, rent will go up!
- Place the Title Deed card in front of you.



2 To auction a property

See page 13 for details.



Color set = higher rent

It pays to collect color sets. Buy the last property in any color set, and each property in the set immediately jumps to a higher rent level!

If two or more players own the set, rent levels jump one level each.

If one player owns the set, rent jumps two levels!

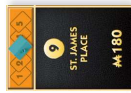
You will hear a fanfare when this happens!

Remember to move the houses up to the correct rent level!

The color set bonus only occurs the first time the set is completed.

Check rent levels by tapping the Title Deed cards. Always press afterwards to continue the game!

Turn over for owned property spaces and more!



Owned properties (with house)

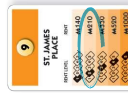
1 If the property is owned by another player, you owe them rent!

- Tap the Title Deed card.
- Tap your Bank card. The correct rent is automatically deducted from your balance and credited to the owner. The unit will then show the property's new rent level.
- Move the house up one level on the board space. Rent rises each time a player lands on a property.



Got no money?

If you haven't got enough money to pay a debt, the unit will tell you! You must complete the debt using the properties you own. See page 11 for details.



2 If you own it, the rent increases—but you must tell the unit!

- Tap the Title Deed card.
- Tap your Bank card. The unit will show the new rent level.
- Move the house up one level on the board space. Rent rises each time a player lands on a property.



Rent level is 2 on Property #16, The Jet owns it. Rent is #A200



If you lose track of your rent level (where your house should be), it's easy to check the rent level of any property you own.

- Tap the Title Deed card.
- You must press the button afterwards or the unit will think you want to buy it or pay rent! The unit automatically reverts to the default screen in 10 seconds if you haven't pressed the button.



Event

When you land on an Event space, take the top card from the deck and read it out loud.

- Tap the Event card on the unit and follow the instructions on the card.
- Tap any property means just that: it doesn't have to be one of yours!
- If you can't do the action, do nothing.
- Return used Event cards to the bottom of the deck.
- Do not pass GO if you move for an Event card action!

Some events affect your neighbors as well! "Neighbors" means the properties next door, whether it's around a corner or a space away. Event card changes only apply to owned properties. If neighboring properties are unowned, only the tapped property is affected. For example, neighbors to Connecticut Avenue (no. 5) means Vermont Avenue (no. 4) and St. Charles Place (no. 6)—but only if they are owned!

And remember, you can be your own neighbor!



Location

When you land on a Location space, you can pay #A100 and move to any property on the board. You can buy it, or if you own it already, raise the rent level! Or you can do nothing.

- 1 If you want to move, tap to scroll through the functions until the icon shows.
- 2 Tap your Bank card to pay the #A100.
- 3 Move your token to any property space on the board.
- 4 Tap that property's Title Deed card.
- 5 Tap your Bank card. If you're buying it, put a house on level 1. If you already own it, tapping your Bank card raises the rent level. Move the house up one level!

Note: If you pass GO do not collect #A200.

Turn over for getting out of Jail and more!



GO

When you land on or pass GO, collect ₪200 from the Bank. Press  for the  icon to show. Tap your Bank card to collect your money!



Free Parking

If you land here, relax! Nothing happens.



Just Visiting

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



Go To Jail



Move your token to the In Jail space immediately. Do not pass GO. Do not collect ₪200. Your turn is over.

You **cannot** collect rent* or take part in auctions while you are in Jail.

* Do not tap any of your property cards when you are in Jail—you do not benefit from rent increases if someone lands on a property you own. However, Event card rent changes could affect a property you own while in Jail.

How do I get out of Jail?

You have 2 options:

- 1 Pay ₪100** at the start of your next turn. Tap  until the  icon shows, then tap your Bank card. Click! You're free; now roll and move as usual!
- 2 Roll a double** on your next turn. If you do, you're free! Use the roll to move and complete the action of that space, but that's the end of your turn. You can use up to 3 turns to try for a double. If you don't throw a double by your third turn in Jail, pay ₪100 (see above) and use your last roll to move. If you don't have enough money to get out of Jail, see the **If you owe the Bank** section on the next page.

What if I run out of money?

- 1** The unit automatically calculates whether you have enough money to pay a debt when you tap your Bank card.
- 2** It will first pay with the money you do have but if that isn't enough, you'll have to use any properties you own to complete your debt.
- 3** The value of a property is the purchase price printed on the board. Choose the property (or properties) you want to cash in.

If you owe another player:

- Tap your chosen Title Deed card(s) until you have paid the debt.
- Leave the House on the property (at its current rent level) and give the Title Deed card to the other player.

If you owe the Bank:

- Tap your chosen Title Deed card(s) until you have paid the debt.
 - Remove the house from the property and return the Title Deed card. This property is now unowned and may be purchased by another player landing on the space.
- 4** Any change will be returned to your Bank card. Check your balance to see.
 - 5** If you don't have enough money or property to pay rent or a fee, then you're BANKRUPT and it's GAME OVER!

