

MONOPOLY PLAYMASTER™

2 to 8 Players/Ages 8 to Adult

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TECHNICAL INFORMATION ABOUT THE MONOPOLY PLAYMASTER™ GAME UNIT

Before playing, please read this section carefully.

CAUTION: ELECTRICALLY OPERATED PRODUCT

Not recommended for children under 8 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

Parents should periodically inspect this unit for potential hazards and have it repaired or replaced if necessary.

Proper Care

The MONOPOLY PLAYMASTER game unit contains many electronic parts. Therefore:

- Never take the game unit apart.
- Don't drop or jolt the game unit.
- Take care not to get the game unit wet.

AC Power Pack

Parker Brothers has included an AC power pack with your game. It is specifically designed to be used with this game unit. The AC power pack is listed by Underwriters' Laboratories and CSA, and meets all child-related safety standards.

CAUTION: This is the **only** AC power pack we recommend for use with this game unit. **Do not use power pack with 220/110 converters.**

Radio Frequency Interference

Since the game unit uses radio frequency energy, it may cause interference to radio, television, or CB reception. The game unit, however, has been tested and is found to comply with the appropriate provisions of FCC Rules designed to provide reasonable protection against such interference. If you should have this problem, move the plug to a different outlet so that the game and the affected receiver are on different circuits.

MONOPOLY PLAYMASTER™ Rules

Introduction

Electronics—with all its excitement and fun—is now a part of America's favorite board game. Thanks to the MONOPOLY PLAYMASTER™ game unit. This remarkable device adds three dramatic features to the MONOPOLY® board game: AUCTIONS—to get property into players' hands sooner; BUYBACKS—to encourage color-group ownership; and LOANS—to speed up the building of houses and hotels.

The basic rules of the MONOPOLY board game remain exactly the same. The Banker, the board, the tokens, the cards—all perform the same functions, too. But the MONOPOLY PLAYMASTER game unit—with its lights, sounds, and electronic dice—adds an entirely new dimension to this classic family game.

Getting Ready to Play

Look at the MONOPOLY PLAYMASTER game unit on page 4. Take a few minutes before you plug it in to become familiar with its buttons, board spaces and lights. Then follow the directions for placing it onto the board.

Place the game unit onto the middle of the board, with Community Chest and Chance where they would normally be. This will line up the property

spaces on the board with the properties on the game unit.

- A. Plug the jack into the game unit.
- B. Plug the power pack into the wall.
- C. Attach the clip on the cord to the edge of the MONOPOLY game board between Chance and Shortline.

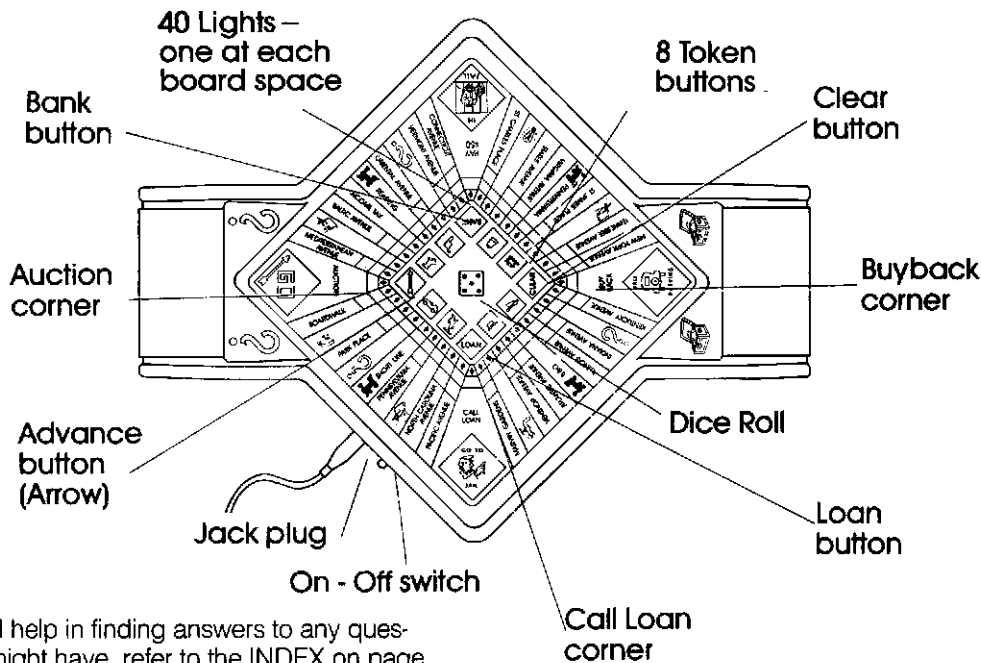
Just to make learning how to use the game unit a little easier, we've divided the rules booklet into four parts. Proceed with the instructions for each part as described below and you'll be enjoying the game in no time at all.

PART 1 Listen and watch the sample sequence of sounds, musical tunes and lights until you become familiar with them.

PART 2 Set up the game.

PART 3 Begin to play. The information in this section provides you with what you need to know to play the first few rounds of turns.

PART 4 Because Buybacks, Taking Out Loans, Calling In Loans, and Bankruptcies will not occur until later in the game, read this section only when you need to.



If you need help in finding answers to any questions you might have, refer to the INDEX on page 1. And if you need to identify a sound or a tune, refer to the SOUNDS LIST on page 16.

Rules for the Monopoly board game are included in case you wish to review them.

PART 1. LEARNING THE SOUNDS AND LIGHTS

It's important to learn about the various sound effects, musical tunes, and lights in the game before you begin to play. Some sounds and lights accompany particular board spaces. Others prompt particular actions. The game unit can teach you all about them through a sample sequence of sounds and lights. Here's how:

In order to listen to the sample sequence, you must turn the game unit on in a special way:

- A. Press the center DICE ROLL button.
- B. Keep the button pressed down while you turn on the game.

You'll hear a "beep" and lights will strobe at the car token. This shows that you have correctly entered the sample sequence and that the car is the player whose turn is being demonstrated.

Just for demonstration purposes, each of the thirteen buttons will prompt a particular sound and light. Press one button at a time. The list below describes what's happening with each button you press. We suggest that one player read the list aloud while another presses the buttons. You can press the buttons in any order and repeat the sounds as many times as you wish.

Special Features Sounds and Lights

1. DICE ROLL

Press the DICE ROLL button. While you hold it down, a light will pass through all the possible locations you could land on when you roll. Release it, and a light will travel from GO to St. Charles Place. You'll also hear the "Roll" sound. This tells you that you've rolled an "11" and would move your token **on the board** to St. Charles Place.

2. AUCTION

Press the ADVANCE button (ARROW). You'll hear the Auction sound and see lights strobing at the Auction corner, alternating with a steady light at Atlantic Avenue. This announces an Auction and shows that Atlantic Ave. is the property to be auctioned. Then, just as you'll do in the regular game, press BANK to end the Auction. (You can read all about Auctions on page 11.)

3. BUYBACK

Press the CLEAR button. You'll hear a tune and see lights strobing at the Buyback corner, alternating with steady lights at Baltic and Mediterranean Avenues. This announces a Buyback and shows Baltic and Mediterranean as the Buyback properties. Then, just as you'll do in the regular game, press BANK to end the Buyback. (You can read all about Buybacks on page 12.)

4. CALL LOAN

Press the LOAN button. You'll hear a melody and see lights strobing at the CALL LOAN corner, alternating with steady lights at Baltic and Mediterranean Avenues. This announces the Call

Loan function and shows that the purple color-group's loan is due. Then, just as you'll do in the regular game, press BANK to end the Call Loan. (You can read all about Call Loans on page 14.)

5. DOUBLES

Press the DOG button. This demonstrates a Doubles roll. You'll hear "Merrily We Roll Along." You'll also see lights strobing at your token (the car) and the light at your new location (St. James Place) shining steadily. This tells you to move your token to St. James Place, and then roll and move again.

Board Spaces Sounds and Lights

The following are sounds and lights that accompany board spaces whenever a player lands on one. A steady light indicates the particular space.

1. RAILROADS

Press the SHOE button. You'll hear "I've Been Working on the Railroad" because you've landed on Reading Railroad. You'll hear the same tune whenever you land on any of the other railroads, too.

2. CHANCE and COMMUNITY CHEST

Press the THIMBLE button. You'll hear a melody that tells you that you've landed on Chance. You'll hear the same melody whenever you land on Community Chest, too.

3. FREE PARKING

Press the IRON button. You'll hear the tune that tells you that you've landed on Free Parking.

4. GO TO JAIL

Press the WHEELBARROW button. You'll hear the siren that tells you that you've landed on GO TO JAIL, and you'll see your location light move backward to the Jail space. You'll hear the same siren whenever you roll three doubles in a row, too.

5. LUXURY TAX, INCOME TAX and STAYING IN JAIL

Press the HAT button. You'll hear the "raspberry" sound because you've landed on Income Tax. You'll hear the same sound whenever you land on Luxury Tax, and if you don't succeed in rolling doubles when trying to get out of Jail.

6. PASS GO

Press the HORSE button. You'll hear the "Charge!" sound because you've landed on GO. You'll also hear the same sound during the game whenever you pass GO, too.

There's just one more sound to learn—the "bad button" sound. **Press the CAR button** and you'll hear it. This simply tells you that you've pressed a button out of sequence.

Remember that you can continue the sample sequence as long as you wish by pressing any button. As soon as you think you're familiar with the sounds and lights, and are ready to play, turn the **game unit switch off**.

Continue by carefully reading PART 2.

PART 2. SETTING UP THE GAME

1. First, follow these steps, just as in the MONOPOLY board game.
 - A. Each player chooses a token and places it onto GO, on the game board. *In this game, you'll move your token along the board as you do in the regular game.*
 - B. Select a Banker, who then distributes the money and oversees the Title Deed cards.
2. Place the Community Chest and Chance cards into their holders on the game unit.
3. Turn the game unit on. The tune "We're In the Money" opens the game and a light circles around.
4. Starting with any player—and proceeding to the player on his or her left—each player, one at a time, presses the token button he or she has chosen. Notice that lights strobe at each token when pressed.

If anyone presses a token out of turn, turn the switch off and start again. (Because play proceeds to the left of each player, the tokens must be entered in that order. In this way, the game unit can signal the correct player's turn.) This is the only time you can turn the game unit off to correct a mistake. Once the game begins, you'll use the CLEAR button.

5. After all players have entered their tokens, press the center button—the DICE ROLL. When you release it, the moving light will slow down, then stop at the token of the player the game unit has chosen to go first. Play then proceeds, in turn, to that player's left.

You're ready to start playing at any time.

PART 3. PLAYING

As mentioned, the basic rules are exactly the same as those in the MONOPOLY board game. One of these rules must always be followed: **If you land on an unowned property and do not want to buy it, that property must be auctioned off by the Bank immediately.**

Starting Your Turn. When you see strobing lights at your token, press the DICE ROLL to start your turn. A light will strobe all the possible locations you can roll. When you release the DICE ROLL button, move your token to the board space where the light has stopped.

Rolling Doubles. When you roll doubles, you'll hear the tune "Merrily We Roll Along." You'll also see strobing lights at your token and a steady light at your new location. As soon as you've moved your token to that location, you may roll and move again.

As in the MONOPOLY board game, three doubles in a row will send you straight to Jail where you immediately end your turn. **Also, if you roll doubles and land on a Chance or Community Chest space that sends you to Jail, you forfeit your chance to roll again and must end your turn.**

Getting Out of Jail. As in the MONOPOLY board game, if you're sent to Jail, you'll stay there no more than three turns. To get out, you have a choice:

- A. If you wish, you may pay \$50.00 **at the start of your turn and press the CLEAR button.** Then press the DICE ROLL and move your token to the new space. **NOTE! If you don't press the CLEAR button first, you'll remain in Jail** (unless you were lucky and rolled doubles).
- B. If you don't wish to pay, press the DICE ROLL and hope you roll doubles. If you do, move according to your roll and end your turn. Do NOT roll again. (You won't hear "Merrily We Roll Along.") If you don't roll doubles, you'll hear the "raspberry" and the "siren," and you'll be sent back to Jail.

C. If, on your third turn, you still haven't rolled doubles, you'll hear the "raspberry," then you *must* pay \$50.00 to get out.

Landing on Chance and Community Chest.

If the card you draw sends you to a different location, press the ARROW button and hold it down until you move the light to that spot. *Example:* If you're sent to Boardwalk, hold down the ARROW button, then release it when the light reaches Boardwalk.

If you pass your new location, continue pressing the ARROW button until you reach that spot again.

If you pass GO, remember to collect your \$200.00 —because you will not hear the "Charge!" sound that accompanies this space.

If the card does NOT send you anywhere, press the ARROW button ONCE to tell the game unit you're staying where you are, then end your turn. The next player cannot play until you do so. If you accidentally press the ARROW button more than once, continue pressing it until the light reaches your location again.

Landing on Unowned Property. As soon as you land on an unowned property, the game unit assumes someone is going to buy it. So, as mentioned, it *must* be auctioned off by the Bank if *you* don't wish to buy it. You may bid for it if you wish and bidding may start at and go to any amount. But no matter who buys it, the player who normally follows you takes his or her turn as usual.

Landing on Owned Property. If you land on someone else's property, pay whatever rent is due if the owner requests it. The next player then takes his or her turn. NOTE: If you land on a utility that's owned, roll the regular dice to determine what you owe. Do NOT press the DICE ROLL.

Auctions. Auctions speed up the process of getting unowned properties into players' hands. So, as long as there's still unowned property on the board, the game unit will announce an Auction. This will occur after every 4–6 turns. You'll hear the Auction sound and see the Auction lights flashing. Then, a steady light will show you which property is to be auctioned.

Anyone may bid and bidding may start at any amount (even as low as \$1). Bidding may also go to any amount. The winning bidder pays the Bank and the Banker presses the BANK button. The game will not continue until the Banker does so. Play then proceeds with the player whose turn was interrupted.

Special Notes about Playing

- A. All buying, selling, and trading of properties is done independent of the game unit.
- B. Some people play MONOPOLY according to what are called "house rules." A common example is placing Luxury Tax money on Free Parking. This game allows you to continue using house rules if you wish. Just remember the one rule you *must* follow: If you land on an unowned property and do not want to buy it, that property must be auctioned off by the Bank immediately.
- C. Do NOT press the DICE ROLL button to start your turn until you see your token lights strobing.
- D. At any time, you may verify your location on the board by pressing your token button. A light will shine momentarily at your location space.

PART 4. BUYBACKS, LOANS, AND BANKRUPTCIES

Buybacks. Buybacks are a way in which singly owned properties can get into the hands of players who need them to complete the ownership of an entire color-group. So, as soon as every piece of property is owned, the game unit will announce a Buyback. Buybacks will continue to occur after every 4–6 turns.

First, you'll hear the Buyback tune and see the Buyback lights flashing. Then, steady lights will indicate which color-group it has randomly selected to be bought back.

Only singly owned properties within a group are bought back by the Bank. A singly owned property is one that is owned by a player who owns no other property in that same color-group. If you're the player whose property is being bought back, immediately return its Title Deed card to the Bank.

For each *unmortgaged* single property, the Bank pays you the full value of the property printed on the board.

For each *mortgaged* single property, the Bank pays you the mortgage value less 10% interest. *Exam-*

ple: New York Avenue has a mortgage value of \$100 and the interest on the mortgage is \$10. So that's \$100 minus \$10. The Bank would pay you \$90.

All properties that are bought back are immediately auctioned off by the Bank. If there's more than one, they are auctioned off as a group, not individually. Anyone may bid and bidding may start at and go to any amount. The winning bidder pays the Bank and the Banker presses the BANK button. The token lights of the player whose turn was interrupted will be strobing. This signals the player to continue.

Properties Eligible For Buyback

- A. If a player owns a complete color-group, that color-group cannot be bought back by the Bank. So if the game unit randomly chooses it, simply press the CLEAR button and continue playing as usual.
- B. If you own 2 out of 3 properties in the selected color-group (or in the case of the railroads, 3 out of 4), those properties are not subject to Buyback.

- C. If the properties in the color-group are evenly divided between or among players, they are bought back individually, then auctioned off as a group. *Example:* If you own 2 railroads and another player owns 2 railroads, the ownership of the railroads is evenly divided. In this case, both players must return their railroads to the Bank. The 4 railroads would then be auctioned off as a group.

Loans. Here's a way to get some quick cash without having to mortgage your property: As soon as you own all the properties of a color-group, you're eligible to take out a loan for its full value (and only its full value) as shown on the board. The full value of a color-group is the sum total of its individual property values. *Example:* The full value of the gold color-group is \$560. That's \$200 + \$180 + \$180. However, any time after you've taken 7 turns, the game unit will "call" the entire loan. When this happens, be prepared to pay—or you'll lose the entire color-group!

The best way to make use of a loan is to immediately build houses and hotels on that color-group—or if you prefer—on any color-group you own. But—if you wish—you may use the money for other purposes.

A loan has certain advantages that a mortgage does not. The two are compared below:

Loan	Mortgage
1. You receive in cash the <i>full</i> value of the color-group.	You receive in cash 50% of the full value of the color-group.
2. You can build houses and hotels on loaned properties.	You <i>cannot</i> build houses and hotels on mortgaged properties.
3. You can collect rent when someone lands on your loaned property.	You <i>cannot</i> collect rent when someone lands on your mortgaged property.

To qualify for a loan, all properties within that color-group must be *unmortgaged*; and at no other time can a loan have been taken out against it—even by another player.

How To Take Out A Loan

1. Press the LOAN button ONCE to tell the Bank you're taking out a loan. You'll hear "We're in the Money."
2. Continue to press the LOAN button until you advance the lights to the desired color-group. If the lights shine *steadily* at that color-group, you may take out a loan against it. If the lights *flash* or *go out*, you may not. (Flashing lights mean there's currently a loan on that color-group; no lights mean there was a previous loan—either already paid back or defaulted.)
3. If the lights shine steadily, first press the BANK button. You'll hear "We're in the Money." Then collect your money from the Bank. If the lights flash or go out—or if you change your mind—press the CLEAR button. In any case, then proceed with play as usual.
4. You may make more than one loan transaction at a time. But you must remember to advance the lights to *each* color-group you're taking out a loan against; and to press the BANK button for *each* of those color-groups as well.

Calling In Loans. Unlike a mortgage, a loan *will* be "called in" by the game unit. At that time, the Bank demands that you repay the loan at once.

You may do so then and only then; you may not repay the loan before it's called in. Sooner or later, your loan *will* be called in; but not until you've taken at least 7 turns.

When a loan is called in, you'll hear the Call Loan melody and see the CALL LOAN lights flashing. Then, steady lights will indicate which color-group's loan is being called.

If your loan is called in, see if you can repay the loan. You may trade, sell or mortgage *other* properties in order to raise cash. *You cannot mortgage the loaned property.* Or you may sell the buildings on this and any other property back to the Bank at half price.

1. If you CAN pay and want to keep the color-group, pay the Bank the full amount of the loan plus 10% interest.
2. If you CANNOT pay, or DO NOT WISH TO PAY back the loan, the buildings on this color-group are returned to the Bank (for half their purchase value) along with the Title Deed cards. The Bank immediately auctions off the entire color-group.
3. In either case, the Banker presses the BANK button.

LEAVING THE GAME UNIT “ON”

4. The token of the player whose turn was interrupted will be strobing. This signals the player to continue.

Going Bankrupt. As in the MONOPOLY board game, you're bankrupt when you owe more than you can pay to either the Bank or to another player. If you go bankrupt, settle your debts according to the regular rules of MONOPOLY.

NOTE: If, in settling your debts, you transfer ownership of a property with an outstanding loan, the new owner does NOT need to pay the 10% interest. The new owner will do so only when the loan is called.

Once you've made your settlements, the Banker presses the BANK button. Then you press your token three times. The game unit will play “Taps” to show that you're out of the game.

Leaving the Game. If a player leaves the game, he or she turns over all properties, buildings and cash to the Bank. The Bank will auction off the property, and those of the same color will be auctioned off *as a group*. Press the BANK button *once* and your token button *three* times to show that you're out of the game.

If the game unit is switched OFF during a game, it will lose track of all transactions that have occurred during the game. So, if you wish to take a break before you end a game, remember to leave the game unit ON. It will use only the power of a 10 watt night light.

SOUNDS AND TUNES LIST

START OF GAME	"WE'RE IN THE MONEY"
DOUBLES	"MERRILY WE ROLL ALONG"
CHANCE/COMMUNITY CHEST.	BEETHOVEN PIANO SONATA
GO TO JAIL	EUROPEAN SIREN
TAKING OUT A LOAN	"WE'RE IN THE MONEY"
CALL LOAN	BEETHOVEN'S FIFTH SYMPHONY
AUCTION	16 HIGH BEEPS
BUYBACK	SCHUBERT'S LIEDER
FREE PARKING.	"TRUMPETS AND BLAZES" ("THE CIRCUS MARCH")
INCOME/LUXURY TAX	RASPBERRY
RAILROADS.	"I'VE BEEN WORKING ON THE RAILROAD"
BANKRUPTCY	"TAPS"
PASSING GO	"CHARGE!"

180-DAY LIMITED WARRANTY

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CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

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We will be happy to answer questions about MONOPOLY PLAYMASTER™. Contact the Consumer Response Department in the location nearest you:

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