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## A QUICKER GAME

If you're familiar with MONOPOLY and want to play a speedy game:

1. To start, the banker shuffles the Title Deed cards and deals two to each player. Players immediately pay the banker the price for the properties they receive. Play then continues as normal.
2. You only need to build up three houses (instead of four) on each site of a colour group before buying a hotel. When selling hotels, the value is half its purchase price.
3. As soon as a second player goes bankrupt, the game ends. The banker uses the banker unit to add together:
  - ◆ Money left on their bank card
  - ◆ Owned sites, utilities and transports at the price printed on the board
  - ◆ Any mortgaged property at half the price printed on the board
  - ◆ Houses, valued at purchase price
  - ◆ Hotels, valued at the purchase price including the value of three houses

The richest player wins the game!

## SPEEDY MONOPOLY

Alternatively, agree on a definite time to finish the game. Whoever is the richest player at this time wins!

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[monopoly.com](http://monopoly.com)



2-6  
PLAYERS

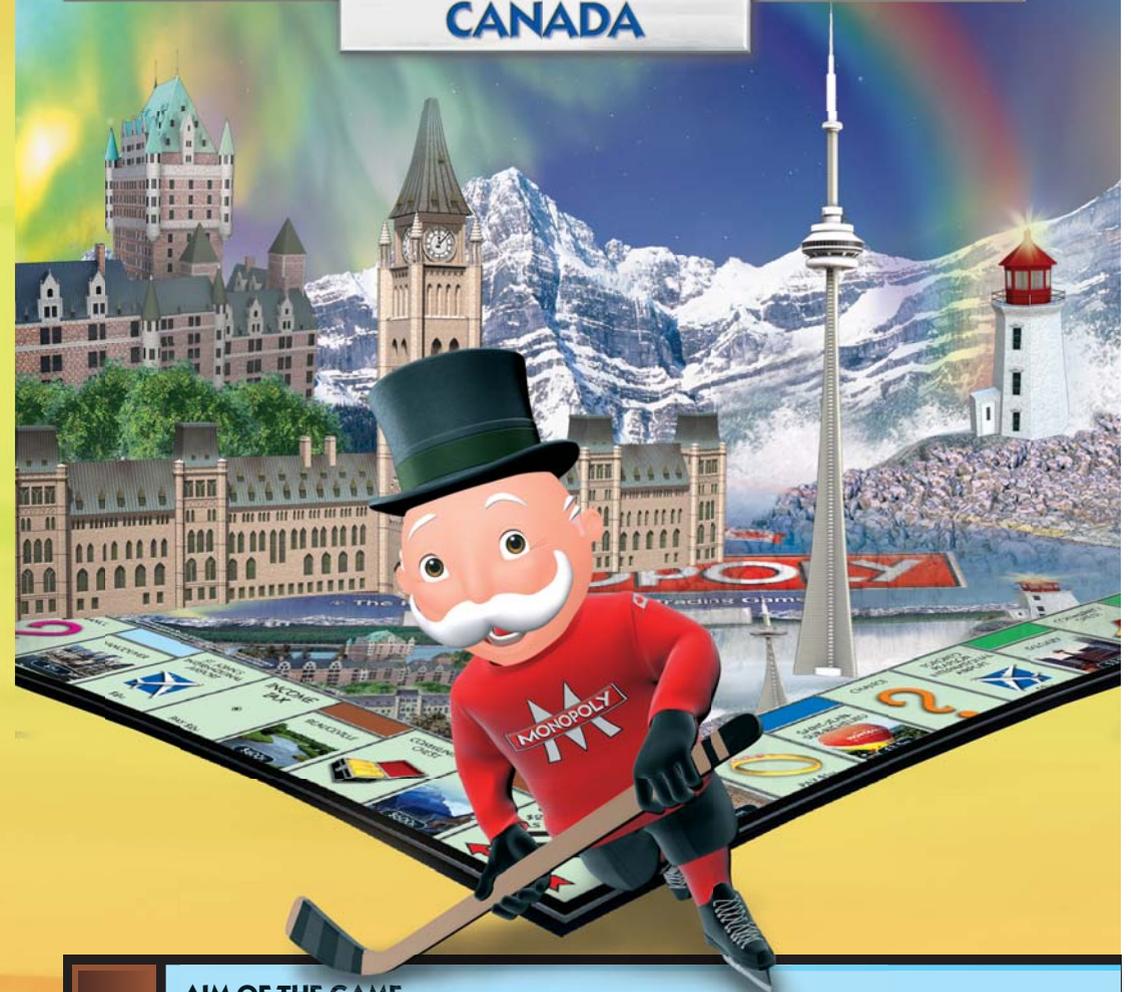


AGES 8+

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# MONOPOLY

CANADA



### AIM OF THE GAME

To be the only player left in the game after everyone else has gone bankrupt.

### CONTENTS

Gameboard, Electronic Banker Unit, Title Deed Cards, Chance and Community Chest Cards, 6 Debit Cards, 2 Dice, 6 Tokens, 32 houses and 12 hotels.

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# THE GAME



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# HERE'S HOW TO PLAY!

## THE BANKER

Choose one player to be the banker. If there are more than five players, the banker may choose to take on this role only. The banker is in charge of:



The banker unit



Title Deed cards



Houses and Hotels



Auctions

## PLAYING

- Roll both dice, the highest roller starts. Play continues clockwise.
- On your turn, roll the dice and move that number of squares clockwise around the board. Two or more movers may rest on the same space at the same time. According to the space you land on, you can:
  - Buy the property for the asking price (if it isn't owned by another player). **See page 8.**
  - Get the banker to auction the property (if you don't want to buy the property for the asking price). **See page 8.**
  - Pay rent (if the property is owned by another player). **See page 8.**
  - Pay taxes
  - Draw a Chance or Community Chest card. **See page 10.**
  - Go to jail. **See page 11.**
- Once you own a colour group, build houses or hotels on those sites.
- If you run out of money, mortgage or sell property to pay off your creditors. If you cannot raise enough money to pay rent, tax or a bill, you are declared bankrupt and are out of the game.
- No player may borrow money from, or lend money to, another player. However, a player may choose to accept any of your property instead of money that is owed to them.
- If you roll a double, take your turn as normal and roll again. Roll three doubles in one turn and you go to jail!
- Continue until only one player is left in the game. This player is the winner!



# BANKER UNIT

THE BANKER UNIT CAN ONLY FIT 5 NUMBERS ON ITS SCREEN SO, FOR EXAMPLE, IT SHOWS 100,000 AS 100K AND 1,000,000 AS 1M. BECAUSE OF THIS YOU NEED TO INPUT FIGURES EXACTLY AS SHOWN ON THE TITLE DEED, CHANCE AND COMMUNITY CHEST CARDS.

M

Million



**Passing GO:** The banker inserts your card into the unit's left slot and presses this button to add \$2M.

K

Thousand



**Cancel/clear:** To play a new game, press and hold until you hear a beep. All the balances will be reset to the starting sum of \$15M.



**Decimal point/volume adjustor:** to adjust the volume, remove all cards before pressing the decimal point button.



Receiving money

Paying money

## Batteries

To insert and remove batteries, **see page 11.**

## Starting

Press any key or insert a card. Each player's starting balance is \$15M. When a card is entered into the unit, the card number will be shown, followed by that player's current balance.

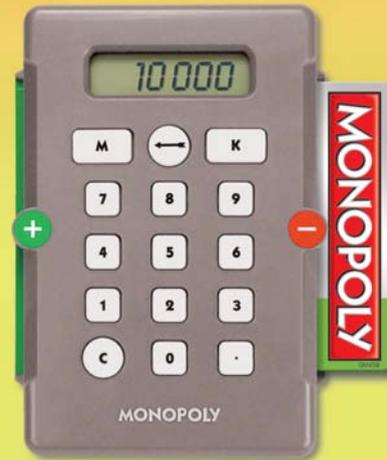
## RECEIVING MONEY

**Receiving money from the banker:**

- ◆ Chance and Community Chest cards
- ◆ Passing GO
- ◆ Selling houses and hotels
- ◆ Mortgage loans

The banker inserts your card into the unit's **left** hand slot. Your balance will be displayed. They will then enter the amount you are to receive. Once your balance goes up your card will be removed.

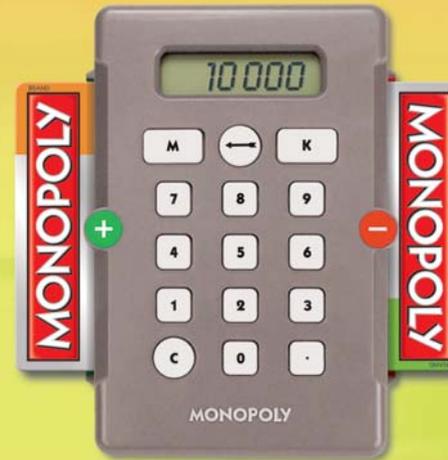
## PAYING MONEY

**Paying money to the banker:**

- ◆ Chance and Community Chest cards
- ◆ Buying properties, houses and hotels
- ◆ Paying taxes
- ◆ Repaying a mortgage
- ◆ Getting out of jail

The banker inserts your card into the unit's **right** hand slot. They will then enter the amount you are to pay. Once your balance goes down your card will be removed.

## TRANSACTIONS BETWEEN PLAYERS

**Paying money to / Receiving money from another player for:**

- ◆ Rent
- ◆ Bankruptcy
- ◆ Selling property

The banker inserts the card making the payment in the unit's **right** hand slot and the card receiving the payment in the **left** hand slot. The payer's balance is displayed. The banker then enters the amount to be paid. The payer's balance will go down. When the money has been transferred, the recipient's balance will go up. The banker removes both cards.

**Finishing**

The unit turns off automatically after 1 minute of inactivity. Press any key to start it up again. All the balances will still be stored in the unit. This means you can take a break from playing and continue later, with your money exactly where you left it!

**Banker's Tips**

1. Always follow the arrows on the cards when inserting them into the unit.
2. If the unit does not beep when you insert a card, check it's inserted the right way up.
3. If you enter the wrong amount, press 'C' and enter the correct amount. You can only correct a mistake if the card is still in the unit.
4. The maximum amount that can be entered at one time is \$20M, the minimum amount is \$10K.

# THE FINER POINTS

## BUYING PROPERTY

There are three types of property:



1. Sites      2. Airports      3. Utilities

If you land on an unowned property, you have the first choice to buy it. If you decide to buy, pay the banker the price stated on that space. You will receive that property's Title Deed card. Keep it faceup in front of you. If you decide not to buy, it is up for grabs! See **Auctions**, below.

Owning a property entitles you to collect rent from any players who land on that space. Once you own all the sites in one colour group, (a monopoly), you can build houses and hotels on sites in that group and collect more rent!

## AUCTIONS

If you decide not to buy a property after landing on it, the banker must immediately auction it to the highest bidder, starting at any price another player is willing to pay. Even though you declined the option of buying at the original price, you may join in the bidding too.



## PAYING RENT

If your roll ends on a site that is owned by another player, you must pay rent (unless the site is mortgaged). The player who owns the site must ask you for rent before the next player rolls the dice. The amount payable is shown on the Title Deed card and varies according to the number of buildings on the site. If you own a whole colour group, the rent is doubled on any undeveloped site of that group (a site without houses or hotels). If properties in a colour group are mortgaged, you can still collect double rent for the sites without a mortgage.

## UTILITIES

Utilities are bought and auctioned in the same way as properties.

If you land on an owned utility, pay rent to the owner according to the dice you rolled to get there.

- ◆ If the owner has one utility, the rent will be four times your dice roll, multiplied by 10,000.
- ◆ If the owner has both utilities, you must pay ten times the amount of your dice roll, multiplied by 10,000.



## AIRPORTS

Airports are bought and auctioned in the same way as properties.



If you land on an owned airport, pay the amount shown on the Title Deed card to the owner, depending on the number of other airports that player owns.

## BUILDING HOUSES

Once you own all sites of a colour group, you can buy houses to put on any of those spaces. The price of a house is shown on the Title Deed card.



You can buy houses (or hotels) on your turn or in between other players' turns but you must build evenly: you cannot build a second house on a site until you have built a house on every site in that group. You may buy as many buildings as you wish, as long as you can afford them! Houses may not be built if any site of the same colour group is mortgaged. Place your houses and hotels on the board on the property you're building on.

## BUILDING HOTELS

To buy a hotel, you must first have four houses on each site of a complete colour group. Swap the four houses for a hotel and pay the banker the hotel price shown on the Title Deed card. Only one hotel may be built on any one site.



## RUNNING OUT OF BUILDINGS

If the banker has no houses left, you must wait for other players to return theirs before you can buy any.

If a limited number of houses or hotels are left and two or more players wish to buy more than the banker has, the banker auctions them off individually to the highest bidder.

## RUNNING OUT OF MONEY

If you are low on funds, you can raise more money by:

- ◆ Selling buildings
- ◆ Mortgaging property
- ◆ Selling property, utilities or transports to another player for any agreed sum (even if the property is mortgaged).

## SELLING PROPERTY

You may sell undeveloped sites, airports and utilities to another player for a price you both agree on. You cannot sell a site if there are any buildings on any of the sites in that colour group. You must first sell all the buildings on those sites to the banker.

Houses and hotels are sold to the banker at half their original purchase price (shown on the Title Deed card). You can sell on your turn or in between other players' turns.

### Selling houses

You must sell houses evenly, in the same way as they were bought.

### Selling hotels

The banker will pay you half the price of the hotel plus half the price of the four houses that were swapped to buy the hotel.

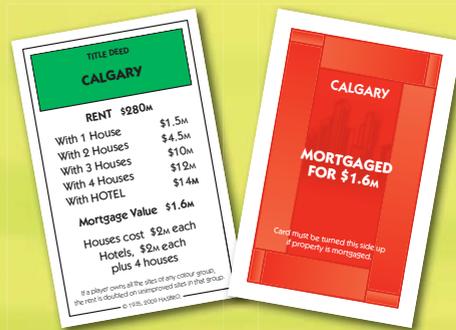
Hotels can also be broken back down into houses to raise money. To do this, sell a hotel for half its cost and receive four houses in exchange.

## MORTGAGES

### Mortgaging property

First sell any buildings, then turn the site's Title Deed card facedown and collect your mortgage amount shown on the back of the card.

You keep all mortgaged property and no other player can pay off your mortgage to secure the property. You cannot collect rent on mortgaged property, although you can collect it for other properties in that colour group, as long as they are not mortgaged.



### Repaying a mortgage

You must pay the original mortgage amount plus 10% interest (rounded up to the nearest 10,000). Turn the Title Deed card faceup. You can now collect rent on it again.

### Selling mortgaged property

You can sell mortgaged property to other players at any agreed price. The buyer can then either immediately repay the mortgage or pay 10% interest (rounded up to the nearest 10,000) but retain the mortgage. The mortgage can be repaid as normal later in the game.

When all sites in a colour group are mortgage-free, the owner may start buying back houses and hotels at full price.

### BANKRUPTCY

If you owe more money than you can raise from your assets, you are declared bankrupt and are out of the game.

### Owing the banker

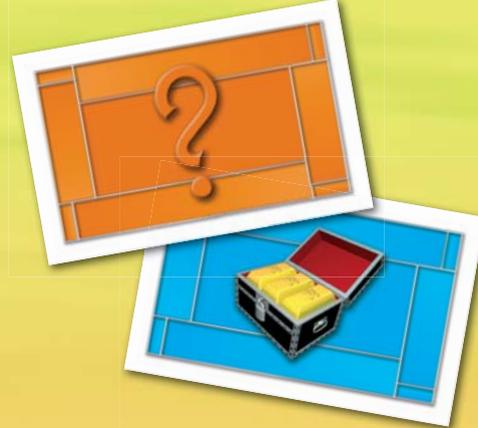
Return your Title Deed cards to the banker who will individually auction off each property to the highest bidder.

### Owing another player

The player who made you bankrupt receives any money left on your bank card, your Title Deed cards and any "Get out of jail free" cards you own.

### CHANCE AND COMMUNITY CHEST

When you land on one of these spaces, take the top card from the relevant pile. Follow the instructions on the card before returning the card, facedown, to the bottom of the deck. If you pick a "Get out of jail free" card, you can keep it until you wish to use it or sell it to another player for an amount you both agree on.



If a card tells you to move to another space, move there in the direction of the arrow. If you pass GO on the way, collect \$2M. You do not pass GO if a card sends you to jail, or sends you back.

### FREE PARKING

This is a free resting place. You do not win or lose money by landing here. You can still collect rent, build on sites you own, etc.



### PASSING GO TWICE IN ONE TURN

You can collect \$2M twice in one turn. For example, if you land on a Chance or Community Chest space immediately after passing GO and picking a card that tells you to "Advance to GO". The banker will need to remove and reinsert your bank card into the banker unit before pressing ← for the second time.

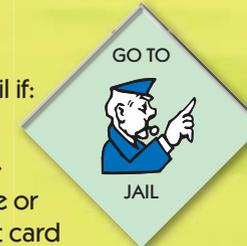


### JAIL

#### Going to jail

You will be sent to jail if:

- ◆ You land on the "Go to jail" space.
- ◆ You pick a Chance or Community Chest card which tells you to "Go directly to jail".
- ◆ You roll a double three times in a row on your turn.



Your turn ends when you are sent to jail. Move onto the jail space and do not collect \$2M, regardless of where you were on the board.

While in jail you can collect rent on properties provided they are not mortgaged.

#### Getting out of jail

You can get out of jail by:

- ◆ Paying a \$500k fine and continuing on your next turn.
- ◆ Using a "Get out of jail free" card.
- ◆ Rolling a double.

If you haven't rolled a double after three turns, pay the banker \$500k before moving according to your third dice roll.

#### "Just visiting" jail

If you are not sent to jail but land on the jail space, you are "Just visiting" and incur no penalty.



## IMPORTANT: BATTERY INFORMATION

**x2 BATTERIES REQUIRED**  
1.5v AAA or R03 size Alkaline batteries recommended. Phillips/cross head NOT INCLUDED screwdriver (not included) needed to insert batteries.

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

### 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 call your local poison control centre.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. 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.
8. **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.**



### FCC STATEMENT/ICES-003

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 the receiver.

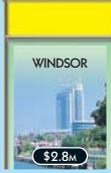
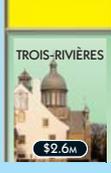
**CAUTION:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

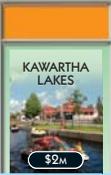
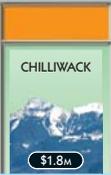
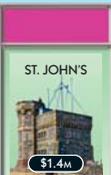
This Class B digital apparatus complies with Canadian ICES-003.  
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

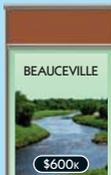


# CANADIAN CITIES AS VOTED BY YOU!

City & Province	Landmark	Description
Chatham-Kent, Ontario	<p><b>Tecumseh Monument</b></p> 	Chatham-Kent is located in the province of Ontario. The city is known for its various outdoor activities such as bird watching, fishing, and camping. Chatham-Kent is also famous for its Automotive Festivals which attract thousands of Canadians. The Tecumseh Monument commemorates the famous Shawness leader, Chief Tecumseh who fought and died during the War of 1812 at the Battle of Thames. The monument commemorates his important contribution to the outcome of the War and to Canada.
Saint-Jean-sur-Richelieu, Quebec	<p><b>International Balloon Festival</b></p> 	Saint-Jean-sur-Richelieu, the Hot Air Balloon Capital, is located in Quebec, some 30 km from Montreal. Each year, over 400,000 visitors flock to this city for the International Balloon Festival, the largest annual gathering of its kind in Canada. It is also here that the first Canadian railway was opened in 1836. The richness of its heritage, of its cultural life and of its military history make this city truly unique.
Calgary, Alberta	<p><b>City skyline with Calgary Tower</b></p> 	Nestled in the foothills of Canada's Rocky Mountains, Calgary, Heart of the New West, is the largest city in the Province of Alberta. One of the most identifiable landmarks to the city is the Calgary Tower (originally named the Husky Tower) that features panoramic views of the city and a glass floor observation area.
Sarnia, Ontario	<p><b>Blue Water Bridge</b></p> 	Located in Ontario, Sarnia is the largest city on Lake Huron. The city is noted for its sky blue water and stunning waterfront parks. The twinned Blue Water Bridges over the St. Clair River provide the gateway between Michigan and Ontario and represent the Blue Water city of Sarnia. Together the two bridges are one of the busiest transportation routes between Canada and the US.
Edmonton, Alberta	<p><b>City Hall</b></p> 	Edmonton, Alberta also nicknamed "The Festival City" offers unique festivals throughout the year. The city is home to North America's largest shopping complex and Canada's largest living history museum. Edmonton City Hall is a landmark which represents a gathering place for both the city leadership along with the citizens of Edmonton. Located in the heart of downtown, Edmonton City Hall is an architectural reflection of the old city hall and the new.

City & Province	Landmark	Description
Windsor, Ontario	<p><b>Windsor's Waterfront</b></p> 	Windsor, Ontario is the southernmost city in Canada. Nicknamed "The City of Roses", Windsor is the automotive capital of Canada. The city is noted for its beautiful array of parks, gorgeous gardens, historical sites and a beautiful waterfront that stretches up to 4.5 km (3 miles).
Quebec City, Quebec	<p><b>Château Frontenac</b></p> 	Quebec City is the capital of the province of Quebec situated along the St. Lawrence river. The charming city is well known for its history and residential buildings which date back to the 17th century. The Château Frontenac is a grand hotel that sits at the top of a cape overlooking the St. Lawrence river. The Château first opened in 1893 and is still one of the most prominent features of the city and a symbol of Quebec City.
Trois-Rivières, Quebec	<p><b>rue des Ursulines</b></p> 	Trois-Rivières was founded in 1634 and is the second-oldest city in Quebec. It is situated about half-way between Montreal and Quebec City and can make a for nice travel stopover between those two cities. One of the most picturesque sights in Trois-Rivières is the old city (vieille-ville), concentrated on beautiful rue des Ursulines along the river. This peaceful area makes for a wonderful stroll to view the old city.
Medicine Hat, Alberta	<p><b>Saamis Tepee</b></p> 	Named after a Blackfoot legend, Medicine Hat, Alberta has more hours of sunshine than any other Canadian community. The Saamis tepee is the world's tallest tepee which was originally designed for the 1988 Winter Olympics in Calgary as a symbol of, and a tribute to, Canada's native heritage. It was moved to Medicine Hat, where it now stands, in 1991. The tepee is built entirely of steel and features 10 large circular story-boards showcasing aspects of native culture and history.
Gatineau, Quebec	<p><b>Gatineau Park</b></p> 	Gatineau, Quebec is situated on the northern bank of the Ottawa River, directly across from Ottawa. Spreading along these regions is the picturesque Gatineau Park, created in 1938. The park provides the residents of the Ottawa-Gatineau regions with a wonderful location for outdoor recreation and nature observation.
Shawinigan, Quebec	<p><b>Observation Tower</b></p> 	Shawinigan is a city located on the Saint-Maurice River in Quebec. Shawinigan was the first Quebec city to have public electric lighting and the first Canadian city to produce aluminum. The Observation Tower is a tourist attraction at the theme park La Cité de l'Énergie based on local industrial history in Shawinigan. Standing at 115 m high, the Observation Tower is the second tallest observation tower in Quebec. The lattice tower consists of a recovered pylon that now symbolizes La Cité de l'Énergie trademark.

City & Province	Landmark	Description
<b>Kawartha Lakes, Ontario</b>	<b>Trent-Severn Waterway</b> 	The city of Kawartha Lakes is located in the province of Ontario. In the Kawarthas, the shimmering lakes and rivers are ribboned together by the Trent-Severn Waterway, which stretches from Lake Ontario to nearby Georgian Bay. This water route is well travelled in summer by yachts, powerboats and houseboats.
<b>Chilliwack, British Columbia</b>	<b>Mount Cheam</b> 	Chilliwack is located in the province of British Columbia. The city is known for its beautiful outdoors which encompass scenic mountains and magnificent lakes. Mount Cheam is one of the most spectacular mountains in Chilliwack. The peak of Mount Cheam offers a stunning view of the city and the communities along the Fraser River.
<b>Montreal, Quebec</b>	<b>Old Port of Montreal</b> 	Montreal, Quebec is the second largest city in Canada and the second largest French speaking city in the world. Montreal is a lively city mixed with culture and history. Nestled among the modern day structures lies Old Montreal which is comprised of cobblestone streets, European flair and architecture dating back to the 17th century.
<b>Kelowna, British Columbia</b>	<b>Sails Statue and Fountain</b> 	Kelowna is located in the province of British Columbia and is the largest city in the Okanagan Valley. Surrounded by lakes and mountains, Kelowna is the perfect city for various recreational activities. Kelowna's iconic 12 m (40 feet) tall sculpture "Spirit of Sail" is located on the foot of Bernard Avenue near the waterfront.
<b>North Bay, Ontario</b>	<b>Gateway of the North Sign</b> 	North Bay, also historically known as "Gateway of the North", is located in Northeastern Ontario on the shore of Lake Nipissing. North Bay is an energetic community which host numerous festivals and events. The city is known for its natural attractions such as long sandy beaches and excellent lake fishing.
<b>St. John's, Newfoundland and Labrador</b>	<b>Cabot Tower</b> 	St. John's is the capital of the province of Newfoundland and Labrador. The city encompasses vast coastline, colourful buildings and historical sites as it is the oldest English-founded city in North America. The Cabot Tower was built in 1897 to commemorate John Cabot's discovery of Newfoundland. The famous landmark is located on top of Signal Hill overlooking the city.

City & Province	Landmark	Description
<b>Ottawa, Ontario</b>	<b>Rideau Canal</b> 	Ottawa, Ontario is Canada's capital and the country's fourth largest city. Ottawa is a multicultural city full of history, art and entertainment. The area encompasses an enchanting mix of urban and rural landscape. The Rideau Canal is the oldest continuously operated canal system in North America and is a historical site which serves as a recreational hub today.
<b>Toronto, Ontario</b>	<b>Toronto sky line</b> 	As the largest city in Canada, Toronto, Ontario is no stranger to hosting millions of visitors from around the world each year that come to partake of the cultural diversity of the city. Nestled among the city's attractions, are more than 7,000 restaurants featuring cuisine from around the world. Amid the skyscrapers in downtown is the tallest freestanding structure in the Western Hemisphere: The CN Tower, standing at 553.3 metres (1,815 feet).
<b>Vancouver, British Columbia</b>	<b>Vancouver downtown skyline</b> 	Vancouver is the largest city in the province of British Columbia. The city is well known as an urban centre surrounded by nature, water which is nestled beside the Coast Mountain Range. Originally founded as a gold rush city in the 1800s, Vancouver is affectionately called "Hollywood North" as it has quickly become a popular film production location.
<b>Beauceville, Quebec</b>	<b>Chaudière River</b> 	Beauceville is a city which is part of the Chaudière-Appalaches region located in Quebec. The Chaudière River is a 185 km (115 miles) long rising in Lac-Mégantic. The river's name (French for "boiler" river) comes from the spray that rises from the bottom of the falls imitating steam from a boiler.
<b>Banff, Alberta</b>	<b>Banff Avenue with Cascade Mountain</b> 	Banff is one of Canada's most popular tourist destinations, located in Alberta's Rocky Mountains. Banff is famously known for its picturesque mountains, hot springs, world class shopping and outdoor activities which attract numerous visitors each year.