



For 1 adult player

www.monopoly.com www.hasbro.com

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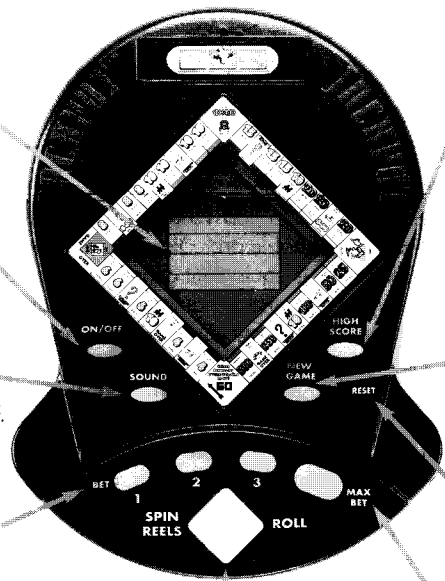
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**IMPORTANT!**

- If this game malfunctions, push in RESET; remove and reinsert the batteries; or try new batteries.
- Please keep these instructions for future reference.

**A LOOK AT THE GAME UNIT**



**PAY LINE**  
What you "spin"  
= what you win!

**ON / OFF**  
Wakes up the  
game from  
"sleep" mode.  
Turns game Off.

**SOUND**  
Toggle to turn  
sound On or Off.

**BET: 1, 2 & 3**  
To bet 1, 2 or 3  
"credits," each  
worth 25¢.

**"GO": SPIN REELS / ROLL**  
To spin the reels in the basic slots game.  
To roll the dice to determine where  
you'll move in bonus games.  
To "freeze" your position in mini  
bonus games.

**HIGH SCORE**  
Shows highest  
score (since  
batteries were  
installed or Reset  
was pressed).  
Press and **hold**  
to convert High  
Score credits to  
dollar amount.

**NEW GAME**  
Starts a New  
Game at the  
beginning  
amount of  
50 credits.

**RESET**  
Use pen or  
pencil point  
to reset  
game if it  
malfunctions.

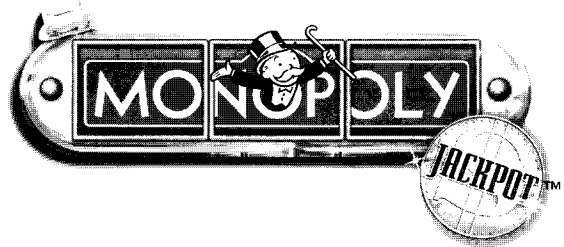
**MAX BET**  
To make the maximum  
bet of 4 credits, or \$1.00.  
HINT: To play the bonus  
games, bet the MAX for  
bigger payouts!

**OBJECT**

Win the most money! Can you beat your previous highest take?

**GAME SUMMARY**

**Bet the Max ... and "Own it all!"** Based on slot machines in famous casinos, this hand-held holds the basic Monopoly® slots game, plus Advance to Boardwalk® and Chance bonus games, with bigger payouts! Just press a button to bet from 1 to 4 coins ... then press GO to spin the reels! Win the most "virtual" money, and you'll "Own It All!"



**PLAYING THE GAME**

If no buttons are pressed for about one minute, the game will go into "sleep" mode. To "wake up" the game, press ON.

**Starting a New Game:**

1. Press ON. You're given 50 "credits" to start with; each credit is worth 25¢. If a game is already in progress, the current amount will be displayed.
2. If you want to reset a game in progress back to 50 credits, press and hold NEW GAME for 2 seconds.

**How to bet:**

Place your bet by pressing a red Bet button; the value of each button is 25¢. Press the "1" to bet 25¢, the "2" to bet 50¢ or the "3" to bet 75¢; press MAX BET to bet four quarters, or \$1.00.

**Note: To move from the Regular Slots game into the "Advance to Boardwalk" bonus game, you must BET the MAX!**

**How to spin:**

When you've placed your bet, press the green GO button to activate the virtual reels. How much you win depends on how much you bet. Check the pay line (the center line across the 3 reels) and the table below; it's also printed on the back of the game unit.

**SCORING**

Your score will automatically appear on the screen. Here's what the combinations are worth:

	1st coin	2nd coin	3rd coin
7-0-7	200	400	1000
7-7-7	70	140	210
≡-≡-≡	40	80	120
==-==-==	20	40	60
-- -- --	10	20	30
Any Symbol 0 Any Symbol	3	6	9
<b>Any Bar</b>	1	2	3
Any Symbol 0 Any Symbol	1	2	3

**4<sup>th</sup> coin Buy a pay ... "Advance to Boardwalk"\***  
Earn points for landing on properties and for passing GO!  
The more times you go around the board, the more you win!  
\*explained under "Bonus Games"

**High Score:** The unit keeps track of the high score until the Reset button is pushed or the batteries are removed. Push the High Score button to see it at any time. **Hold** the High Score button to see the credits converted to the equivalent cash amount.

## WINNING

Always play to beat your previous High Score. If you beat the highest possible score — 79,999 — you'll hear a special fanfare and congratulations from Mr. Monopoly™!

## BONUS GAMES

Play the regular slots game well and you'll escape into one of the two bonus games, for more fun — and bigger payouts!

### Advance to Boardwalk:

You'll automatically move into this bonus game if you push MAX and 1 pennybag image appears on each of the 3 reels; these do not have to appear in a row along the pay line.

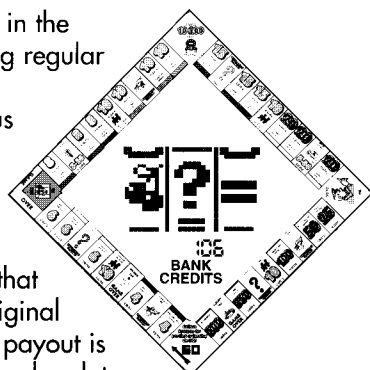
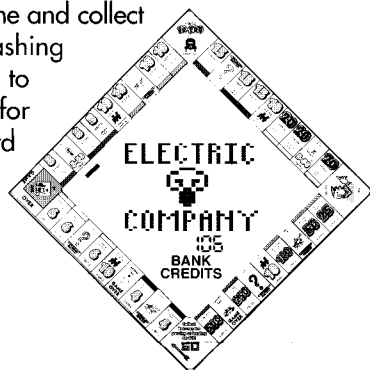
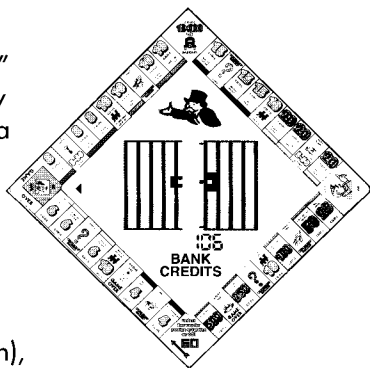
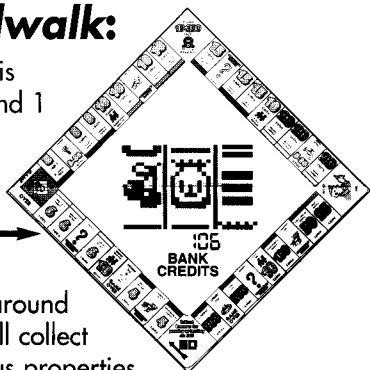
It's a race! In this bonus game, press the ROLL button to move around the Monopoly gameboard. You'll collect money for landing on the various properties and passing the "GO" corner square. Move around the board as many times as you can to collect the most cash. You can make more than one circuit around the board if you're quick.

But as soon as you land on "Jail" (as shown), "Go to Jail," "Luxury Tax," or "Income Tax," or draw a "Go to Jail" card at Chance or Community Chest, you'll return to the regular slots game.

Land on "Electric Co." (as shown), "Water Works," or "Free Parking" and you'll play a mini bonus game and collect even more money. Watch the flashing symbols carefully and press GO to freeze them and get your score for that location. The Monopoly board path around the screen shows the value for landing on each property, plus special "mini bonus game" features.

### Chance:

If the "Chance" symbol appears in the center reel on the pay line during regular slots (as shown), you'll jump immediately to the Chance bonus game. Press GO and the Chance display will randomly spin and either deliver a payout of a specific monetary value, or show you a multiplier that multiplies the amount of your original slots bet by that value. After the payout is complete, the game returns to regular slots play.



## MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, push in the RESET button; remove and replace the batteries to reset the computer; or try new batteries.

## BATTERIES

- **To replace batteries:** Loosen the screw on the battery compartment on the back of the unit and remove the door. Insert 2 AA size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

## CAUTION:

### To Avoid Battery Leakage

- 1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- 3) Always remove weak or dead batteries from the product.

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.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.



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Electronic Hand-Held Game



Proof of Purchase

