

TIPS ABOUT THE TIMER

These four red lights mark which round you are in. At the start of each round, one will light up. When all four lights are on, you'll know you're in the final round!

The timer face is a button. Press it to start or pause the game!

Note: If you keep the game paused for longer than 3 minutes, the timer will turn off, and your progress will be erased.

To reset your game, press and hold this button for 3 seconds.

This symbol means you're in the buying stage.

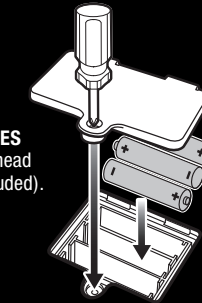
This symbol means you're in the trading stage.

The timer will count down the last 10 seconds of each stage. Use your time wisely!



 **x3** 1.5V AAA
ALKALINE BATTERIES REQUIRED
NOT INCLUDED

TO INSERT BATTERIES
Use a Phillips/cross head
screwdriver (not included).



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. As with all small batteries, the batteries used with this product 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 center.

2. 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.
- Remove batteries if product is not to be played with for a long time.
- Do not short-circuit the supply terminals.

f. **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.**

3. 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.

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)

◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

SPEED

Retain this information for future reference.

The HASBRO GAMING and MONOPOLY names and logos, the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment.

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Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

Australia consumer service: auconsumercare@ap.hasbro.com

New Zealand consumer service: nzconsumercare@hasbro.com

PARENTS:
www.monopoly.com



CONTENTS

Timer
Gameboard
4 Plastic Tokens
28 Title Deed Cards
16 Chance Cards
12 Community Chest Cards
4 Dice
Money Pack (150 \$1000 bills)

AGES

8+



2-4
PLAYERS

Object of the Game

Buy and trade before time runs out. At the end of the game, the player with the most money wins!

E7033

Game Guide

WHAT'S DIFFERENT ABOUT MONOPOLY SPEED?



THE GAME ENDS IN UNDER 10 MINUTES!

This game is played in four rounds. Each round has a buying stage followed by a trading stage. The timer will signal the start of each stage, count down when there are 10 seconds left, and then signal the end of that stage. There is no break between stages. At the end of the fourth trading stage, you'll all count up your cash and see who has the most!



EVERYONE ROLLS AND BUYS AT ONCE!

You never have to wait your turn! Each player gets a token and a matching die. During the buying stages, all players roll and buy at the same time.



SUPER FAST TRADING WITH CHANCE AND COMMUNITY CHEST!

During the trading stages, you'll have the opportunity to use Chance cards to help you wheel and deal. Community Chest cards get you bonuses at the end of the game.



THERE ARE TWO GO SPACES

Free Parking has become a GO space! At the beginning of the game, you choose which GO space you'll start at. Each time you pass a GO space, you collect \$1000.



GET OUT OF JAIL FREE—EVERY TIME!

When you land on the Go to Jail space, zoom over to Jail, but keep on rolling. Jail is unlocked! You don't have to pay anything or roll anything special to get out.

SET IT UP!

1 There's no Banker! Each player takes

5 X

TOTAL = \$5000

Keep the rest of the money here. This is the Bank!

2 Place the timer here. You'll press it once to start the game and won't need to press it again unless you'd like to pause.

3 Place the Title Deed cards next to their matching board spaces.

4 Shuffle the Chance cards, and deal 4 to each player. Don't look at yours! Keep them in a pile, facedown in front of you. Put the rest of the deck back in the box.

5 Shuffle the Community Chest cards, and deal 3 to each player. Put the rest of the deck back in the box. Take a look at your cards so you know which properties you need to collect to get bonuses at the end of the game.



6 Each player takes a token and the matching die. Choose one of the two GO spaces, and place your token there. Then get ready to roll your die!

7 If this is your first time playing, read the rest of these rules before you start; otherwise, the youngest player may hit the button on the timer to start the game! The timer will count down from 3 seconds, and then you will hear a zoom sound that means the first buying stage has begun!

PLAY!

How to win

Buy and trade as fast as you can! The player with the most money at the end of the game wins!

Who goes first?

There are no turns in MONOPOLY Speed! Just dive into the first buying stage.

The Buying Stage

Everybody does the following at the same time and continues to do so until the timer makes a horn sound, marking the end of the stage.

1. Roll your die.
2. Move your token clockwise that number of spaces. Where did you land? Follow the rules of that space as described below.
3. When the horn sounds, the stage is over! Get ready, because as soon as you hear the trading bell, the trading stage will begin!

THE BUYING STAGE GETS SHORTER AS THE GAME CONTINUES!

1 st Round	2 nd Round	3 rd Round	4 th Round
30 seconds	20 seconds	20 seconds	10 seconds

Unowned Properties

If you land on an unowned property and want to buy it, throw \$1000 into the Bank, and take the Title Deed card! Then keep rolling and moving! You don't have to buy every unowned property you land on.

Owned Properties

If you land on an owned property, roll again! You don't need to pay rent!



GO

If you pass or land on a GO space, take \$1000. Then keep rolling and moving!



Go to Jail

If you land here, move to the Jail space. Then keep rolling and moving!



Jail

If you land here, keep rolling and moving. Jail is unlocked!

What if I run out of money?

If you land on a property but have no money, keep rolling and moving. Grab \$1000 when you pass GO!

The Trading Stage

Everybody does the following at the same time and continues to do so until the timer makes a horn sound, marking the end of the stage.

1. Flip over your top Chance card, and read it to yourself.
 - If the card says to do something immediately, you must announce what the card says and complete that action, then discard that card.
 - If the card says you may keep it until you're ready to use it, you may use that card at any time during any trading stage, keeping it secret until you do. After you use it, discard it.
2. All players may buy, sell, or trade any properties, Chance cards that they've already flipped over, or Community Chest cards as they'd like. Try to make deals that will get you complete property sets or earn you Community Chest bonuses.
3. When the horn sounds, the stage is over! Get ready, because as soon as you hear the zoom sound, the buying stage will begin!

THE TRADING STAGE GETS LONGER AS THE GAME CONTINUES!

1 st Stage	2 nd Stage	3 rd Stage	4 th Stage
40 seconds	50 seconds	70 seconds	70 seconds

THE END OF THE GAME

At the end of the fourth trading stage, you'll hear the horn and then applause, meaning the game is over. All players stop trading and count up their cash!

To add up your cash:

1. Count any \$1000 bills you have left.
2. Collect the amount shown on each of your Title Deeds. Remember to collect double rent when you own a set.
3. Add any Community Chest bonuses you have.

Here's an example:

\$2000

\$10000

\$4000

\$1000

Total \$17000