

Hasbro 17146

Hasbro Monopoly Revolution Board Game Instruction Manual

Model: 17146

1. INTRODUCTION

Welcome to the exciting world of Monopoly Revolution! This modern iteration of the classic board game introduces electronic banking, dynamic sound effects, and updated game pieces for an engaging experience. This manual provides comprehensive instructions to help you set up, play, and maintain your game.

Game Overview

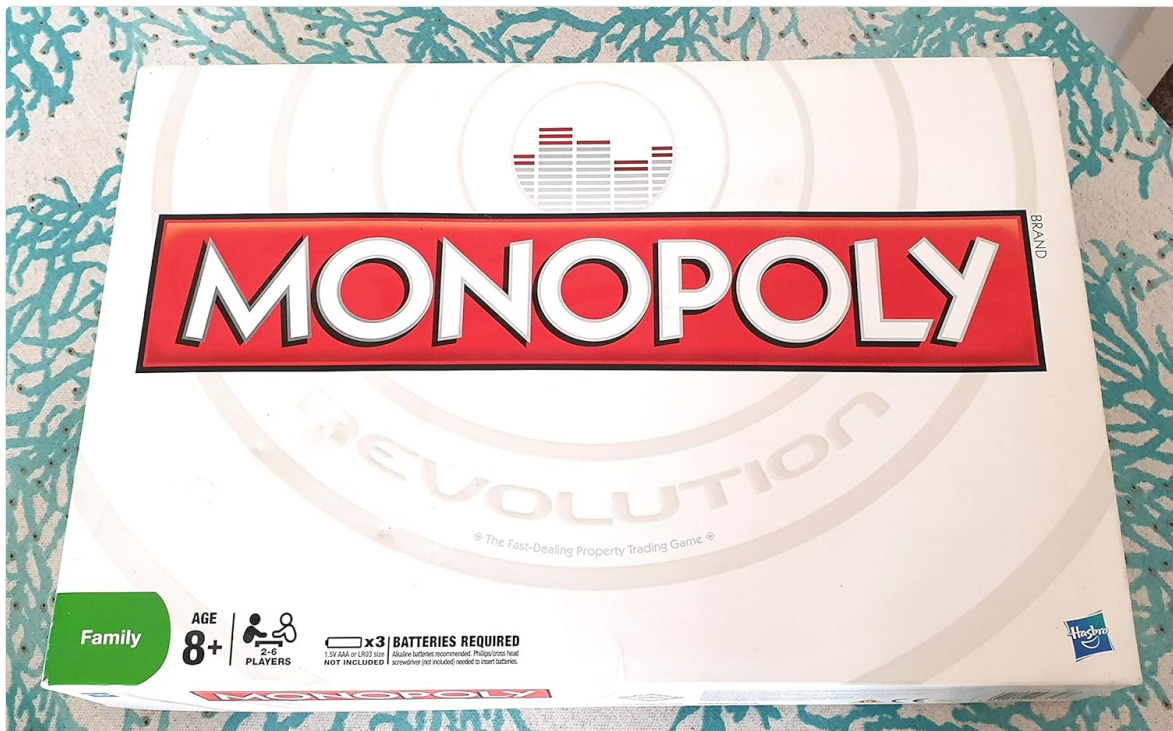
- **Recommended Age:** 8 years and up
- **Number of Players:** 2-6 players
- **Batteries Required:** 3 AAA batteries (not included)

Box Contents

Before you begin, ensure all components listed below are present in your game box:

- 1 Gameboard
- 1 Game Unit (Electronic Banking Unit)
- 6 MONOPOLY Bank Cards
- 6 Player Movers
- 30 Title Deed Cards
- 32 Houses

- 12 Hotels
- 2 Dice
- Instruction Manual (this document)



This image displays the front of the Monopoly Revolution game box, highlighting the game title, recommended age of 8+, player count of 2-6, and the requirement for 3 AAA batteries.

2. SETUP

Unpacking Components

Carefully remove all game components from the box. Organize them to ensure easy access during setup.



This image shows the various components of the Monopoly Revolution game neatly arranged. Visible items include the circular game board, the central electronic banking unit, six distinct player movers, two dice, and the instruction manual.

Battery Installation (Game Unit)

1. Locate the battery compartment on the underside of the Electronic Banking Unit.
2. Using a screwdriver, open the battery compartment cover.
3. Insert 3 new AAA batteries, ensuring correct polarity (+/-).
4. Replace the battery compartment cover and secure it with the screw.

Game Board and Component Placement

1. Place the round game board on a flat playing surface.

2. Position the Electronic Banking Unit in the designated central area of the game board.
3. Shuffle the 30 Title Deed cards and place them face-down near their corresponding property spaces on the board.
4. Each player selects one of the 6 player movers and places it on the "GO" space.
5. Each player receives one MONOPOLY Bank Card. Insert your card into the Game Unit to activate it and receive your starting funds (the unit will automatically assign the correct amount).
6. Place the 32 Houses and 12 Hotels in a general supply area near the board.

3. GAMEPLAY INSTRUCTIONS

Objective

The goal of Monopoly Revolution is to become the wealthiest player by buying, renting, and trading properties. The last player remaining after all others have gone bankrupt wins the game.

Starting the Game

Each player rolls both dice. The player with the highest total begins the game. Play proceeds clockwise around the board.

Player Turn

1. Roll both dice.
2. Move your mover clockwise the number of spaces indicated by the dice.
3. Perform the action associated with the space you landed on.
4. If you rolled doubles, take your turn, then roll the dice again for another turn. If you roll doubles three times in a row, you must go to Jail.

Spaces and Actions

- **GO:** When you pass or land on the "GO" space, the Game Unit will automatically credit your bank card with the designated amount.
- **Properties (Streets, Railroads, Utilities):**
 - **Unowned Property:** You may buy the property for the price printed on its Title Deed card. Insert your bank card into the Game Unit to complete the transaction. If you choose not to buy it, the property is immediately put up for auction among all players.
 - **Owned Property:** If another player owns the property, you must pay them rent. The Game Unit facilitates this transaction by deducting the rent from your card and adding it to the owner's card.
 - **Your Property:** If you own the property, no action is required unless you wish to build houses or hotels (see Building and Mortgaging).
- **Electronic Chance/Community Chest:** When you land on these spaces, the Game Unit will display an instruction or play a sound effect. Follow the on-screen prompts for your action.
- **Jail:** If you land on "Go to Jail," you must immediately move your mover to the Jail space. You do not collect money for passing GO. Rules for getting out of Jail are detailed in the full game

instructions.

- **Free Parking:** No action is required when landing on this space.
- **Special Zones:** Certain spaces on the board are designated as Special Zones. When you land on one, the Game Unit will play a unique musical excerpt.

Electronic Banking Unit

The Game Unit manages all financial transactions electronically, eliminating the need for paper money.

- **Making Transactions:** To buy properties, pay rent, or collect money, insert your MONOPOLY Bank Card into the designated slot on the Game Unit. Follow the on-screen instructions and use the keypad to enter amounts or confirm actions.
- **Checking Balance:** Insert your card into the Game Unit at any time to view your current balance.
- **Auctions:** The Game Unit can facilitate property auctions. When a property is auctioned, players bid using the unit, and the highest bidder wins.

Building and Mortgaging

Once you own all properties in a color group, you can begin building houses and then hotels on them. Refer to the Title Deed cards for building costs. Properties can also be mortgaged to raise funds, but they cannot have buildings on them when mortgaged.

Bankruptcy

If you owe more money than you can pay, even after selling all your buildings and mortgaging all your properties, you are bankrupt and out of the game. All your remaining assets are turned over to the player you owe, or to the bank if you owe the bank.

Winning the Game

The game concludes when only one player remains. This player, having driven all opponents into bankruptcy, is declared the winner.

4. CARE AND MAINTENANCE

- Keep all game components clean and dry.
- Wipe the Electronic Banking Unit and other plastic components with a soft, dry cloth. Avoid using abrasive cleaners or solvents.
- Remove the AAA batteries from the Game Unit if the game will not be used for an extended period to prevent battery leakage.
- Store all game pieces, cards, and the Game Unit in their designated compartments within the original game box to prevent loss or damage.

5. TROUBLESHOOTING

Game Unit Not Powering On

- Ensure the batteries are inserted correctly with the proper polarity.
- Replace the existing AAA batteries with fresh ones.
- Check that the battery compartment cover is securely closed.

Bank Card Not Reading

- Verify that the bank card is inserted fully and correctly into the card slot.
- Inspect the card and the card slot for any visible dirt, dust, or obstructions. Gently clean if necessary.

No Sound or Distorted Sound

- Check the battery level; low batteries can affect sound performance.
- Ensure nothing is obstructing the speaker on the Game Unit.

Missing or Damaged Pieces

If you find any pieces missing or damaged upon opening the box, please contact Hasbro customer support for assistance. Contact information is typically provided on the game packaging or their official website.

6. SPECIFICATIONS

Feature	Detail
Product Dimensions	2.48 x 20.98 x 10.51 inches
Item Weight	2.27 pounds
Model Number	17146
Manufacturer	Hasbro
Recommended Age	8 years and up
Batteries	3 AAA batteries (not included)

7. WARRANTY AND SUPPORT

For detailed warranty information, product registration, or further customer support regarding your Hasbro Monopoly Revolution board game, please refer to the documentation included with your purchase. You may also visit the official Hasbro website for their latest support resources and contact information.