

[Manuals.plus](#) /

> [Monopoly](#) /

> Monopoly Crazy Cash Instruction Manual

Monopoly 33265

Monopoly Crazy Cash Instruction Manual

Model: 33265

PRODUCT OVERVIEW

Monopoly Crazy Cash is a fast-paced, exciting version of the classic Monopoly board game, designed for 2-4 players aged 5 and up. This edition features an electronic cash machine that dispenses money, adding a dynamic and unpredictable element to property trading and wealth accumulation. Race around the board, build properties, and grab cash as it flies from the ATM to become the ultimate real estate mogul.



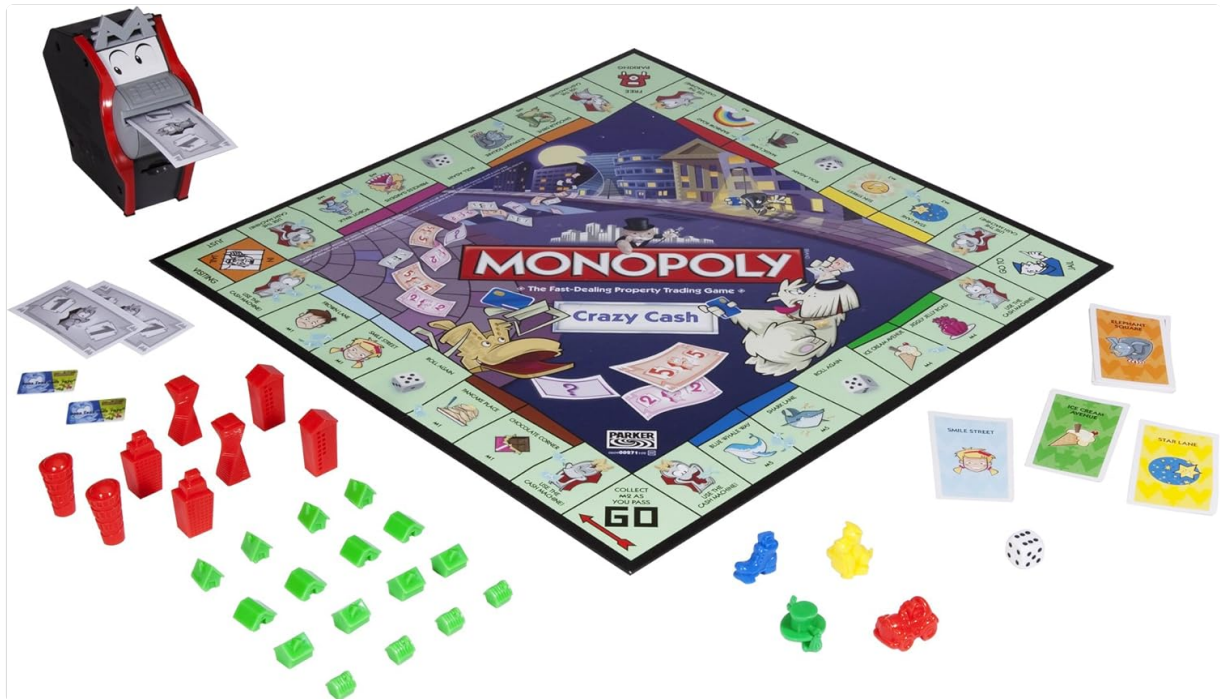
The Monopoly Crazy Cash game box, prominently displaying the electronic cash machine and a glimpse of the game board, highlighting the interactive nature of this edition.

INCLUDED COMPONENTS

Before you begin, ensure all the following components are present in your game box:

- Game Board
- 4 Character Tokens
- Monopoly Cards
- Chance Cards
- 16 Houses (Red)
- 8 Hotels (Green)

- 16 Property Cards
- Electronic Cash Machine
- 2 Bank Cards
- 2 Dice
- Instruction Manual



A complete set of Monopoly Crazy Cash game components, including the board, electronic cash machine, player tokens, property cards, houses, hotels, and dice, ready for setup.

SETUP

1. **Place the Game Board:** Unfold the game board and place it on a flat surface.
2. **Install Batteries in Cash Machine:** The Electronic Cash Machine requires 3 "AA" batteries (not included). Open the battery compartment on the back/bottom of the machine, insert the batteries, and close the compartment securely.
3. **Prepare the Cash Machine:** Load the Monopoly money into the electronic cash machine as indicated in the machine's specific instructions (usually a slot at the top).
4. **Distribute Bank Cards:** Each player selects a Bank Card. These cards are used to interact with the electronic cash machine for transactions.
5. **Choose Tokens:** Each player selects a character token and places it on the "GO" space.
6. **Shuffle Cards:** Shuffle the Monopoly Cards and Chance Cards separately and place them face down on their designated spaces on the game board.
7. **Place Houses and Hotels:** Keep the houses and hotels in a general supply area near the board.
8. **Property Cards:** Place the Property Cards next to their corresponding properties on the board, or keep them in a stack if preferred.



A detailed view of the electronic cash machine, central to the Monopoly Crazy Cash game, illustrating its design and the slot where money is dispensed.

OPERATING INSTRUCTIONS

Game Objective

The objective of Monopoly Crazy Cash is to be the last player remaining with money and properties, driving all other players into bankruptcy.

Starting the Game

The youngest player goes first. Play proceeds clockwise.

Electronic Cash Machine Operation

The electronic cash machine manages all money transactions. Players use their Bank Cards to interact with it.

- **Dispensing Money:** When instructed to collect money (e.g., passing GO, drawing a card), insert your Bank Card into the machine. The machine will dispense the specified amount of cash.
- **Paying Money:** When instructed to pay money (e.g., rent, taxes), insert your Bank Card. The machine will deduct the amount from your balance.
- **Property Transactions:** The machine may also be used to record property purchases or sales, depending on the specific rules of this edition.
- **"Crazy Cash" Events:** Periodically, the machine may randomly dispense cash or trigger special events, adding an element of surprise.

Gameplay Mechanics

1. **Roll the Dice:** On your turn, roll both dice and move your token clockwise around the board the corresponding number of spaces.
2. **Landing on Spaces:**
 - **Unowned Property:** You may buy it for the price listed on the Property Card. If you decline, it goes up for auction.
 - **Owned Property:** Pay rent to the owner. The rent amount increases if the property has houses or hotels.
 - **Chance/Monopoly Card:** Draw the top card from the respective pile and follow its instructions.
 - **Go:** Collect money from the bank (via the cash machine) as you pass or land on GO.
 - **Jail:** Follow the rules for getting out of Jail (paying a fine, using a "Get Out of Jail Free" card, or rolling doubles).
 - **Other Spaces:** Follow instructions for spaces like Free Parking, Income Tax, etc.
3. **Building:** Once you own all properties in a color group, you can build houses and then hotels on them. This significantly increases rent.
4. **Trading:** Players can trade properties, cash, and "Get Out of Jail Free" cards with each other at any time.
5. **Bankruptcy:** If you owe more money than you can pay, you are bankrupt and out of the game. Your properties are turned over to the player you owe or auctioned off.

Winning the Game

The game ends when only one player remains. That player is the winner!

CARE AND MAINTENANCE

- **Cleaning:** Wipe the game board and plastic components with a soft, dry cloth. Do not use abrasive cleaners or immerse the electronic cash machine in water.
- **Storage:** Store all game components in the original box in a cool, dry place away from direct sunlight.
- **Battery Care:** Remove batteries from the electronic cash machine if the game will not be used for an extended period to prevent leakage.
- **Handling:** Handle game pieces and cards with care to prevent bending, tearing, or damage.

TROUBLESHOOTING

Problem	Solution
Electronic Cash Machine not turning on.	Check if batteries are inserted correctly (+/- orientation). Replace with fresh "AA" batteries. Ensure the power switch is in the "ON" position.
Money not dispensing from the machine.	Ensure the money is loaded correctly into the machine's slot. Check if the Bank Card is fully inserted and recognized. Batteries might be low.
Missing game pieces.	Carefully check the game box and packaging. If pieces are genuinely missing from a new set, contact the manufacturer's customer support.
Game board or cards are damaged.	Handle components with care. Store the game properly in its box to prevent damage.

PRODUCT SPECIFICATIONS

Specification	Detail
Model Number	33265
Product Dimensions	13.51 x 19.99 x 23.01 cm (5.32 x 7.87 x 9.06 inches)
Product Weight	657.71 g (1.45 Pounds)
Batteries Required	Yes, 3 AA batteries (not included)
Number of Players	2-4
Manufacturer Recommended Age	5 years and up
Material Types	Paper, Plastic
Color	Multi-color

Specification	Detail
CPSIA Warning Statement	No warnings, Choking Hazard — small parts

WARRANTY AND SUPPORT

For warranty information, missing parts, or technical support, please refer to the contact information provided on the product packaging or visit the official Monopoly brand website. Keep your proof of purchase for any warranty claims.

For general inquiries or to learn more about Monopoly games, visit www.monopoly.com