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› [Hasbro](#) /

› Hasbro Retro Monopoly Game Edition Instruction Manual

Hasbro B7743

Hasbro Retro Monopoly Game Edition Instruction Manual

INTRODUCTION

Welcome to the Hasbro Retro Monopoly Game Edition, Model B7743. This edition brings back the classic look and feel of the original 1935 Monopoly game, offering a timeless property trading experience for 3 to 6 players aged 8 years and up. The game involves buying, selling, and trading properties with the aim of bankrupting opponents. This manual provides detailed instructions for setting up the game, understanding the rules of play, maintaining your game components, and addressing common questions.

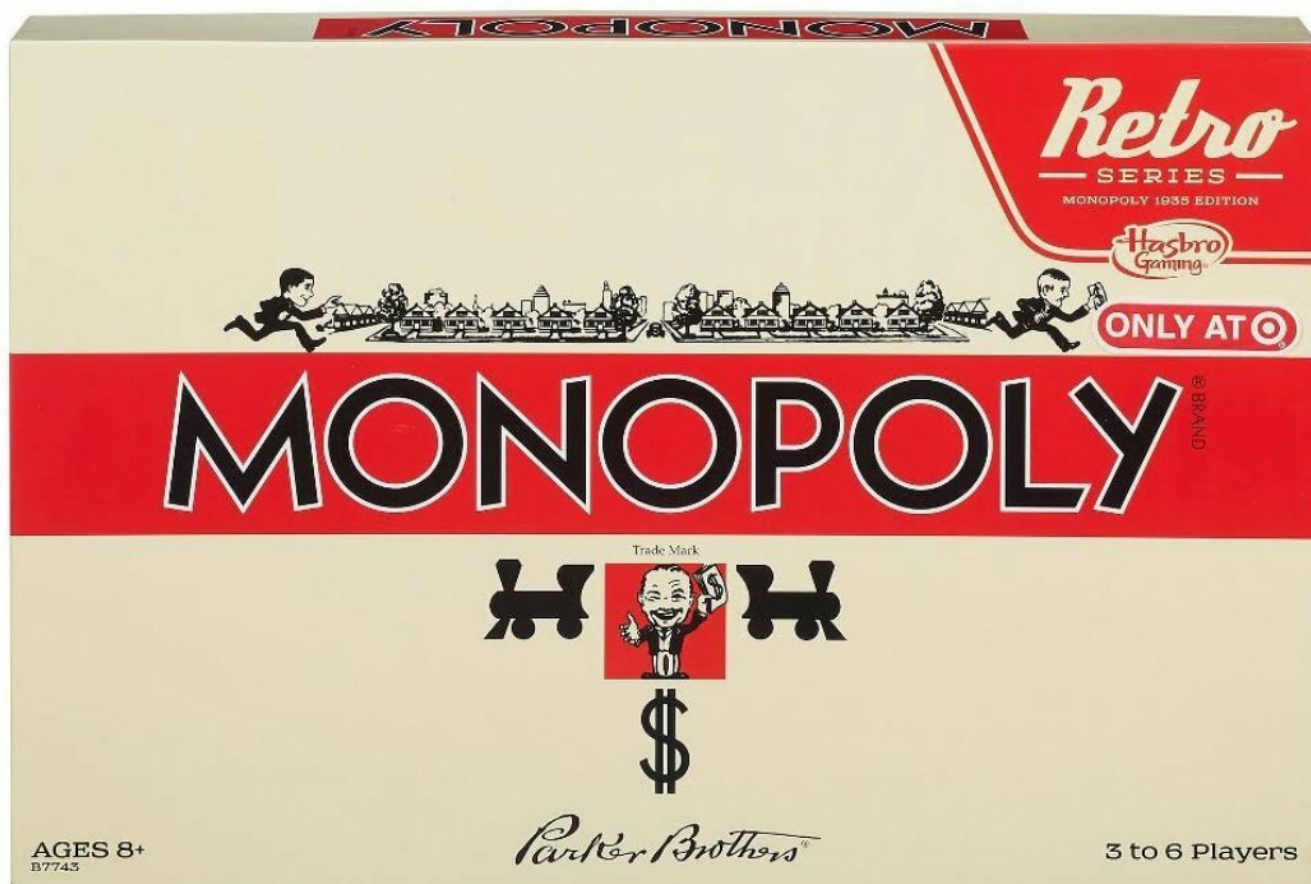


Image: All components of the Hasbro Retro Monopoly Game Edition, including the game board, various denominations of game money, property deed cards, Chance and Community Chest cards, red wooden hotels, green wooden houses, and several metal player tokens, are displayed on a white background.

GAME COMPONENTS

Before starting, ensure all the following components are present:

- 1 Game Board
- 6 Metal Player Tokens
- 28 Title Deed Cards (representing properties)
- 16 Chance Cards

- 16 Community Chest Cards
- 32 Wooden Houses
- 12 Wooden Hotels
- 1 Banker's Card (for property values)
- 1 Money Pack (various denominations of Monopoly money)
- 2 Dice
- Game Guide (this instruction manual)

SETUP

1. **Unfold the Game Board:** Place the game board on a flat surface.
2. **Separate Cards:** Separate the Chance cards and Community Chest cards. Shuffle each deck individually and place them face down on their designated spaces on the game board.
3. **Designate the Banker:** One player is chosen as the Banker. The Banker is responsible for all money not in play, Title Deed cards, houses, and hotels until they are purchased. The Banker may also play, but must keep their personal money separate from the Bank's funds.
4. **Distribute Initial Money:** Each player receives \$1500 from the Bank, distributed as follows:
 - Two \$500 bills
 - Two \$100 bills
 - Two \$50 bills
 - Six \$20 bills
 - Five \$10 bills
 - Five \$5 bills
 - Five \$1 bills
5. **Choose Tokens:** Each player selects one metal token and places it on the "GO" space.
6. **Property Deeds:** Place the Title Deed cards next to their corresponding properties on the board, or keep them organized by the Banker.

OPERATING (HOW TO PLAY)

Objective

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

Gameplay Overview

1. **Starting the Game:** Each player rolls both dice. The player with the highest total starts the game. Play proceeds to the left.
2. **Player's Turn:** On your turn, roll both dice and move your token clockwise around the board the number of spaces indicated by the dice.
3. **Landing on Spaces:**
 - **Unowned Property:** You may buy the property from the Bank for the price listed on its Title Deed card. If you decline, the property is immediately auctioned by the Banker to the highest bidder.
 - **Owned Property:** If another player owns the property, you must pay them rent as indicated on their Title Deed card. Rent is higher if the property is part of a complete color set or has houses/hotels.

- **Chance or Community Chest:** Draw the top card from the respective deck and follow its instructions.
 - **Tax Spaces:** Pay the indicated tax to the Bank.
 - **"GO" Space:** When you pass or land on "GO", collect \$200 from the Bank.
 - **"GO TO JAIL" Space:** Move your token directly to the "JAIL" space. Do not collect \$200 for passing "GO".
 - **"JUST VISITING" or "FREE PARKING":** These are safe spaces with no immediate action required.
4. **Doubles:** If you roll doubles, you take your turn as usual, then roll the dice again for another turn. If you roll doubles three times in a row, you immediately "GO TO JAIL".
 5. **Building:** Once you own all properties in a color group (a "monopoly"), you can buy houses and hotels from the Bank and place them on those properties. You must build evenly, meaning you cannot place a second house on any property in a group until all properties in that group have one house.
 6. **Selling Property/Mortgaging:** You can sell undeveloped properties back to the Bank for half their purchase price. Properties with buildings must have all buildings sold back to the Bank evenly before the property itself can be mortgaged. Mortgaged properties do not collect rent. To unmortgage, pay the Bank the mortgage value plus 10% interest.
 7. **Trading:** Players can trade properties, money, and "Get Out of Jail Free" cards with each other at any time.
 8. **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 properties are turned over to the player you owe money to, or to the Bank if you owe the Bank.
 9. **Winning:** The last player remaining in the game, after all others have gone bankrupt, is the winner.

MAINTENANCE

- **Storage:** Store all game components in their original box in a cool, dry place to prevent damage to the board, cards, and money.
- **Cleaning:**
 - **Game Board:** Wipe the game board with a soft, dry cloth. Avoid using liquids or abrasive cleaners.
 - **Tokens, Houses, Hotels:** These can be gently wiped with a slightly damp cloth if necessary, then dried thoroughly.
 - **Cards and Money:** Handle cards and money with clean, dry hands to prevent smudges and wear. Do not use liquids to clean these components.
- **Handling:** Handle all game pieces with care to ensure longevity. Avoid bending cards or tearing money.

TROUBLESHOOTING

- **Missing Components:** If any components are missing upon opening the box, please contact Hasbro customer support.
- **Rules Disputes:** Refer to this instruction manual for clarification on rules. For complex situations not explicitly covered, players should agree on a house rule before continuing play.
- **Game Balance:** Monopoly can sometimes lead to long games. Ensure all players understand the rules for auctions, building, and mortgaging to keep the game flowing.

SPECIFICATIONS

Brand	Hasbro
Model Number	B7743
Edition	Retro Edition (Inspired by 1935 version)
Number of Players	3 to 6 Players
Minimum Age Recommendation	8 Years and Up
Estimated Playing Time	30 minutes or more (typically 3 hours, 30 minutes)
Material Type	Wood, Paper, Metal
Item Dimensions (L x W x H)	15.75 x 10.75 x 2.25 inches
Item Weight	2.25 Pounds
UPC	630509651344

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For further assistance, please refer to the contact information provided on the product packaging or the official Hasbro website: www.hasbro.com

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Question

Example: How do I reset this device or fix this error?

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Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question

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