

建築



興建奇諾比奧小屋

當您得到一整個色系後，便可以開始興建奇諾比奧小屋（不需要等到您的回合）。向銀行支付契約書卡上標示的價錢，然後將一棟奇諾比奧小屋放在地點上。您必須逐一興建。在一個色系每個地點平均興建好小屋之前，不得在同一個地點上興建第二棟奇諾比奧小屋。每個地點最多只可以有 4 棟奇諾比奧小屋。

興建碧琪城堡

當您在同一個色系的所有地點均有 4 棟奇諾比奧小屋後，便可以付錢升級為碧琪城堡。支付契約書卡上標示的碧琪城堡的價錢，將全部 4 棟奇諾比奧小屋還給銀行，然後將碧琪城堡放在該地點上。每個地點只能有 1 棟碧琪城堡。不能再增加更多奇諾比奧小屋。如果色系中任何一個地點被抵押，您便不可以在此地點上興建。

建築物不夠？

如果多名玩家都想買最後一棟奇諾比奧小屋或碧琪城堡，銀行家必須進行拍賣。起標價為 1 枚金幣，任何一名玩家均可出價，每次加碼金額少至 1 枚金幣。玩家不需要依照回合順序。所支付的款項歸銀行所有。

建築物一棟不剩？

在有人出售建築物前，您都不可以購買。

成交和交易

您可以隨時買賣物業或與其他玩家交換物業。

出售或交易物業前，您必須向銀行出售一個色系的所有建築物。不可以將建築物出售給另一名玩家或與之交易。

物業可以交易成現金、其他物業及/或「免費出獄」卡。金額由交易雙方的玩家決定。

抵押的物業可按任何商定的價格交易。新擁有者可隨時贖回抵押（向銀行支付贖回成本）。

① 試試籌集資金吧。

如果您欠錢而無法償還，不妨嘗試籌集資金，方法是將建築物售回給銀行及/或抵押物業。

出售建築物

向銀行半價出售碧琪城堡，需要時四捨五入，立即將它們換成 4 棟奇諾比奧小屋。

向銀行半價出售奇諾比奧小屋，需要時四捨五入。只能平均出售同一色系的奇諾比奧小屋。

抵押物業

要抵押物業，您必須先向銀行以半價出售同一色系內的所有建築物，需要時四捨五入。

要進行抵押，將契約書卡面朝下放置，然後從銀行取走背面標示的抵押金額。

要贖回抵押，向銀行支付贖回成本，然後將卡面朝上放置。

不能對已經抵押的物業收取租金。但是，可在同色系的未抵押地點收取增加的租值。可按照相同方式收取未抵押公共事業的增加租值。

幫幫我！我付不了錢！

② 如果您仍有欠債，則代表您已破產並輸掉這場遊戲！

您有欠其他玩家的錢嗎？

把您所有抵押的物業和「免費出獄」卡交給他們。新擁有者可隨時贖回抵押（向銀行支付贖回費用）。

您欠銀行的錢嗎？

將您所有的物業還給銀行。任何抵押均會取消。您的所有物業必須立即拿出拍賣。

將任何「免費出獄」卡歸還到公益福利牌組的最下方。

遊戲結束

餘下的玩家繼續遊戲，直到只剩下一位為止。最後一位就是獲勝者！

無聲音遊戲

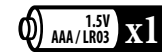
如果您想在沒有聲音的情況下玩遊戲，則停在問號方塊格子時再擲一次骰子。

如果擲出 1 或 2 點：再次擲骰子，收取同所擲點數相同的金幣。
如果擲出 3 或 4 點：向銀行支付 5 枚金幣。
如果擲出 5 點：再次擲骰子並移動。按照停在格子的規則繼續。
如果擲出 6 點：向銀行支付 10 枚金幣。

重要：關於電池

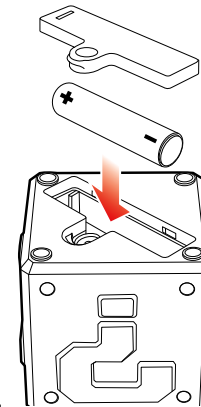
⚠ 注意：

- 請將該產品的小電池放到兒童觸不到的地方。如誤吞，請立即送去附近醫院就診。
- 為避免電池泄漏：
 - 嚴格按照說明書操作，按照說明書使用指定電池並正確安裝；
 - 用盡的電池應從產品中取出；
 - 如果產品很長時間沒有使用，請將電池取出；
 - 電源端子不得短路；
 - 可充電電池：不要與其他類型的電池混用。充電前，請務必從產品中取出。在成人監督下給電池充電。不要給其他類型的電池充電。
- 如受電磁干擾，或引起電磁干擾，請移走產品，必要時可重新設置產品。（關閉開關再次打開，或者取出電池再次安裝。）
- 電池由成人安裝。



更換電池

將試玩電池更換為鹼性電池。使用十字螺絲批（未隨附）。



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實際遊戲用具色彩和內容可能與圖片色彩不同。
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◆ Fast-Dealing Property Trading Game ◆

MONOPOLY

遊戲目標

遊戲板上前進，探索經典超級瑪利歐地點，盡量購買最多的物業。您擁有的物業越多，從其他玩家收取的租值就越多。如果您最後成為唯一有錢在手的玩家，而其他玩家均已宣告破產，那麼您就是大贏家！



內容

遊戲紙板
6 枚棋子
6 張問號方塊提示卡
18 張契約書卡
32 張公益福利卡
32 個奇諾比奧小屋
12 個碧琪城堡
1 粒骰子
90 枚紙金幣 (50 枚1元金幣及40 枚5 元金幣)
問號方塊

準備開始遊戲！

- 1 選擇一名玩家擔任銀行家。
銀行家需要負責：

- 銀行的資金
- 奇諾比奧小屋
- 碧琪城堡
- 契約書卡
- 拍賣

銀行家亦可以參與遊戲，但必須將其
財富與銀行資金分開處理。

- 2 銀行家為每位玩家派發：

5 金幣

5 金幣

(總計 = 30 元金幣)
1 張問號方塊提示卡



將餘下的金幣放在
盒內，當作銀行。

- 3 將問號方塊放在這裡。第一次玩遊戲時，
更換新電池。請參閱本遊戲說明書背面
的電池資訊。

- 4 洗勻公益福利卡，然後
將公益福利卡面朝下方，
放在此處。

- 5 每名玩家選擇一枚棋子，
放在「起點」位置。

- 6 將骰子放在遊戲
紙板上。

玩遊戲！

勝出方法

其他玩家均已宣告破產時，
唯一有錢在手的玩家就是大贏家。

誰先玩？

每位玩家擲骰子。點數最高的玩家先開始，
餘下玩家按點數從高到低依次開始。

到您的回合時

- 擲骰子。
- 按照骰子的點數，將棋子順時針方向移動
相應格數。
- 停在甚麼地方？依照遊戲板格子上的指示行事。
請參閱「遊戲板格子」。
- 您的回合結束。請將骰子交給下一名玩家。

開始玩！

以上就是您要知道
的一切，立即開始
遊戲吧。注意您所
停在格子上的指示。



遊戲格子

物業

有兩種類型的物業：具有不同色系的地點，以及公共事業庫巴二世和麻吉庫巴。

無人擁有的物業

如果停在無人擁有的地點或公共事業上，您必須購買該物業或進行拍賣。

想購入手？

繳付遊戲板格子上的價錢，然後從銀行取走契約書卡。

不想購買？

銀行家必須發起拍賣。起標價為 1 枚金幣，任何一名
玩家均可出價，每次加碼金額少至 1 枚金幣。玩家
不需要依照回合順序，當沒有玩家願意再增加出價，
銀行家即可結束拍賣。出價最高者向銀行付款。如果
沒有人想競投物業，那亦無妨。沒有人需要支付任何
錢，契約書卡則保留在銀行內。

集齊同色系！



當您擁有一個色系的所有地點時：

- 這些地點的租值就可以翻倍！
- 您可以建造奇諾比奧小屋和碧琪城堡，收取更多租金！
請參閱「建築」。

已有玩家擁有的物業

當您停在其他玩家擁有的物業時，擁有者必須向您收租。如果他們這樣做的話，您必須進行支付。
如果他們在下一名玩家擲骰前，並未向您收租，您便無須支付！



地點

依照該地點契約書卡上
標示的價錢支付租值。



公共事業

擲骰子以確定租值。如果擁有者
有 1 處公共事業，則支付擲出的
金額。如果擁有者有兩處公共
事業，則支付擲出金額的雙倍。

行動格子



起點

當您在「起點」空格上經過或停留
時，可從銀行領取 2 枚金幣。



公益福利

抽取牌組最上面的卡。大聲讀出卡上
內容，立即依指示行動。完成時，將
這張卡放回到牌組最下面。如果卡告訴
您，在可以保留此卡，則照做。使用卡
之後，將其放回到牌組最下面。



汪汪和吞食花

向銀行支付遊戲板格子上
標示的價錢。

問號方塊

如果您停在此處，按下問號
方塊上的按鈕。
聽到了什麼聲音？

金幣叮噠聲

每聽到一聲「叮噠」，都可以從銀行
領取 1 枚金幣！

啟動鈴聲

再次擲骰子和移動。按照停在格子的規則繼續。

庫巴的笑聲

向銀行支付 5 枚金幣。

「遊戲結束」音

向銀行支付 10 枚金幣。



免費泊車

放鬆點！不會發生甚麼事情。



探訪

別擔心，如果您停在此處，請
把您的棋子放在「探訪」部分。



入監獄

立即將您的棋子移動至「監獄」
格！經過「起點」時不要領取
2 枚金幣。您的回合隨即結束。
「監獄」期間，您仍可以收租、
參與拍賣競投、購買奇諾比奧
小屋和碧琪城堡、抵押及交易。

如何出獄？

您有 3 個選擇：

- 在您的下一個回合開始時，支付 5 枚金幣，
然後正常移動。
- 如果您有的話，在您的下一個回合開始時，
使用「免費出獄」卡（又或者向其他玩家購買）。
將這張卡放在公益福利牌組最下方，然後擲骰
及移動。
- 在您的下個回合，擲出 6 點的話，即可出獄！
根據擲到的點數來移動，然後結束回合。
您可以在最多 3 個回合內嘗試擲出 6 點。如果
在「監獄」的第 3 個回合仍未擲出 6 點，則支付
5 枚金幣，然後根據最後擲出的點數來移動。

BUILDINGS



Building Toad Houses

As soon as you get a color set, you can start buying Toad Houses (you don't have to wait for your turn). Pay the Bank the cost on the Title Deed card, and place a Toad House on the location. You must build evenly. You cannot build a second Toad House on a location until you've built one on each location in the set. You can only have 4 Toad Houses on a location.



Building Peach's Castles

Once you have 4 Toad Houses on all locations in a color set, you can pay to upgrade to Peach's Castle. Pay the Peach's Castle cost on the Title Deed card, return all 4 Toad Houses to the Bank, and put Peach's Castle on the location. You can only have 1 Peach's Castle per location. You can't add any more Toad Houses. You cannot build on a location if any location in its color set is mortgaged.

Not enough buildings?

If multiple players want to buy the last Toad House or Peach's Castle, the Banker must auction it. Bids start at 1 coin and anyone can increase the bid by as little as 1 coin. You don't need to follow turn order. Payment goes to the Bank.

No buildings left?

You can't buy any until someone sells theirs back.

DEALS & TRADES

You can buy, sell, or swap property with other players at any time.

You must sell all buildings on a color set to the Bank before you can sell or trade a location. You cannot sell or trade buildings to another player.

Property can be traded for coins, other property, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged property can be traded at any agreed-upon price. The new owner may **repay the mortgage** (pay the Bank the unmortgage cost) at any time.

HELP! I CAN'T PAY!

❶ Try to raise money.

If you owe money and can't pay, try to raise money by selling buildings back to the Bank and/or mortgaging properties.

Selling Buildings

Sell Peach's Castles to the Bank for half the cost price, rounding up if needed, and exchange them immediately for 4 Toad Houses.

Sell Toad Houses to the Bank for half the cost price, rounding up if needed. Toad Houses must be sold evenly across the color set.

Mortgaging Property

To mortgage a property, you must first sell all buildings in its color set to the Bank at half their cost price, rounding up if needed.

To mortgage, turn the Title Deed card facedown, and collect the mortgage value on the back from the Bank.

To repay a mortgage, pay the unmortgage cost to the Bank, then turn the card faceup.

Rent cannot be collected on properties that are mortgaged. However, the increased rent level can be collected on the unmortgaged locations in a color set. The increased rent on unmortgaged utilities may be collected in the same way.

❷ If you're still in debt, you are bankrupt and out of the game! Do you owe another player?

Give them all your mortgaged properties and any Get Out of Jail Free cards.

The new owner may **repay the mortgage** (pay the Bank the unmortgage cost) at any time.

Do you owe the Bank?

Return all your properties to the Bank. Any mortgages are canceled.

All your properties must immediately be put up for auction.

Return any Get Out of Jail Free cards to the bottom of the Community Chest deck.

THE END OF THE GAME

The remaining players keep playing until there is only one person left in the game. That player is the winner!

Playing Without Sound

If you're playing without sound, roll the die again when you land on a Question Block space.

If you roll a 1 or 2: Roll the die again and collect that many coins.

If you roll a 3 or 4: Pay the Bank 5 coins.

If you roll a 5: Roll the die and move again. Follow the rules of the space where you land.

If you roll a 6: Pay the Bank 10 coins.

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.
- 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.
- 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.

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TO REPLACE BATTERIES

Replace demo batteries with alkaline batteries. Use a Phillips/cross head screwdriver (not included).

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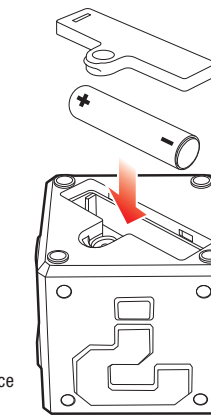
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NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. 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.

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CAN ICES-3 (B) / NMB-3 (B)



PARENTS: www.monopoly.com

♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

OBJECT

Move around the board exploring iconic Super Mario locations and buying as many as you can. The more you own, the more rent you'll be able to collect from other players. If you're the last player with money when all other players have gone bankrupt, you win!



8+ E9517
2-6

CONTENTS

Gameboard
6 Tokens
6 Question Block Reminder Cards
18 Title Deed Cards
32 Community Chest Cards
32 Toad Houses
12 Peach's Castles
1 Die
90 Cardboard Coins
(50 Golden Coins, 40 Five Coins)
Question Block Sound Unit

SET IT UP!

- 1 Choose someone to be the Banker. The Banker's in charge of:

- The Bank's money
- Toad Houses
- Peach's Castles
- Title Deed cards
- Auctions

The Banker can play too but must keep their money separate from the Bank.

- 2 Banker, give each player:



x 5



x 5

(Total = 30 coins)
1 Question Block
Reminder Card



Keep the rest of the coins in the box as the Bank.

- 3 Place the Question Block here. The first time you play, replace the demo battery. See battery information at the back of this game guide.

- 4 Shuffle the Community Chest cards, and place them facedown here.



- 5 Each player chooses a token and places it on GO.

- 6 Put the die by the gameboard.

PLAY!

How to win

Be the last player with money when all other players have gone bankrupt!

Who goes first?

Each player rolls the die. The highest roller starts, and play moves to the left.

On your turn

1. Roll the die.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.
4. Your turn ends. Pass the die to your left.

Start playing!

That's all you need to know, so get going. Look up the spaces as you land on them.



THE BOARD SPACES

PROPERTIES

There are two types of properties: locations, which come in color sets, and utilities, Bowser Jr. and Magikooa.

Unowned Properties

When you land on an unowned location or utility, you must buy it or auction it.

Want to buy it?

Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to buy it?

The Banker must auction it. Bidding starts at 1 coin, and anyone can increase the bid by as little as 1 coin. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!



When you own each location in a color set:

- You can double the rent for those locations!
- You may build Toad Houses and Peach's Castles and charge even more rent! See BUILDINGS.

Owned Properties

When you land on a property that someone else owns, the owner must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the die, you don't have to pay!



Locations

Pay the rent shown on the location's Title Deed card.



Utilities

Roll the die to determine rent. If the owner has 1 utility, pay the amount rolled. If the owner has both utilities, pay double the amount rolled.



ACTION SPACES



GO

When you pass or land on the GO space, collect 2 coins from the Bank.



Community Chest

Take the top card from the deck. Read the card aloud, and immediately do what it says. Return it to the bottom of the deck when done. If the card tells you that you may keep it until you're ready to use it, do so. After you use it, return it to the bottom of the deck.



Chain Chomp and Piranha Plant

Pay the Bank the amount shown on the board space.

Question Block

If you land here, press the button on the Question Block. What sound did you hear?



Coin ping

For each "ping" you hear, collect 1 coin from the Bank!

Power-up ring

Roll the die and move again. Follow the rules of the space where you land.

Bowser's laugh

Pay the Bank 5 coins.

"Game Over" tune

Pay the Bank 10 coins.



Free Parking

Relax! Nothing happens.



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail

Move your token to the In Jail space immediately! Do not collect 2 coins for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Toad Houses and Peach's Castles, mortgage, and trade while you are in Jail.

How do I get out of Jail?

You have 3 options:

1. **Pay 5 coins** at the start of your next turn, then roll and move as normal.
2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the Community Chest deck, then roll and move.
3. **Roll a 6** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for a 6. If you don't roll a 6 by your third turn in Jail, pay 5 coins, and use your last roll to move.