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(Unless a property is being returned to the Bank to pay a debt, at which point it becomes an unowned property again and the rent level is reset). Every property has a Title Deed card that shows all five rent values. If you lose track of your rent level (where your house should be), it's easy to check the rent level of any property you own. Tap the Title Deed card. You must press the button afterwards or the unit will think you want to buy it or pay rent! The unit automatically reverts to the default screen in 10 seconds if you haven to button. If you look around the board, you'll recognize the property names from the classic game of MONOPOLY, but there are no Chance or Community Chest spaces. Instead there are Event and Location spaces. Event spaces mean an Event card, which can lower or raise rent levels, give or take money, or even get you sent to Jail! Location spaces allow you to pay and move to any property space on the gameboard, which you can then buy (or raise the rent level on). There is no trading in the game, but this space helps you collect color sets (if you use it wisely). You've probably also noticed there is no cash in the game. The Ultimate Banking unit does everything for you, quickly and easily! Bank cards let the unit keep track of which properties you own, and all their rent levels. Event cards let the unit keep track of what's going on in your neighborhood! Every card tapped plays a sound. If you haven't heard a sound, the tap hasn't registered! Setup Place the Event cards by color sets. Leave the houses by the Title Deed cards. Give each player: 1 token and its matching Bank card. Place all tokens on GO. Place the unit in the center of the gam.eboard. Each player taps their Bank card on the unit. When you are ready to play, press the button. A1500 will be automatically credited to your card. Briefly lay the card flat, barcode-side down, onto the card reader completely. You will hear a sound after each completed function. If you don't hear a sound, try placing the card flat over the card reader again. Buy properties! Your properties are worth money at the end of the game! You want to have the most money and property when any one player goes bankrupt! The unit will calculate everyone's worth and show the winner! The youngest player starts, and play continues clockwise. On your turn: Roll both dice. Move your token clockwise around the board that number of spaces. Where did you land? Check the BOARD SPACES section of this guide to see what you must do when you land? Check the BOARD SPACES section of this guide to see what you must do when you land? Check the BOARD SPACES section of this guide to see what you must do when you land? Check the BOARD SPACES section of this guide to see what you must do when you land? 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Check the BOARD SPACES section of this guide to see what you must do when you land? Check the BOARD SPACES section of this guide to see what you must do when you land? Watch Out! If you roll a double 3 times in a row, you must Go To Jail and your turn is over! Your turn is ov property in the set immediately jumps to a higher rent level! If two or more players own the set, rent jumps two levels! You will hear a fanfare when this happens! Remember to move the houses up to the correct rent level! The color set bonus only occurs the first time the set is completed. Check rent levels by tapping the Title Deed cards. Always press afterwards to continue the game! Owned Properties (with House) If the property is owned by another player, you owe them rent! Tap the Title Deed card. Tap your Bank card. The correct rent is automatically deducted from your balance and credited to the owner. The unit will then show the property's new rent level. Move the house up one level on the board space. Rent rises each time a player lands on a property. If you haven't got enough money to pay a debt, the unit will tell you! You must complete the debt using the properties you own. If you own it, the rent increases - but you must tell the unit! Tap the Title Deed card. Tap your Bank card. The unit will show the new rent level. Move the house up one level on the board space. Rent rises each time a player lands on a property you own. Tap the Title Deed card. You must press the button afterwards or the unit will think you want to buy it or pay rent! The unit automatically reverts to the default screen in 10 seconds if you haven't pressed the button. Event When you land on an Event space, take the top card from the deck and read it out loud. Tap the Event card on the unit and follow the instructions on the card. Tap any property means just that: it doesn't have to be one of yours! If you can't do the action, do nothing. Return used Event card changes only apply to owned properties. If neighboring properties are unowned, only the tapped property is affected. For example, neighbors to Pentonville Road (no. 5) means Euston Road (no. 5) means Euston Road (no. 6) - but only if they are owned! And remember, you can be your own neighbor! Location When you land on a Location space, you can pay M100 and move to any property on the board. You can buy it or, if you own it already, raise the rent level! Or you can do nothing. If you want to move, tap to scroll through the functions until the icon shows. Tap your Bank card to pay the M100. Move your token to any property space on the board. Tap that property's Title Deed card. Tap your Bank card. If you're buying it, put a house on level 1. If you already own it, tapping your Bank card raises the rent level. Move the house up one level! Note: If you pass GO, do not collect M200. Go When you land on or pass GO, do not collect M200 from the Bank. Press for the icon to show. Tap your Bank card to collect your money! If you land here, relax! Nothing happens. Just Visiting Don't worry! If you land here, just pop your token in the Just Visiting section. Go to Jail Move your token to the In Jail space immediately. Do not collect M200. Your turn is over. You cannot collect ment in creases if someone lands on a property you own. However, Event card rent changes could affect a property you own while in Jail. You have 2 options: Pay M100 at the start of your next turn. Tap until the @ uj.jpg icon shows, then tap your Bank card. Clink! You're free; now roll and move as usual! Roll a double on your next turn. If you do, you're free! Use the roll to move and complete the action of that space, but that's the end of your turn. You can use up to 3 turns to try for a double. If you don't have enough money to get out of Jail, see the If you owe the Bank section. The unit automatically calculates whether you have enough money to pay a debt when you tap your Bank card. It will first pay with the money you do have but if that isn't enough, you'll have to use any properties you want to cash in. If you owe another player: Tap your chosen Title Deed card(s) until you have paid the debt. Leave the House on the property (at its current rent level) and give the Title Deed card(s) until you have paid the debt. Remove the house from the property and return the Title Deed card. This property is now unowned and may be purchased by another player landing on the space. Any change will be returned to your Bank card. Check your balance to see. If you don't have enough money or property to pay rent or a fee, then you're BANKRUPT and it's GAME OVER! End of the Game The winner is the wealthiest player (money & property) when one player goes bankrupt! The unit automatically calculates all players' finishing positions, using their total money and property values (at purchase price). The overall winner will then be revealed and celebrated! Note: If a player goes bankrupt to another player, any debt not paid by that player is made up by the Bank and included in the final wealth sum. Is there a draw? If there is a draw after the initial calculation of total wealth, then the player with the highest-value property (purchase price) on the board will win (e.g. a player owning a dark blue space would beat a player with a green space). The following transactions can be cancelled: Paying rent Buying a property Taking your GO salary Paying to get out of Jail Paying to get out of Jail Paying the Location space fee Event card transaction can be cancelled. If you go into debt, you cannot cancel the latest transaction. If a player lands on an unowned property and doesn't want to buy it for the price shown on the board, the property must be auctioned. Any player can bid - including the player who originally landed on the space. Remember, do not bid in auctions if you are in Jail! Here's what to do: Check how much money you have! Tap the Title Deed card of the property you want to auction. Tap the button and the icon will show. Now, Before You Start The Auction, You Need To Know A Few Things. The auction is timed, so be quick! To make a bid, press. With every touch of the button, the bid increases by M20. Say the amount out loud each time you press the button to bid. If you are the last person to bid when the timer runs out, you have to buy the property at the price shown on the screen. Are you ready? Press and the auction begins automatically. Start bidding! When the auction begins automatically. Start bidding! When the auction begins automatically. on the board space. What if no one wants it? That's fine. Press the button to continue. What if the timer runs out before anyone bids? Tap the Title Deed card again, and restart the auction! Other Monopoly Editions Continue Reading report this ad x

