

Nintendo

DMG-LY-USA-1

**GAME BOY**

**ACTION VIDEO**

**MONOPOLY**™

PARKER BROTHERS REAL ESTATE TRADING GAME

INSTRUCTION BOOKLET  
&  
OFFICIAL MONOPOLY™ RULES





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# CAUTIONS DURING USE

- 1) If you play for long periods, take a 10-15 minute break every hour.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- 5) Store the Game Pak in its protective case when not in use.



# HOW TO USE THE CONTROLLER

**START Button...** To begin the game

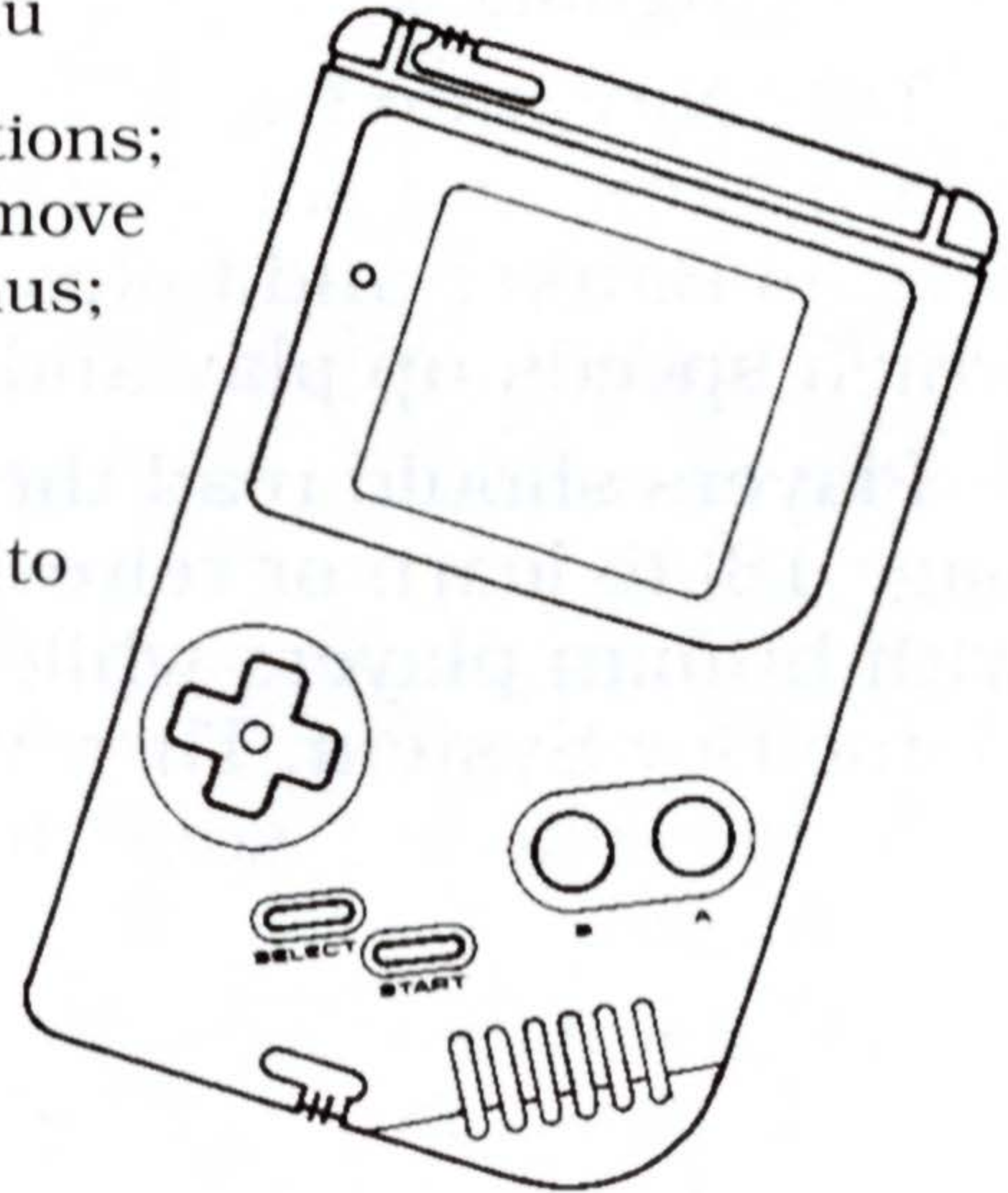
**SELECT Button...** To call up the Main Menu

**A Button...** To confirm and enter all selections; to buy un-owned property you land on; to move from the Main Menu to one of the Sub-Menus; to exit from Community Chest and Chance card screens

**B Button...** To send a property to auction; to exit a screen or menu selection

**Control Pad...** To move and scroll around the screen to numbers, letters, tokens, options

**NOTE:** There will be brief instructions and reminders on screen while you're playing.





Parker Brothers' MONOPOLY® game is the leading proprietary game not only in the U.S. but throughout the Western world. It is published under license in 31 countries, in 23 languages!

This Nintendo Game Boy® version conforms to all the board game and some of the tournament rules. The computer acts as Banker and takes care of all the money management, which speeds up play and prevents mathematical errors!

Players should read the Basic MONOPOLY Game Rules (see page 18) to learn or refresh the basics. Then play a test game with human players while you familiarize yourself with the Game Boy System. Then you'll be ready to play against the eight fast-playing, sometimes-ruthless computer opponents (see insert).

We've created a special series of eight pre-set games (see insert). These four-player setups assume players have already acquired certain properties, so you can begin the game at the high-stakes trading level.



# TO START A GAME

1. Insert the cartridge; turn the power ON. First "NINTENDO®" will appear, followed by "MONOPOLY™."
2. Hit START to begin the game.
3. HOW MANY GAMEBOYS?... If you are playing with one unit, this screen will be skipped. To link two GAMEBOY units together you will need one Game Link™ cable connected between the two units and a MONOPOLY Game Pac for each GAMEBOY unit. Turn both power switches on. First "NINTENDO®" will appear, followed by "MONOPOLY™". *One and only one player should hit start.*

The message "PRESS: A FOR 1 GAMEBOY; B FOR TWO GAMEBOYS" will appear; *the same player should hit B.* Continue the setup as listed below for HOW MANY PLAYERS. When the screen "PLAYER 1" appears, player 1 should answer, from the unit they will use in gameplay: Human/Name/Token. Each player in turn should do the same, with their GAMEBOY units.

**Note:** The game will stop if step 3 has not been carried out correctly, or if the Game Link™ cable is pulled out and inserted during the game. If this happens, turn the power of both units off, and start step 3 again.



**4. HOW MANY PLAYERS?...** The computer will default to 2 players. You can play with from 2 (you and one computer opponent, or you and another human) to 4 players. Use the Control Pad to select the number, then hit the A Button to confirm.

**5. IS THIS A HUMAN OR COMPUTER OPPONENT?...** If Human, hit A to confirm, and skip to #6 below.. If Computer, hit B. Your rogue's gallery of possible opponents will appear. Use the Control Pad to move the spinning disk from portrait to portrait; hit the A Button to select each rival. All eight opponents are pictured and described on the enclosed poster. Check them out for clues to how they play the game!

**6. ENTER NAME...** Use the Control Pad to select and the A Button to confirm each letter of the player's name, then move to "OK" and hit the A Button to confirm the name. (Use the <—, then hit A twice, to backspace and "erase" a letter.

**7. TOKEN...** Use the Control Pad to scroll to the one you want; press A to select. (Computer opponents pick their own tokens immediately, so enter the human players first so they can pick their own.) Choose from: WHEELBARROW, IRON, HAT, DOG, THIMBLE, HORSE, CAR or SHOE.

**8. Repeat** steps 4, 5, and 6 for any remaining players.



**9. START or PLAY PRE-PROGRAMMED GAME?**... Press A to start immediately. Your alternative is to press B to bring up the pre-set games option; see "Let's Wheel and Deal!" descriptions of all eight games on the separate insert sheet.

**10. TIME LIMITS**... Press A to play an unlimited game without time limits. Or press B to play a short game: Use the Control Pad to select how long you want to play; hit A to confirm. Move down to "Timer OK," then hit A. When the time in a limited game expires, the game will automatically and immediately end and the winner will be displayed. If the time limit is not established at the start of the game, it can be set later (see "Timer," page 16).

**11. WHO GOES FIRST?**... The computer randomly picks who goes first and that player's name appears on the first screen. Press A to start the game.

**NOTE:** Your cash on hand (as well as the number of houses and hotels remaining) will always be displayed at the start of your turn.

**12. ROLL THE DICE**... Now it's time to play! The first player presses A to "roll" the dice; the token will automatically move the number of spaces indicated by the dice. (Computer opponents roll their own dice!)



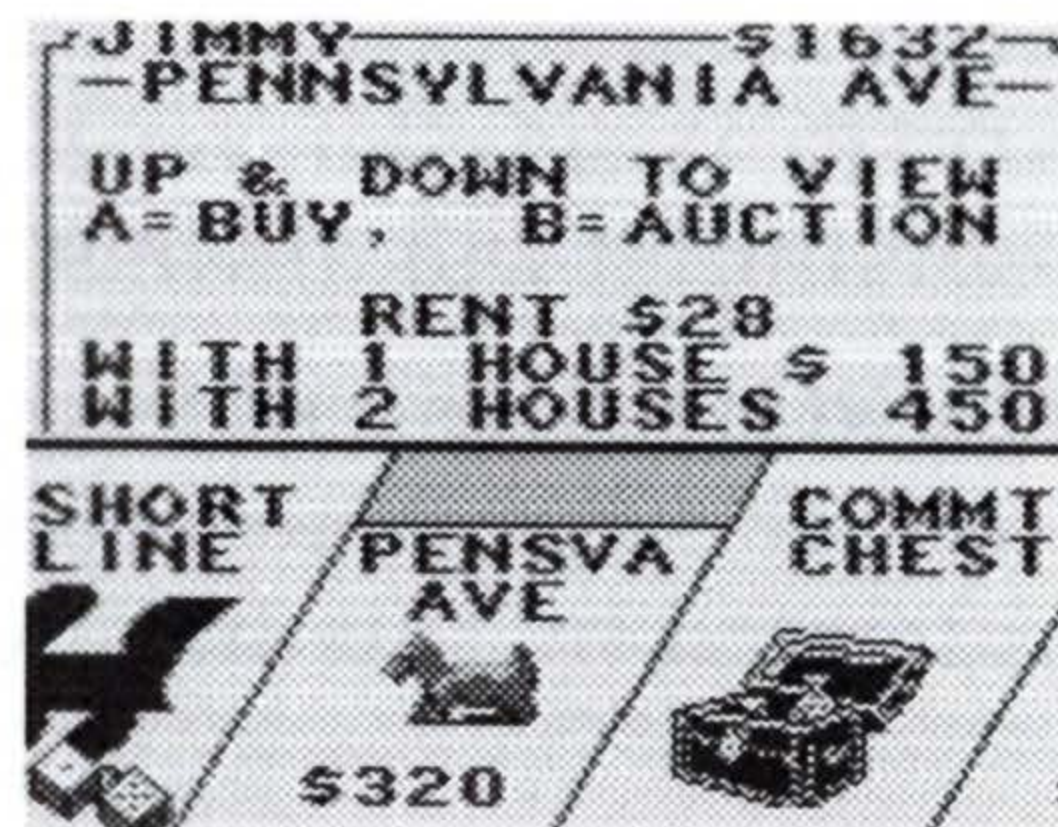
**“ILLEGAL MOVES”**... You can't get away with any shady deals! If you try to make a move that does not follow the official MONOPOLY game rules, the computer will let you know! The move will not be carried out, and play will resume at the point before the illegal move was attempted.

## BUYING AND AUCTIONING PROPERTIES

**TO BUY...** When you land on an unowned property, press A to buy it immediately. If you need to raise money to buy what you landed on, go to SELECT and pick “Mortgage” (page 14), “Trade” (page 13) or “Sell Houses/Hotels” (page 14).

If you don't want to buy it, press B to send it to auction, where all players may participate if they wish. If playing with all human players and no one bids, the property remains unsold. Computer opponents will always bid to purchase the property.

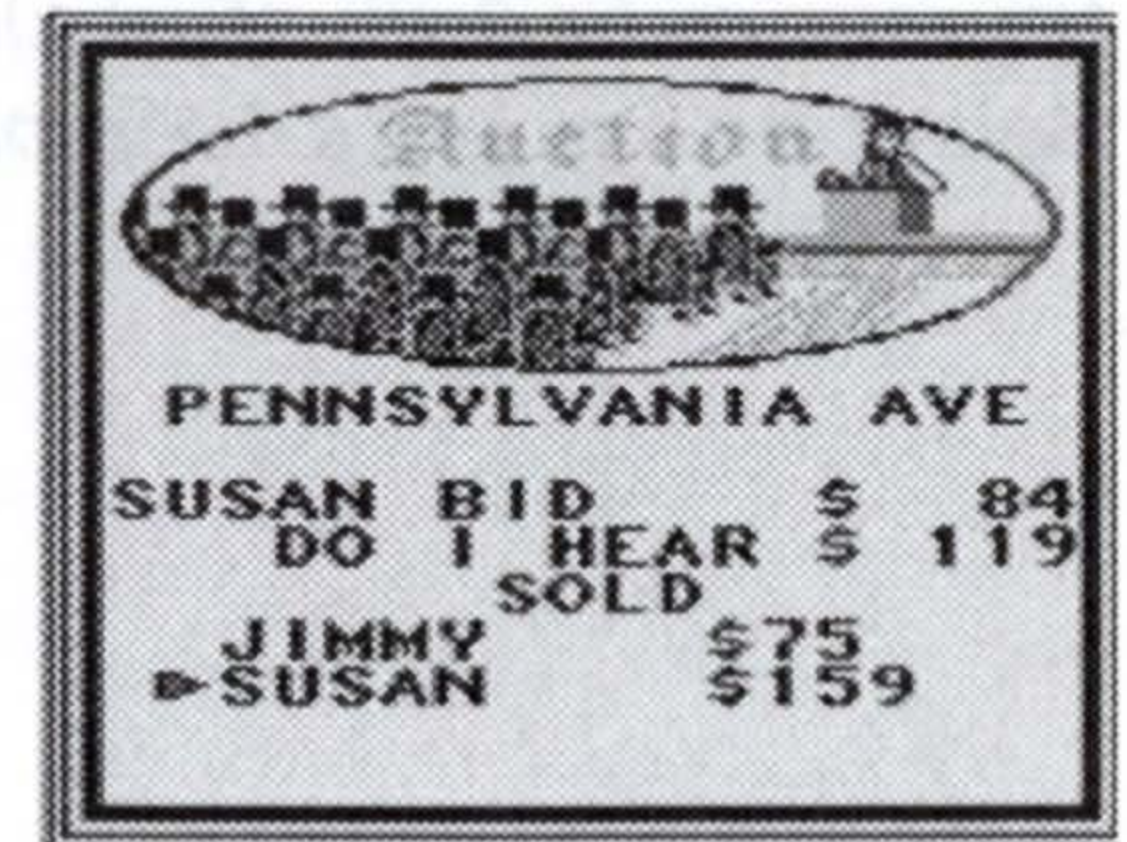
*To view all of the property's Title Deed card information, use the Control Pad to reveal it a few lines at a time; to display the entire card, see “Deeds” (page 16).*





**TO BID AT AUCTION...** The computer auctioneer will run the auction and determine what the bids will be. To bid, use the Control Pad to pick your name, then press the A Button to confirm that you will accept the bid he's asked for. The auctioneer will flash "Going, going, going..." and if no one else jumps in, it will be "SOLD!" to the highest bidder.

The computer won't let you bid more cash than you have on hand, so you'll have to Mortgage properties during the auction to raise some quick cash (see page 14). After the auction, hit A to return to the board.





# MAIN AND SUB-MENUS

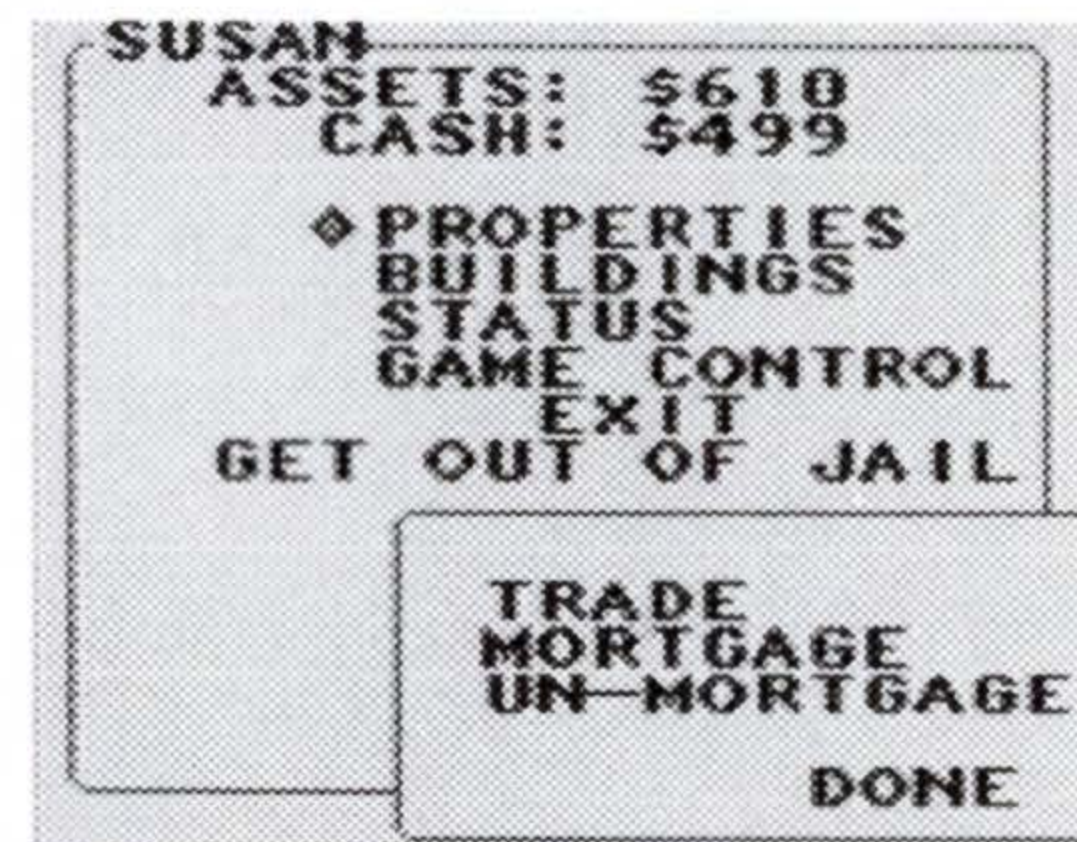
- Hit Select to bring up the Main Menu.
- Use the Control Pad to move between selections.
- Hit the A button to move to the Sub-menu.
- Hit B or “Done” when you’re through.

*Point the diamond at your Main selection.*

*Hit A to bring up the Sub-menu.*

*If you are in Jail, “Get Out of Jail” will appear.*

*Select it to get out (see page 17).*





# Properties

**TRADE...** When the screen appears, use the Control Pad to pick your trading partner; hit A to confirm. (The other player can refuse your offer!) Use the Control Pad to pick what you want to do; hit A to confirm your selection.

**Cash...** How much money you're putting into, or want from, the deal

**Offer...** Use the Control Pad to scroll, then hit A to select the properties you want to offer in the trade

**Remove...** To delete a property from the proposed deal

**Yes...** If you accept the deal

**No...** If you don't!

**Quit...** To exit the Trade screen

JIMMY CASH \$0 OFFER	REMOVE TENNESSEE AVENUE WATER WORKS <input checked="" type="checkbox"/> YES <input type="checkbox"/> NO
SUSAN CASH \$0 OFFER	REMOVE KENTUCKY AVENUE <input type="checkbox"/> YES <input checked="" type="checkbox"/> NO QUIT



**MORTGAGE...** Use the Control Pad to move to different properties you own and display their Title Deed cards; the mortgage value is displayed halfway down. Press A to select it to mortgage it, or press B to exit. The bank will pay you 50% of a property's overall worth.

**UN-MORTGAGE...** Follow the above procedure to pay off on a property; enter your selection, and the transaction will occur automatically. Your money will be debited for the value of the mortgage plus 10% interest.

## **Buildings**

**Note:** The number of Houses and Hotels left in the Bank and available for sale appears on the main screen at the beginning of each player's turn. Watch out for impending shortages!

**BUY: HOUSES & HOTELS...** Select the "Buy" option for either HOUSES or HOTELS, then press A to confirm. Use the Control Pad to move around the board and see the Title Deed cards for your properties; when you reach the one you want to build on, press A. On the next screen, use the Control Pad to enter the number of HOUSES (or HOTELS) you want to buy. Hit A to confirm.

**NOTE:** The computer places the buildings on the appropriate properties.



**Does Anyone Else Want to Build?...** At this point, other players may jump in and purchase houses or hotels for their own properties by pressing the B Button. Each player tells the computer how many they want.

If there is a shortage, the computer will automatically auction each available house/hotel. The first player to bid and those thereafter use the Control Pad to select their token, then press A to enter. The auction will follow the usual procedure (see page 11); the highest bidder wins.

**SELL: HOUSES & HOTELS...** Follow the “Buy” instructions above.

## **STATUS**

**PORTFOLIO...** On the UP and DOWN arrows on the Control Pad to view the names of all properties you own. Use the LEFT and RIGHT arrows to see which properties your opponents own.

**ASSETS...** This shows you who has a Monopoly. Use the Control Pad to select another player's name; you will see ✓ marks on his/her properties.



**DEEDS...** To look at all the deeds on the board, including who owns the property and its worth. When the Title Deed is displayed, you will see:

1. Ownership of the property
2. Number of houses/hotels and rent
3. Mortgage/Un-mortgage status

The board will be displayed with owners' tokens, number of houses/hotels on each, and the Mortgaged/Un-mortgaged status. Use the Control Pad to move to the property you want to review. Press B to exit.

**BOARD...** Shows you where you are on the board. To see other players' positions one at a time, use the Control Pad (This is important when you are deciding where to build.) Hit B to quit.

**SEQUENCE...** Tells you the order of the players.

## **Game Control**

**TIMER...** If playing in Timed mode, this shows you the time remaining; use it to change to unlimited time, or back to a timed game. Select how long you want to play; hit A to confirm. Move down to "Timer OK", then hit A. When the time in a limited game expires, the game will automatically and immediately end and the winner will be displayed.



**HURRY/RELAX...** To speed up or slow down the pace of the game.

**COMPUTER/HUMAN....** To change a Computer player to a Human player, or vice versa, if somebody wants to enter or leave the game.

**END GAME...** To end for any reason. The computer will ask, "Are you sure?" Use the Control Pad to answer "Yes," then press A. The computer will declare the winner and display all players' assets. You may then turn off the unit.

**Get Out of Jail** — Appears on Menu only if you are in Jail

If you don't have a GET OUT OF JAIL FREE card, the computer will automatically deduct \$50 and kick you out.

If you have a GET OUT OF JAIL FREE card, the computer will bring you to a Submenu; press A to use the card or press B and the computer will automatically deduct \$50 and kick you out.

Your alternative is not to go to the Main Menu but just hit A and try to roll doubles to get out. If you do not throw doubles by your third turn, you must pay the \$50 fine.



# **BASIC MONOPOLY™ GAME RULES**

These are the traditional and internationally accepted rules for the board game, plus certain tournament rules. We have re-worded and revised some sections to reflect the fact that the game will be played on the Game Boy System. The screen will indicate certain basic instructions as you proceed through a game.

**OBJECT...** To become the wealthiest player by buying, renting and selling property.

## **PREPARATION**

Each player enters his/her name and selects a token on-screen. The computer Banker automatically allots each player \$1500 from the Bank and keeps track of all other equipment.

**BANKER...** The computer will always act as Banker.

**THE BANK...** Besides its money, the Bank holds the Title Deed Cards and houses and hotels prior to purchase by the players. The Bank pays salaries and bonuses. It sells and auctions properties and distributes their proper Title Deed cards, sells houses and hotels, and loans money when required on mortgages.



The Bank collects all taxes, fines, loans and interest and will buy back houses and hotels (at half price).

**Note:** All of these functions are performed automatically by the computer.

## THE PLAY

The computer selects who goes first, and that player uses the A Button to “roll” the dice. The token is automatically moved that number of spaces along the board. After the play is completed, the turn passes to the next player. (The computer sets the order of play; to see the sequence of players, see page 9/16). The tokens remain on the spaces occupied and proceed from that point on the player’s next turn. One or more tokens may rest on the same space at the same time.

Depending on which space his token reaches, a player may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, “GO TO JAIL,” etc.

If a player throws doubles, he moves, then rolls and moves again.





**GO...** Each time a player lands on or passes over "GO," the Bank pays him \$200 "salary." This amount is added to the player's "account" and the new total automatically appears on-screen every time that person begins a turn.

**BUYING AND AUCTIONING PROPERTY...** Whenever a player lands on an unowned property, he may buy it from the Bank at its displayed price. If he does not want it, it will be auctioned, and the computerized Banker will sell it to the highest bidder.

**PAYING RENT...** When a player lands on property owned by another player, the owner "collects" rent from him in accordance with the information displayed on its Title Deed card. The computer handles the whole transaction.

If the property is mortgaged, no rent can be collected.

It is an advantage to hold all Title Deeds in a color group because the owner may then charge double rent for unimproved properties in that group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues).

This rule applies to unmortgaged properties even if another property in that color group is mortgaged.

It is an even greater advantage to have houses or hotels on properties because rents are much higher than for unimproved properties.



**CHANCE and COMMUNITY CHEST...** When a player lands on either of these spaces the computer gives instructions to follow — and automatically makes the appropriate move or handles any monetary transaction. Hit A to proceed.

The “Get Out of Jail Free” card is held in a player’s “account” until needed. To use it, press Select; (see page 17). After being used, it is “returned” to the “pack.”

**INCOME TAX...** When a player lands on “Income Tax” he has two options: he may estimate his tax at \$200 and pay the Bank, or he may pay 10% of his total worth to the Bank. His total worth is all his cash on hand, printed prices of mortgaged and un-mortgaged properties, and the cost price of all buildings he owns.

The player must decide which option he will take *before* he adds up his total worth.

**JAIL...** A player lands in Jail when...

(1) his token lands on the space marked “GO TO JAIL,” OR (2) he is allocated a card marked “GO TO JAIL,” OR (3) he throws doubles three times in succession.

When a player is sent to Jail he cannot collect \$200 salary on that move since, regardless of where his token is on the board, he must go directly to Jail. A player’s turn ends when he is sent to Jail.



If a player is not sent to Jail but in the ordinary course of play lands on that space, he is "Just Visiting," incurs no penalty, and moves ahead in the usual manner on his next turn.

### **A player gets out of Jail by...**

(1) throwing doubles on any of his next three turns; if he succeeds in doing this he immediately moves forward the number of spaces shown by his doubles throw; even though he has thrown doubles he does not take another turn, OR (2) using a "Get Out of Jail Free" card if he has one, OR (3) paying a fine of \$50 before he throws the dice on either of his next two turns.

If the player does not throw doubles by his third turn he must pay the \$50 fine. He then gets out of Jail and immediately moves forward the number of spaces shown by his throw.

Even though he is in Jail, a player may buy or sell property, buy or sell houses and collect rents.

**FREE PARKING...** A player landing on this space does not receive any money, property or reward of any kind. This is just a "free" resting place.



**HOUSES...** When a player owns all the properties in a color group, he may buy houses from the Bank and erect them evenly on those properties.

If he buys one house, he may put it on any one property. The next house he buys must be erected on one of the unimproved properties of this or any other complete color group he may own.

The price he pays the Bank for each house is shown on his Title Deed card for the property on which he erects the house.

The owner can still collect double rent from an opponent who lands on the unimproved properties of his complete color group.

A player may buy and erect at any time as many houses as his judgement and finances will allow. But he must build evenly, i.e., he cannot erect more than one house on any one property of any color group until he has built one house on every property of that group. He may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, he cannot build three houses on one property if he has only one house on another property of that group.

As a player builds evenly, he must also break down evenly if he sells houses back to the Bank (see "Selling Property," page 24).



**HOTELS...** When a player has four houses on each property of a complete color group, he may buy a hotel from the Bank and erect it on any property of that color group. The four houses from that property are returned to the Bank, and he pays the price for the hotel as shown on the screen. Only one hotel may be erected on any one property.

**BUILDING SHORTAGE...** When the Bank has no more houses to sell, players wishing to build must wait for some player to turn back or sell houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold by auction (see page 15) to the highest bidder. Hotels take priority over houses when bought or auctioned.

**SELLING PROPERTY...** Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color group.

Houses and hotels may be sold back to the Bank at any time for one half the price paid for them.



All houses on one color group may be sold one by one, evenly, in reverse of the manner in which they were erected. All hotels on one color group may be sold at once. Or they may be sold one house at a time (one hotel equals five houses) evenly, in the reverse of the manner in which they were erected.

**MORTGAGES...** Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color group must be sold back to the Bank at half price. The mortgage value is displayed on each Title Deed card. No rent can be collected on the mortgaged properties or utilities, but rent can be collected on un-mortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color group are no longer mortgaged, the owner may begin to buy back houses at full price.

The player who mortgages property retains possession of it, and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property





to another player at any agreed price. The new owner may lift the mortgage at once, if he wishes, by paying off the mortgage plus 10% interest to the Bank. If he does not lift the mortgage at once, he must pay the Bank 10% interest when he buys the property, and if he lifts the mortgage later he must pay an additional 10% interest as well as the amount of the mortgage to the Bank.

**BANKRUPTCY...** A player is bankrupt when he owes more than he can pay either to another player or to the Bank.

If his debt is to another player, he turns over to that player all that he has of value and retires from the game. In the making of this settlement, if he owns houses or hotels, he must return these to the Bank in exchange for one half the amount of money paid for them.

This cash is given to the creditor. If he has mortgaged property he also turns this property over to his creditor, but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. It is possible for the player collecting the debt to go bankrupt if the 10% cannot be paid.

After the new owner does this, he may, at his option, pay the principal or hold the property until some later turn, at which time he may lift the mortgage.



Should a player owe the Bank, instead of another player, more than he can pay (because of taxes or penalties) even by selling his buildings and mortgaging property, he must turn over all his assets to the Bank. The Bank immediately sells by auction all property so taken, except buildings.

A bankrupt player must immediately retire from the game.

The last player left in the game wins.

**MISCELLANEOUS...** Money can only be loaned to a player by the Bank, and then only by mortgaging property.

We will be happy to answer your questions or comments about this MONOPOLY™ game. Write to: Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.





## **90-DAY LIMITED WARRANTY**

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

Majesco Sales, Inc.  
244 Fernwood Avenue  
Edison, NJ 08837

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.



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