

THE GHOST

The Ghost does not follow the rules of any board space. If the Ghost lands on a space that is already occupied by your PAC-MAN token, or you land on the Ghost, you must pay 20 points to the Bank (unless you are in Jail). To pay:

1. Insert your coin.
2. Move **down** to **←**.
3. Move **←** to **⬅** on the unit. You'll see -20 (the points to be subtracted from your current score). Press **↵**. You'll hear a sound and see your new score.
4. Remove your coin.

Note: If more than one token occupies the space the Ghost lands on, all those players must move their PAC-MAN tokens and pay the Bank as described above.

What if I can't pay?

If you owe rent or need to pay the Ghost or Get Out of Jail fee, you must try to earn points. If you have any Levels, sell them back to the Bank for face value. To sell:

1. Insert your coin.
2. Move **down** to **←**.
3. Move **←** until the Level number you want to sell to the Bank is displayed, then press **↵**. The unit will automatically add the price on the board space to your score, and you'll see your new score.
4. Place the Level card next to its matching board space.
5. Pay what you owe, or sell more Levels if you need to, then remove your coin.

Note: If you have no points and no Levels, do nothing. You've got it bad enough!

THE END OF THE GAME

The game ends **immediately** when the final Level has been purchased. The player with the highest score wins! To find out who won and what each player scored, take turns inserting and removing your coins. When the winning player inserts their coin, their score will flash as music plays! This won't happen for any other player. If there's a tie, the player with the most Level cards wins!

FAQs

- **Can I perform more than one action with my coin inserted?** Yes! For example, if you pass GO and land on a Level, insert your coin and move **left** to play PAC-MAN. Then keep your coin in and follow the steps for buying a Level, paying rent, etc.
- **I performed the wrong action! What should I do?** Maybe you paid rent to the wrong player or bought the wrong Level. Don't worry, you can undo the last action—but don't remove your coin! Instead, keep your coin inserted and move **down** to **←**. Then move **←** to **⬅** on the unit. You'll see four dashes. Then press **↵**.
- **I moved the joystick in the wrong direction! What should I do?** Maybe you moved **up** instead of down to pay someone rent, or **left** instead of right to buy a Level at auction. Don't worry! Simply remove your coin and start the process again.
- **How do I find out how many points I have?** Insert your coin to see your current score.
- **I don't have any points left! Am I out of the game?** No! Everyone stays in the game until the final Level is purchased, and that's the end of the game.
- **Even if I sell all my Levels, I still won't have enough points to pay rent. Can I just pay nothing?** No. Sell all your Levels and pay whatever you can—even if it's not the full amount. For example, if you need to pay 40 points in rent but only have 10 points and one Level worth 20 points, sell that Level back to the Bank, then pay 30 points in rent. You'll be left with no points, but you won't need to pay the 10 points you still owe!
- **Can I trade Levels?** No. You can only sell Levels back to the Bank. You must do so if you need to pay rent or pay the Bank.

X3 1.5V AAA
ALKALINE BATTERIES REQUIRED
NOT INCLUDED

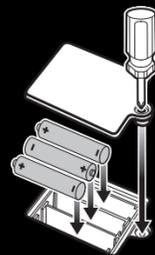
IMPORTANT: BATTERY INFORMATION CAUTION:

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

- a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- c. Remove exhausted or dead batteries from the product.
- d. Remove batteries if product is not to be played with for a long time.
- e. Do not short-circuit the supply terminals.
- f. **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 reinserting batteries) if necessary.



TO INSERT BATTERIES
Use a Phillips/cross head screwdriver (not included).

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
CAN ICES-3 (B) / NMB-3 (B)

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CONTENTS
Banking and Arcade Unit
4 Plastic Arcade Coins
Gameboard
4 PAC-MAN™ Tokens
1 Ghost Token
1 Numbered Die
1 Ghost Die
16 Level Cards
4 Reference Cards

AGES
8+

PLAYERS
2-4
E7030

Object of the Game

Race around the MONOPOLY board as PAC-MAN, but watch out for the Ghost! Earn points by buying Levels, and boost your score by playing mini games of PAC-MAN! The game ends when all of the Levels have been purchased. Then the player with the most points wins!

WHAT'S DIFFERENT ABOUT MONOPOLY ARCADE PAC-MAN?

HIGHEST SCORE WINS!

In MONOPOLY Arcade PAC-MAN, points replace money. You win by earning the most points. You earn points by buying Levels and playing mini games of PAC-MAN!

THE GHOST

You play as PAC-MAN, but you'll also move the Ghost on your turn. If the Ghost lands on the same space as your PAC-MAN token, or you land on the Ghost, you must pay 20 points to the Bank.

Note: The Ghost does not follow the rules of any board space.

GHOST DIE

Roll the Ghost die along with the numbered die. Your combined roll determines how far your PAC-MAN token moves. The Ghost die roll determines how far the Ghost moves.

POWER UP

If you land on a Power Up space, you can move to any Level before the next Power Up space. If you **pass** or **land on GO**, play PAC-MAN!

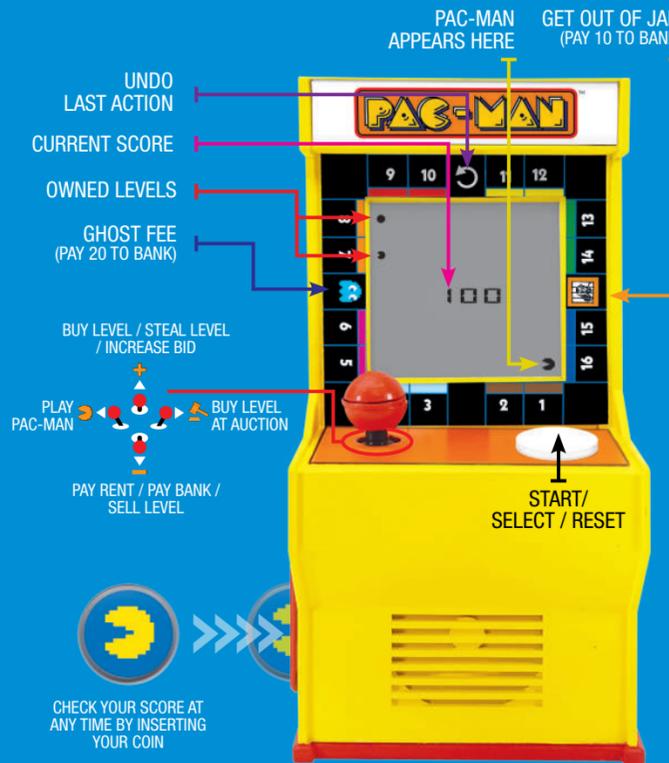
MAZE

If you land on a Maze space, you must move to the Maze space on the opposite side of the board! If you **pass GO**, play PAC-MAN!

POWER PELLET

If you land on a Power Pellet space, you can steal a Level from another player!

BANKING AND ARCADE UNIT



Note: With no coin inserted, the unit goes to sleep. With a coin inserted, the unit goes to sleep after 5 minutes of inactivity. To reset the unit at any time, press and hold for 5 seconds until you see four flashing zeros and hear music. No data is lost until a reset occurs.

SET IT UP!

The first time you play, insert three AAA batteries into the unit.

1 Place the Level cards next to their matching board spaces.

2 Place the Ghost on GO.

3 Each player chooses a PAC-MAN token and takes their matching-colored arcade coin. Place your token on GO, and keep your coin in front of you.



4 Set up the unit:

1. For a new game, press and hold for 5 seconds until you hear music.

2. When the music stops, each player inserts and removes their coin.

The unit will beep and add a starting score of 100 points to your account.

Once all players have inserted and removed their coins, the unit is ready!

5 Each player takes a Reference card. If necessary, refer to it as you play.



PLAY!

How to win

Move around the board buying as many Levels as you can. The more you buy, the more points you can collect in rent. When you **pass** or **land on GO**, use the unit to play a mini game of PAC-MAN and earn even more points! The player with the highest score at the end of the game wins!

Who goes first?

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

On your turn

- Roll both dice.
- Move your PAC-MAN token clockwise that number of spaces.
- Where did you land? Carry out the rules of that board space. See THE BOARD SPACES for more info.
- Move the Ghost clockwise the number of spaces shown on the Ghost die. See THE GHOST on other side for more info.

Example roll:



Moves 7 Moves 2



5. Your turn ends. Pass the dice to your left.

Start playing!

That's all you need to know for now. Look up the spaces as you land on them.

THE BOARD SPACES LEVELS

In MONOPOLY Arcade PAC-MAN, Levels replace properties. They are arranged on the board from least expensive (Level 1) to most expensive (Level 16).

Unowned Levels

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

Want to buy it?

Pay the price on the board space. To pay:

- Insert your coin. On the screen, you'll see your current score.
- Move to . You'll see in the bottom-right corner of the screen.
- Move around the screen until the Level number you want to buy is displayed, then press . The unit will automatically subtract the price on the board space from your score, and you'll see your new score.
- Take the Level card and remove your coin. (If you need to perform another action, keep your coin inserted instead. See FAQs for more info.)

Did you roll doubles? Roll the dice again, and take another turn.

Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

Note: The next time you insert your coin, that Level will either have or next to it to show that you own it! The more Levels you own, the more or you'll see when you insert your coin!

Note: If you do not have enough points to buy a Level, the unit will flash the Level number, a bell will ring, and your purchase will be denied. If you were trying to buy the Level at auction, it will need to be re-auctioned—but this time you can't take part in the bidding!

Note: If you do not have enough points to pay rent, the unit will flash the Level number, a bell will ring, and no payment will be made. See **What if I can't pay?** on other side.

Don't want to buy it?

You must auction it. Bidding starts at 10 points, and anyone can increase the bid by as little as 10 points. You don't need to follow turn order, and the auction ends when no player is willing to increase the bid. If no one wants to bid on the Level, that's fine. No one pays anything, and the Level card stays where it is.

The highest bidder pays the Bank. To pay:

- Insert your coin.
- Move to .
- Move until the Level number you bid on is displayed, then press . You'll see a zero. Then raise the bid by moving to . Each time you do, the bid will increase by 10 points.
- Once you've reached the correct bid amount, press . The unit will automatically subtract the price of your winning bid from your score, and you'll see your new score.
- Take the Level card and remove your coin.

Note: If you do not have enough points to buy a Level, the unit will flash the Level number, a bell will ring, and your purchase will be denied. If you were trying to buy the Level at auction, it will need to be re-auctioned—but this time you can't take part in the bidding!

Note: If you do not have enough points to pay rent, the unit will flash the Level number, a bell will ring, and no payment will be made. See **What if I can't pay?** on other side.

Collect color sets!

When you own each Level in a color set, you can double the rent for those Levels!

Owned Levels

When your PAC-MAN token lands on a Level that someone else owns, that player must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls, you don't have to pay!

Pay the rent shown on the Level card. To pay:

- Insert your coin.
- Move to .
- Move until the Level number you owe rent on is displayed, then press . The unit will automatically subtract the rent on the Level card from your score, and you'll see your new score.
- Remove your coin. The next time the player you just paid inserts their coin, they'll see their new score, which will now include the rent you paid them!

Note: If you do not have enough points to pay rent, the unit will flash the Level number, a bell will ring, and no payment will be made. See **What if I can't pay?** on other side.

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ACTION SPACES

GO

When your PAC-MAN token **passes** or **lands on** the GO space, you get to play a mini game of PAC-MAN! Any points you earn will be added to your score. To play PAC-MAN:

- Insert your coin.
- Move to . You'll see your current score within a maze. Press . Now you'll see four ghosts above your score, and music will play. When the music stops, start playing PAC-MAN!

You'll have 15 seconds to move PAC-MAN through the maze, helping him to eat as many pellets as possible.

You'll earn 10 points for every 5 pellets (the tiny dots) you eat, and 10 points for every power pellet (the slightly larger dots) you eat. When you eat a power pellet, you'll hear a special sound and the ghosts will start flashing, which means you can eat them! Each ghost is worth 10 points.

Once your time is up or you run into a ghost, the game will freeze. You'll hear music and see your new score.

- Your mini game of PAC-MAN is over! Remove your coin.

Power Up

If your PAC-MAN token lands on one of these spaces, you may move to any Level before the next Power Up space. Follow the rules of that space. If you **pass** or **land on GO**, play PAC-MAN!

Maze

If your PAC-MAN token lands here, you must move to the Maze space on the opposite side of the board. If you **pass GO**, play PAC-MAN!

Power Pellet

If your PAC-MAN token lands here, you may steal a Level from another player. But you can't steal a Level that is part of a complete set. To steal:

- Insert your coin.
- Move to .
- Move until the Level number you want to steal is displayed, then press . Your score won't change since you got that Level for free!
- Take the Level card and remove your coin.

Note: You may not steal a Level from the Bank. If you do, you must sell it back immediately and go to Jail! If you try to steal a Level that you already own, the unit will flash the Level number and a bell will ring. Choose a different Level!

Free Parking

Relax! Nothing happens.

Just Visiting

Don't worry. If your PAC-MAN token lands here, simply put it in the Just Visiting section.

Go to Jail

If your PAC-MAN token lands here, you must move it to the Jail space immediately! Do not pass GO, and do not play a mini game of PAC-MAN. Your turn is then over. You can still collect rent and bid during auctions while you are in Jail.

How do I get out of Jail?

You have two options:

- Pay 10 points** to the Bank at the start of your next turn. To pay:
 - Insert your coin.
 - Move to .
 - Move to on the unit. You'll see -10 (the points to be subtracted from your current score). Press . You'll hear a sound and see your new score.
 - Remove your coin and take your turn as normal.
- Roll doubles** on your next turn. If you do, you're free! Take your turn as normal (i.e., use the combined dice roll to move your PAC-MAN token, and the Ghost die roll to move the Ghost). You can use up to three turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay 10 points to the Bank as described above, and use your last roll to move.