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Thread: [Issue with Monopoly's electronic banking device](#)

Dr1ps - May 2, 2016, 10:44 am

I dug up my old Monopoly from 2005 which is using electronic banking, and everything is looking great except from the device that manages the balances. Basically, all cards have little peaces sticking out, so when you insert them in the device, little levers are pulled up and they click some buttons. According to the button combination clicked, the device recognizes the card number. For example, if button 2 and button 3 are clicked, it manages the balance for the card 4. This is where I'm having the issue.

For some reason, in the deposit slot it recognizes a card as card 1. But in the withdraw slot, it recognizes it as card 4. Any ideas how to fix this? I mean I even opened it up and the buttons seem to be fine so I guess I need to go deeper.

<https://i.imgur.com/8PfgiaU.jpg>

Actually I just figured out the issue. The middle button from the upper group isn't working, so when the combination includes the middle button, it counts only the rest buttons but not that one.

EDIT: I think the actual issue is that the button doesn't send enough power to trigger the command, so probably just changing the batteries will fix it. Brb.

EDIT2: Nvm I fixed it, the button wasn't pressed all the way because the card's bump wasn't big enough. I just added some of that thing that looks like gum on the button to make it more sensitive and it's all good.