



NTSC U/C

PlayStation™



SLUS-00507
99064

MONOPOLY[®]

BRAND

Parker Brothers Real Estate Trading Game



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

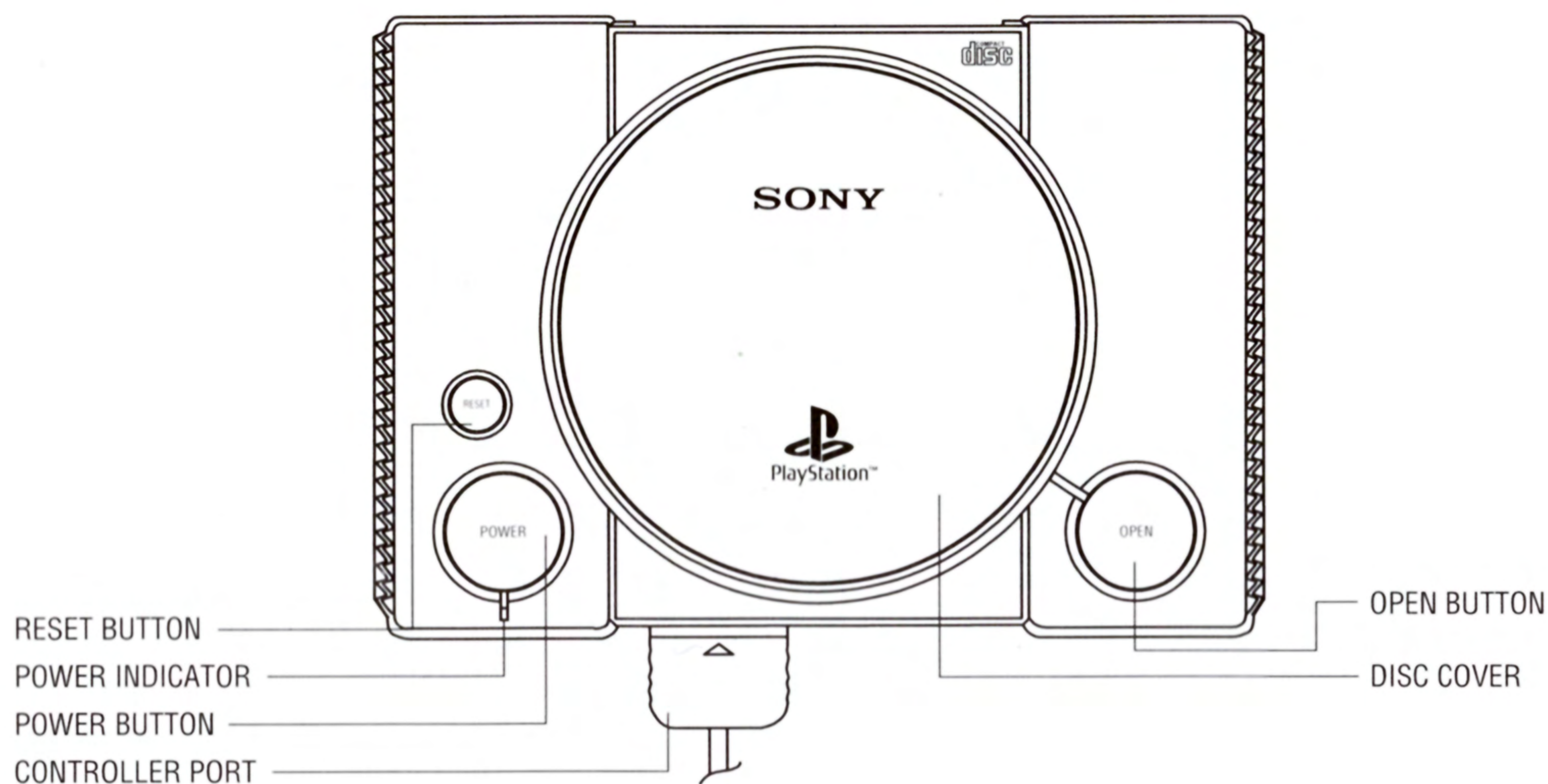
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED	4
SETTING UP MONOPOLY® ON THE PLAYSTATION™	5
SETTING UP THE GAME	6
STARTING A NEW GAME	8
A GAME TURN	9
LANDING ON PROPERTY	10
RAISE MONEY	11
TRADING, DEALING AND HOUSEKEEPING	12
ENDING THE GAME	16
ADVANCED OPTIONS	16
BASIC MONOPOLY® RULES	18
CUSTOM GAME RULES	23
INTERNATIONAL OPTIONS	25
TECHNICAL SUPPORT	27
LEGAL NOTICE/LIMITED WARRANTY	28
CREDITS	29

GETTING STARTED

1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing a compact disc.
3. Insert the Monopoly® disc and close the CD door.
4. Insert game controllers and turn on the PlayStation™ game console.
5. Follow on-screen instructions to start a game.

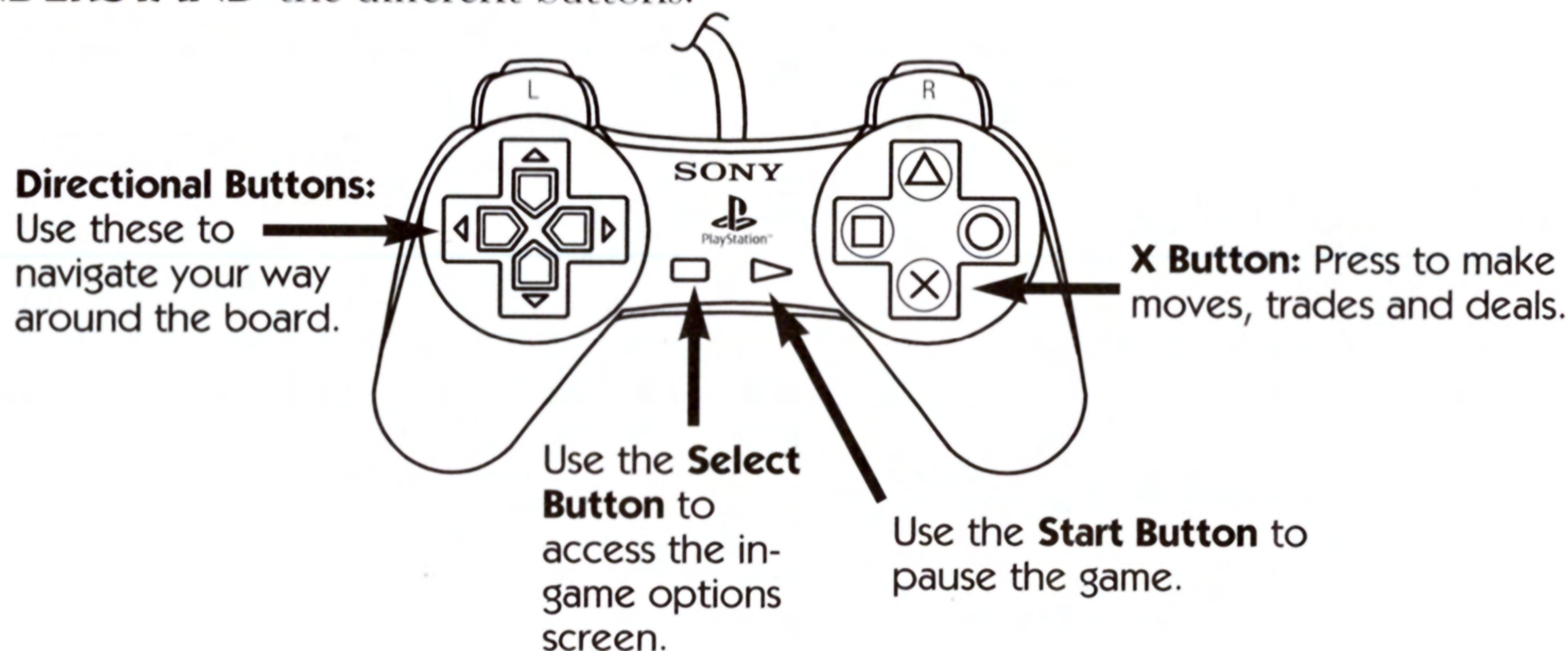


SETTING UP MONOPOLY® ON THE PLAYSTATION™

SET UP your PlayStation™ as described in your PlayStation™ manual.

INSERT the Monopoly® CD.

UNDERSTAND the different buttons:



Note: If you are using a Multi-tap it must be connected to port 1, and must not be connected to port 2. Also, a controller must be connected to port 1-A of the Multi-tap.

USING A MOUSE

Use the mouse to move the pointer over the icons on-screen. The left mouse button selects **X**. The right mouse button will pause the game and allow you to access the in-game options. The left mouse button functions the same as the **X** button on the standard Playstation™ controller. Note: You cannot plug a mouse into a Multi-tap.

SETTING UP THE GAME

At the start-up menu you have the following options:

START NEW GAME

See “Starting a New Game” on page 8.

GAME OPTIONS

Custom Game Rules

You can customize many of the rules for Monopoly®. Please see page 23 for a complete explanation of the rules which you can modify.

International Options

You can choose to play with some of the European rules for Monopoly®. See page 25 for a description of these rules.

Sound Effects

Here you can adjust the volume of the sound effects.

Music

Select from 4 different music tracks to play during the game. You can also adjust the volume of the music.

Movie Options

This menu allows you to turn the background movies on or off.

Set Screen Position

Allows you to adjust the screen image in order to better fit your monitor or TV.

MEMORY CARD OPTIONS

This menu allows you to load or save a game.



RICH UNCLE PENNYBAGS™ HAS ARRIVED!

To get started:



Choose a token to represent your player on the gameboard. Starting out with \$1,500 in cash, you travel around the board, buying up property, developing those properties and collecting rent from other players who land on your property.



Play with up to 3 human or computer opponents. There are many computer opponent AI profiles to choose from (see chart below). If things are going well, you may find yourself with massive empires in the making. But watch out for those incidental taxes, chance and community chest cards that sometimes bring with them cruel twists of fate.



Land on your opponents' properties and you could find yourself with high rents to pay. You could even end up in the bankruptcy court, and out of the game. The richest player at the end of the game, who doesn't go bankrupt, is the winner.



Name of AI Player	Intelligence level	Caution level
Dana	1	1
Fox	2	3
Guybrush	3	2
Kitana	4	4
Malcolm	5	7
Ruprecht	6	5
Standard	7	8
Simpleton	8	7
Tarbosh	9	10
Zanthia	10	9

Intelligence is rated on a scale of 1 - 10 with 10 being the most intelligent.

Caution is rated on a scale of 1 - 10 with 10 being the most cautious.

Caution refers to how careful the AI player is with regard to purchases and trading.

STARTING A NEW GAME

When you start a new game, you will be asked to select a new player. Choose a token for yourself, then add other human and/or computer controlled opponents to the game by selecting tokens for them. If you want to change a player, select DELETE PLAYER from the menu. If you select QUIT you will go back to the start-up menu. When you have at least two players you can start your game by pressing GO. You will then come to the game play screen. Note: All games must have at least one human player!



GO

Each player starts at GO. Every time you pass GO, you will receive \$200, added automatically to your account, with the exception of having been sent to jail.

TOOL TIP BAR

The Tool Tip Bar displays your options as you move the cursor over the various icons. It also prompts your next move.

RICH UNCLE PENNYBAGS ICON

Throw your dice with the Pennybags icon by moving your cursor over the icon, then pressing the **X** button.

TRADING SCREEN/PLAYER STATUS WINDOW

This contains all of the information relating to your position in the game. It highlights the amount of cash you have, the properties you own and any special cards you have inherited (such as Get Out of Jail Free). From this window you can also access a screen where you can perform the following functions:

- Propose a trade

- Buy and sell houses

- Mortgage and unmortgage property

- Raise money



A GAME TURN

It is your turn when the gameboard rotates until your token is on the edge of the board and the dialogue message tells you that you are up (for example: PLAYER 1).

ROLLING THE DICE

Click on the Pennybags icon to roll the dice. Your token will move to the relevant square on the gameboard.

LANDING ON PROPERTY

LANDING ON YOUR OWN PROPERTY

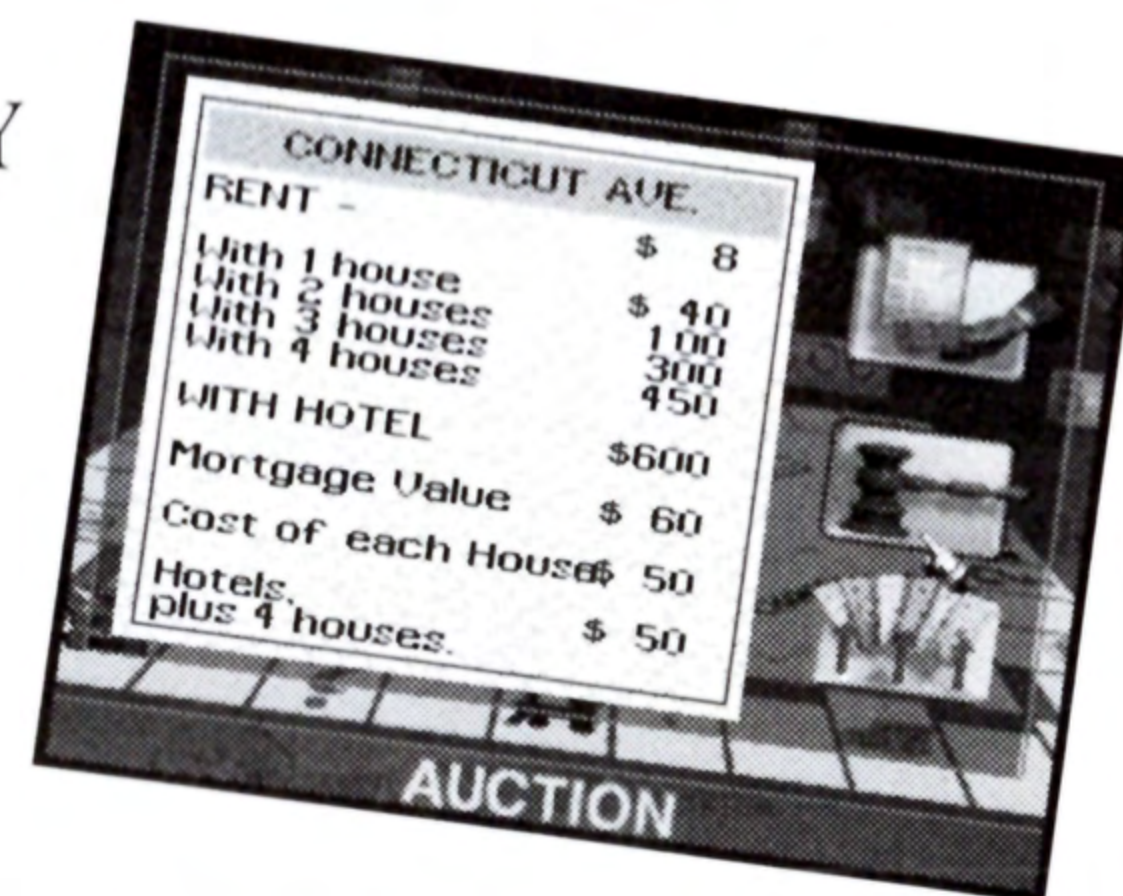
Nothing happens, this is the end of your turn.

LANDING ON AN OWNED PROPERTY

Is there a Rent Immunity Agreement in place? (See TRADING, DEALING and HOUSEKEEPING). If there is no Rent Immunity Agreement, the rent money owed will be deducted directly from your funds. If a property set is owned you will have to pay double the rent normally charged for that property. If you don't have enough money to pay, you must first try to RAISE MONEY to settle the debt. If you can't pay the debt, you will be declared bankrupt and forced out of the game.

LANDING ON UNOWNED PROPERTY

After landing on an unowned property, you must now decide whether you want to BUY or AUCTION the property.



CONNECTICUT AVE.	
RENT -	
With 1 house	\$ 8
With 2 houses	\$ 40
With 3 houses	100
With 4 houses	300
	450
WITH HOTEL	
Mortgage Value	\$600
Cost of each House	\$ 60
Hotels, plus 4 houses.	\$ 50



BUY: You can buy a property by moving the cursor over the Buy icon and pressing the **X** button. The property will be added to your portfolio (if you have enough money to pay for it), and the cash will be automatically deducted from your account. The property in question will be added to your assets, and will be represented by a strip of color in the corresponding color set in the Player Status Window.



AUCTION: When a player starts an auction, a section will appear showing Uncle Pennybags and the token of the player who started the auction. This player is automatically the highest bidder because they start the auction with the automatic bid of \$1.

If you want to join in the auction, you must press any button, before Uncle Pennybags sells to the current highest bidder. He will bang his gavel and announce "Going once...going twice...sold!" Having interrupted the screen, each player will be asked, in turn, if they would like to PASS or BID. If you decide to BID, a screen will appear showing three notes \$50, \$5 or \$1.

Players raise the bid by moving the pointer over one of the note denominations and pressing the **X** button. The player with the highest bid will see their token on screen along side the amount that is bid. When you have finished bidding, press OK and it will be the next player's turn.

Once everyone has bid or passed, you will return to the first screen with Uncle Pennybags and the highest bidder. If any player interrupts the auction sign-off, the whole process will start over again. If no one interrupts, the current highest bid wins the property.

RAISE MONEY

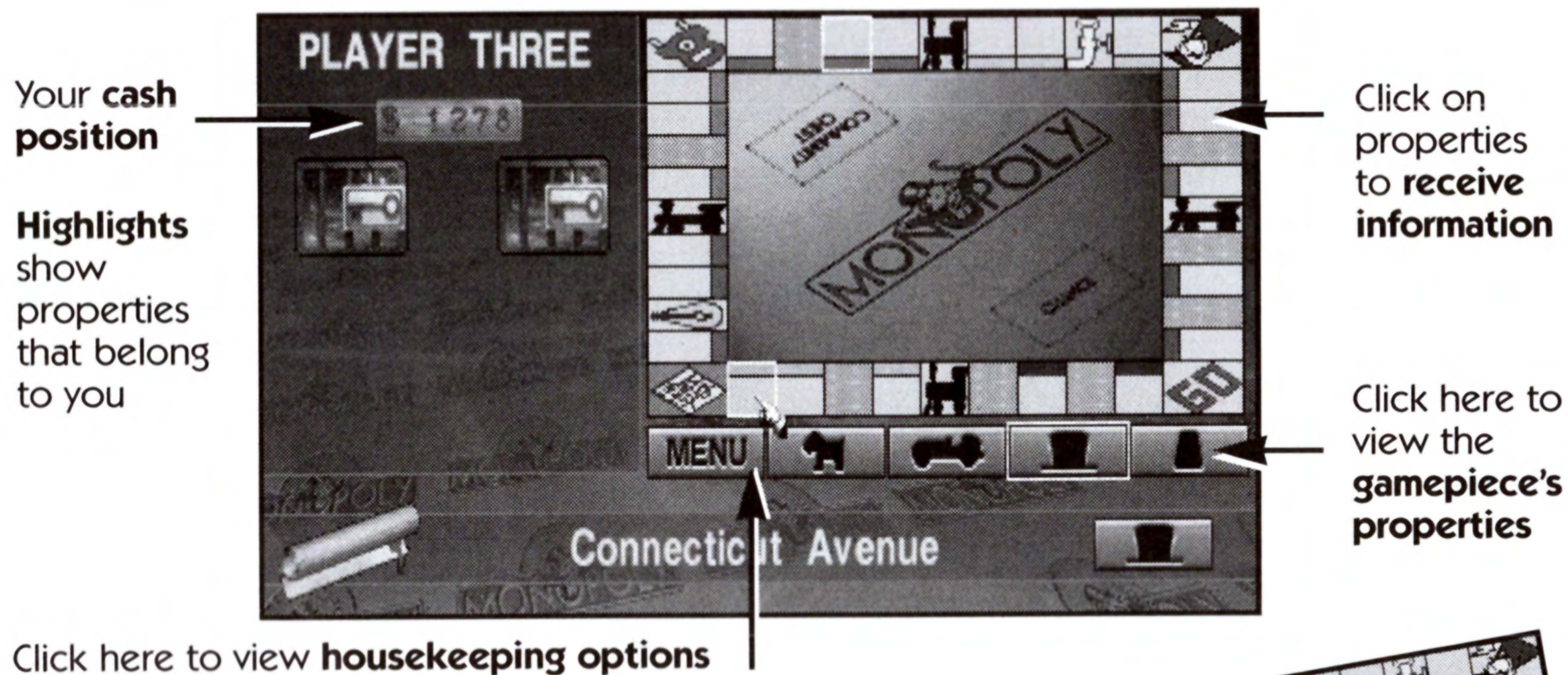
If you don't have enough cash but you want to buy the property, you must first raise some capital. Click on the RAISE MONEY icon and you will be taken to the Trading Screen. Select MENU to be taken to the housekeeping options. From this screen you are given some of the options on how you could raise money. You can either propose a trade, mortgage property, or sell houses. See the relevant sections in the manual.

TRADING, DEALING AND HOUSEKEEPING

From the Trading Screen, you can access screens that will allow you to propose a deal, mortgage or unmortgage a property, buy or sell houses and hotels, or view the properties in your and your opponents' portfolio.

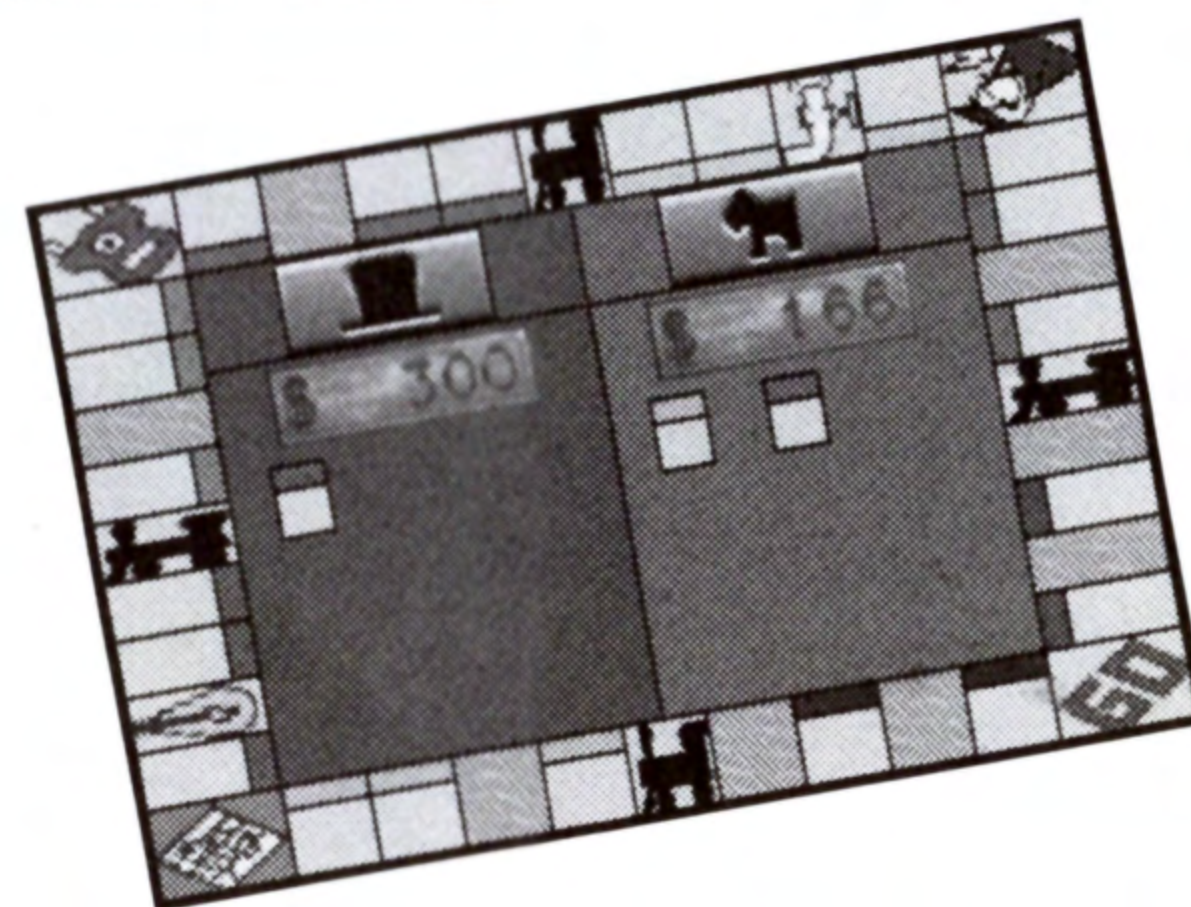
Note: The transactions listed above are only available to you, prior to rolling the dice.

To make any of the above moves, you must first click on your Player Status Window which will take you to the Trading Screen.



PROPOSE A TRADE

From the MENU, you can choose to Propose a Deal. Do this by moving the cursor over the icon and pressing the **X** button. To start a trade you must first select a trading partner. Once you have chosen this partner you can trade any of the following:





PROPERTY To trade a property, move your cursor over the property you want to acquire, then press the **X** button to pick it up. Move it over the other player's trade box, and press the **X** button to drop it into their box. **Note: Only eligible properties are highlighted and selectable.**



CASH To trade cash, select the money icon. Then use the monetary notes to assemble the amount of cash you want to either offer for a property, or what you want to receive in return for one of your properties. Select cancel to clear the amount.



GET OUT OF JAIL FREE If you or your trading partner have a Get Out of Jail Free card, you can click on the icon in the trading menu. Move the icon over the recipient's box and press the **X** button to drop it in.



IMMUNITY FROM RENT Select the immunity from rent icon. You will be asked what property you want to give or receive immunity from. Move the shield icon over the property in question and click on it. The icon will turn into a piece of paper with wings. Place this icon in the trading-partner's trade box. You will be asked how many legal landings will be allowed before the immunity expires. Use the left and right arrows to choose a number between 1 and 99.



TRADING WHILE IN JAIL You will only be allowed to trade while in jail if you have turned the option on before starting a game.

Press OK to confirm the first part of the trade. Now place what you want to receive from the trade into your trading box.

Press OK to go to the Submit Deal screen.

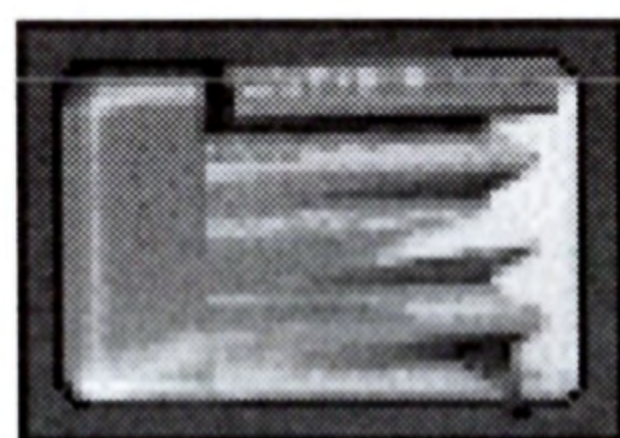
MORTGAGE A PROPERTY



Select the mortgage property icon. All properties eligible for mortgage will be highlighted, excluding those properties already mortgaged. Select the property you want to mortgage by moving to the property, and pressing the **X** button. The property will be given a mortgaged tag, and the cash raised will be added to your account. Click OK (in the center of the screen) to leave the mortgage section.

Note: You will not be able to mortgage property if you have already started building on it.

UNMORTGAGE A PROPERTY



Select the unmortgage property icon. All eligible (mortgaged) properties will be highlighted. Select the property you want to unmortgage then press the **X** button. The property mortgage tag disappears and the equivalent sum of cash plus 10% is deducted from your account. If you need to raise money, return to the main menu and raise money by selling houses, mortgaging properties, or trading. When completed, click OK (in the center of the screen) to leave the unmortgage section.

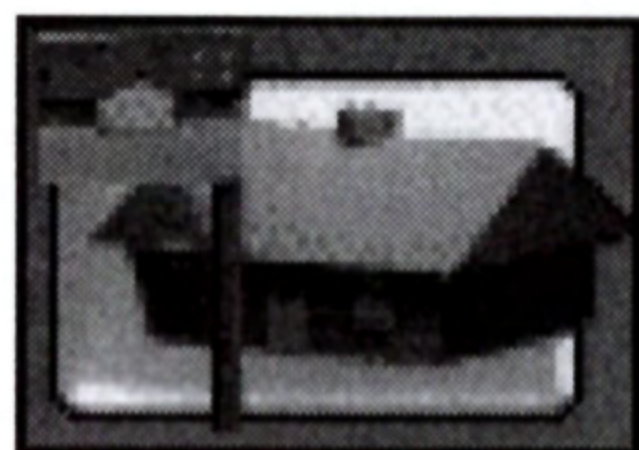
BUY A HOUSE



Select this option by moving over the icon and pressing the **X** button. Next, select the property where you want to build the house. All eligible properties are highlighted, excluding mortgaged properties. **Note: Before you can buy a house, you must have a full set of unmortgaged properties. Before you can buy a hotel, you need the cash or value equivalent to 4 houses.**

Houses and hotels must be bought in an even amount and distributed evenly between your sites, unless the even build rule is turned off. Repeat the process to add multiple houses. For each purchase, cash will be debited from your account.

Your houses and hotels will be displayed on the properties. Click OK (in the center of the screen) to leave the Buy a House section.



SELL A HOUSE

Select this option by moving over the icon and pressing the **X** button. All eligible properties are highlighted. Next, select the property from which the house is to be taken. The house will be removed and the money added to your account. Repeat the procedure until you have finished selling off your houses. Click OK (in the center of the screen) to leave the Sell a House section.

Just as houses and hotels are bought evenly, you must break down houses and hotels evenly if you are selling back to the bank to raise cash.



PAYING YOUR TAXES

The amount you owe will be automatically deducted from your account, providing you have enough to pay the debt. If you don't have enough money to pay, you must first try to raise money to settle the debt. If you can't pay the debt you will be declared bankrupt and forced out of the game.

LANDING ON CHANCE OR COMMUNITY CHEST

When you land on one of these spaces, the consequences of the card will be enforced automatically while you read of your fate on screen.

LANDING ON INCOME TAX

If you land here, you must first select a payment option (an estimated tax of \$200, or 10% of your total worth) and then pay that amount to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all buildings you own. You must decide which option you will take before you add up your total worth.

LANDING ON FREE PARKING

If the "Free Parking Collects Fines" is on, any charge that is incurred by a player (i.e. income tax) is paid into a pot. If you land on Free Parking, you collect all of the money in the pot at that time. To see how much money is available, move your pointer over your Play Information Box (your token at the top of the screen) using the Directional buttons. Then press the **X** button. Now move your pointer over the Free Parking square on the board and press the **X** button. The available amount will be displayed.

ENDING THE GAME

Continue playing until only one person remains in the game, having escaped bankruptcy.

ADVANCED OPTIONS

Relative to Computer AI options, you can Save your Options as defaults only if a memory card has been inserted prior to starting the game. This will automatically save all your options as default. If the card is inserted before you put the Monopoly[®] CD into your PlayStation[™], the next time you load the game your options will be pre-set.



SAVING GAMES AND MEMORY CARD OPTIONS

At the start of a turn you can pause and elect to save your game to a memory card. This way you don't have to complete your game in one sitting. When you re-load the game, select MEMORY CARD OPTIONS, select your saved game and continue from the point the game was saved.

From the Memory Card Option screen you have two options:

SAVE GAME



(Only available if you are currently playing a game and have accessed the screen from the pause menu.). Move the cursor over a free game slot and press **X** to save your game. Note: you can save over an old game by clicking on it, instead of over a free slot. Press OK to save the game or CANCEL to quit back to the Memory Card Options.

LOAD GAME

Move the cursor over the game you wish to play, press **X**. Select OK to start the game at the point you last saved it, with the same options and players. Select CANCEL to quit back to the Memory Card Options.

BASIC MONOPOLY RULES

OBJECT

The object of the game is to become the wealthiest player through buying, renting and selling property.

PREPARATION

Each player chooses one token to represent him/her while traveling around the board. Each player is given \$1,500 in cash.

THE BANK

The Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells houses and hotels to the players and gives credit when required on mortgages. The Bank collects all taxes, fines, loans and interest, and the price of all properties which it sells and auctions. The Bank never "goes broke."

GAMEPLAY

Start the game by picking the players. (See Starting A New Game). After the first player has completed his/her turn, play passes to the left... clockwise on the screen. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time. According to the space your token reaches, you may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a card, "Go to Jail," etc. If you throw doubles, your token moves as usual and you are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, you throw again and your token moves as before. If you throw doubles three times in succession, your token moves immediately to "In Jail."



GO

Each time a player's token lands on or passes over GO, whether by throw of the dice or by drawing a card, the Bank pays him/her \$200. The \$200 is paid only once each time around the board. However, if you pass GO on the throw of the dice and land two spaces beyond it on Chance, or seven spaces beyond it on Community Chest, and you draw the "Advance to GO" card, you collect \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card.

BUYING PROPERTY

Whenever you land on an unowned property you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership. If you do not wish to buy the property, the Bank sells it at auction to the highest bidder. The buyer pays to the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option of buying it at the printed price, may bid.



PAYING RENT

When you land on property owned by another player, the owner collects rent from you in accordance with the list printed on the Title Deed card. If the property is mortgaged, no rent can be collected. When a property is mortgaged, the reverse side of its Title Deed card is seen. It is an advantage to hold all the Title Deeds in a color-group because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that group is mortgaged.

CHANCE AND COMMUNITY CHEST CARDS

When you land on either of these spaces, follow the instructions. The "Get Out of Jail Free" card is held until used. If the player who draws it does not wish to use it, he/she may sell it, at any time, to another player at a price agreeable to both.

INCOME TAX

If you land here, you have two options: You may estimate your tax at \$200 and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand,

printed prices of mortgaged and unmortgaged properties and cost price of all buildings you own. You must decide which option you will take before you add up your total worth.

JAIL

You land in Jail when: (1) your token lands on the space marked "Go to Jail"; (2) you draw a card marked "Go to Jail"; or (3) you throw doubles three times in succession.

When you are sent to Jail you cannot collect \$200 in that move for passing GO since, regardless of where your token is on the board, you move directly to Jail. Your turn ends when you are sent to Jail. If you are not 'sent' to Jail, but in the ordinary course of play land on that space, you are "Just Visiting." You incur no penalty and you move ahead in the usual manner on your next turn. You get out of Jail by: (1) throwing doubles on any of your next three turns; if you succeed in doing this, you immediately move ahead by the number of spaces shown by your doubles throw; even though you had thrown doubles you do not take another turn; (2) using the "Get Out of Jail Free" card if you have it; (3) purchasing the "Get Out of Jail Free" card from another player and playing it; or (4) paying a fine of \$50 before you roll the dice on either of your next two turns. If you don't throw doubles on your third turn, you must pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw. Even though you are in Jail, you may buy or sell property, and collect rent.

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 you own all the properties in a color-group you may buy houses from the Bank to place on those properties. If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this or any other complete color-group that you own. Following these rules, you may buy and erect at any time as many houses as your judgment and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one house on every property of that group. You may then begin on the second row of houses, and so on up, up to a limit of four houses to a property. For example, you cannot build three houses on one property if you have only one house on another property of that group. As you build evenly, you must also break down evenly if you sell houses back to the Bank (see Sell A House).

HOTELS

When you have four houses on each property of a complete color-group, you may buy a hotel from the Bank and erect it on any property in that color-group. You return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card. You may erect only one hotel on any one property.

BUILDING SHORTAGES

When the bank has no houses to sell, players wishing to build must wait for some player to turn back or to sell his/her 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 are sold at auction to the highest bidder.

SELLING PROPERTY

Not improved properties, Railroads, Electric Company and Water Works may be sold to any player as a private transaction for any amount that the owner can get. House and hotels may only be sold to the Bank. No property can be sold to another player if houses and hotels are standing on any properties of that color-group. Any houses or hotels 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 of the price paid for them. All houses on one color-group must 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 hotel at a time (one hotel equal five houses), evenly, in reverse of the manner in which they were erected.

MORTGAGES

Not improved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the houses or hotels on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card. No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged 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 as 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. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property. If you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

BANKRUPTCY

You are declared bankrupt if you own more than you can pay either to another player or to the Bank. If your debt is to another player, that player will receive all that you have of value and you will be removed from the game. In making this settlement, if you own houses or hotels, these will be returned to the Bank in exchange for money to the extent of one-half the amount paid for them and this cash is given to the creditor. If you have mortgaged property, it will also be turned over to your 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 mortgage. The new owner who does this may then, at their option, pay the principal or hold the property until some later turn, then lift the mortgage. If they hold property in this way until a later turn, they must pay the interest again upon lifting the mortgage. Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, all your assets will be turned over to the Bank. In this case the Bank immediately sells by auction all property so taken, except houses and hotels. A bankrupt player will be immediately removed from the game. The last player left in the game wins.

MISCELLANEOUS

Money can be loaned to a player by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.

IMMUNITY

As part of a trading transaction, one player may grant another immunity from paying rent a number of times when they land on a property or set of properties. These immunities may not be sold or traded to a third party.

CUSTOM GAME RULES

You can customize the rules that will be used during gameplay. From the main menu select "Game Options" then select "Custom Game Rules."

SHORT GAME

There are three differences in rules for the "Short Game."

1. Start the game with two property cards the price of which is automatically deducted from your cash. Play then starts as in the standard game.
2. In this short game you only need to build three houses (instead of four) on each site of a complete color-group before buying a hotel.
3. END OF GAME. The first player to go bankrupt retires from the game as in the standard game. However, as soon as a second player goes bankrupt, the game ends. The bankrupt player turns over to his creditor (either the Bank or another player), all that he has of value, including buildings and any other properties.

Each remaining player then values his property to include:

1. Cash on hand;
2. Properties, utilities and stations owned at the price printed on the board;
3. Any mortgaged properties owned, at half the purchase price;
4. Houses valued at the purchase price;
5. Hotels valued at the purchase price including the value of the three houses exchanged.

The richest player wins!

FREE PARKING COLLECTS FINES

With this rule set, any charge that is incurred by a player (i.e. income tax) is paid into a pot. Any player that lands on "Free Parking" then collects all the money in the pot.

LANDING ON GO DOUBLES YOUR BONUS

With this rule set, if you land on GO you will receive \$400 instead of \$200.

PASS ON BUYING PROPERTY

In Monopoly you have no choice but to buy or hold an auction for a property when you land on it. Turning this rule off allows you to pass, and not buy the property. The auction button becomes a pass button.

YOU MUST GO AROUND THE BOARD ONCE BEFORE PURCHASING

With this rule set, all players must go around the board and pass GO before buying a property.

EVEN BUILD RULE FOR BUILDINGS

With this rule set, you must buy houses in even sets (i.e. you must have 1 house on each property in a set before you can buy a second house for any of the properties in that set).

INFINITE NUMBER OF BUILDINGS IN THE BANK

With this rule set, the number of buildings for sale by the Bank becomes infinite. If this rule is off, there are only 32 house and 23 hotels available to be shared by all players.

YOU MAY CONTINUE DEALING FROM JAIL

With this rule set, you may continue to trade (buy or sell houses, mortgage properties, etc.) when in jail.

IMMUNITY FROM RENT CAN BE OFFERED AS PART OF THE DEAL

With this rule set, immunity from rent can be offered in place of cash or other trading items. This means that, for a given amount of landings, the player you have given immunity to does not pay rent on any of your properties.

OFFICIAL OPTIONS

This resets all of the above options to the default U.S. options.

INTERNATIONAL OPTIONS

You can turn some of the European rules on and off. From the main menu select "Game Options," then select "International Options."

CANNOT THROW DICE AGAIN AFTER LEAVING JAIL WITH A DOUBLE

If you throw a double to get out of jail, this option stops you from being able to throw another double.

PROPERTIES COLLECT RENT REGARDLESS OF MORTGAGE STATUS

If a property is mortgaged, you do not normally collect rent when someone lands on it. With this rule set, you will receive rent.

NO "PAY 10%" INCOME TAX OPTION

This removes the 10% option when you have to pay income tax. If it is off, when you have to pay income tax, you can either pay \$200 or 10% of ALL YOUR ASSETS including properties, house, hotels etc.

If you do not have enough money to pay 10% of your assets this option will not be selectable until you raise enough money to pay it.

LUXURY TAX \$100 INSTEAD OF \$75

When you get charged luxury tax this increase the charge to \$100 instead of \$75 (Makes it a bit harder!)



TECHNICAL SUPPORT

If you are having technical difficulties with the Monopoly® PlayStation™ game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call 800-997-7455. If you live in an area that does not support the 800 number, please call (410) 568-2377. Support hours are from 8:00 a.m. to 12:00 a.m., Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the Monopoly® PlayStation™ game to: support@hasbro.com

To find out more about the Monopoly® PlayStation™ game visit: <http://www.monopoly.com>

For information on any other Hasbro Interactive CD-ROM game, visit: <http://www.hasbro.com>

Monopoly, the distinctive design of the gameboard, the four corner squares, as well as each of the distinctive elements of the board and the playing pieces are trademarks of Hasbro, Inc. for its real estate trading game and game equipment. © 1935, 1997 Hasbro, Inc. © 1997 Hasbro Interactive, Inc. All rights reserved.

Interactive Monopoly software developed by Westwood Studios, Inc.

Developed for the PlayStation™ game console by Gremlin Interactive Limited.

MONOPOLY® FUN FACTS

Since 1935 more than 160 million copies of the world's most popular board game have been sold and over 480 million people have played Parker Brothers' classic game. The sixty-one year old game maintains its status as the world's favorite board game, with over 2 million copies sold last year.

Since the first MONOPOLY game rolled off the Parker Brothers' assembly line in the U.S., the MONOPOLY Brand has grown to include:

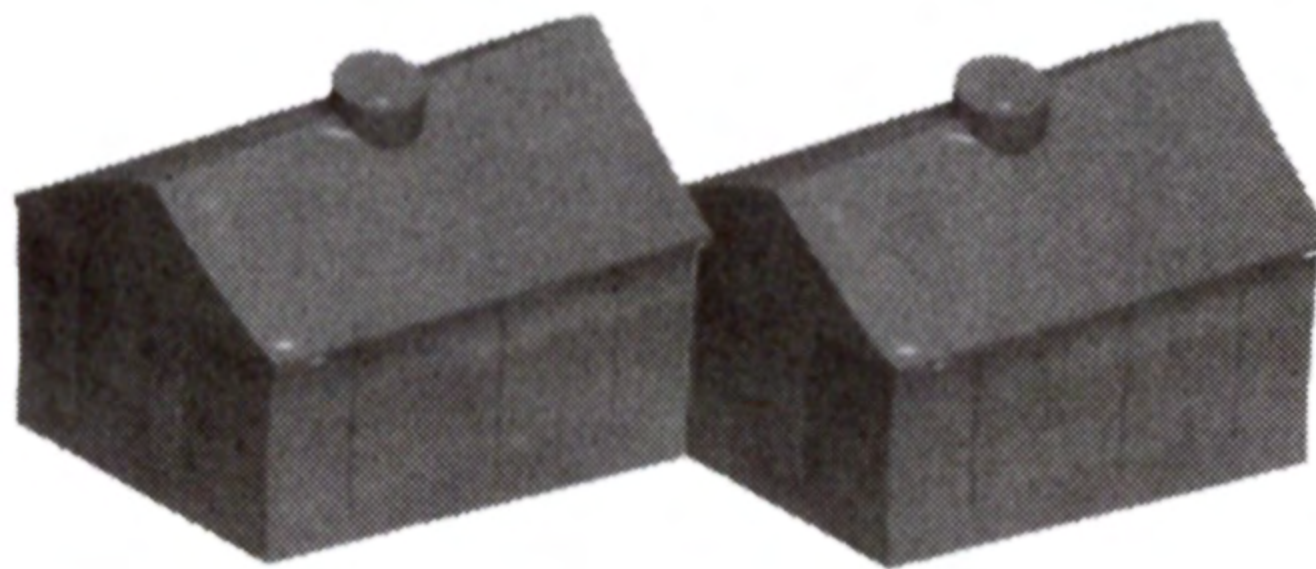
MONOPOLY Standard Edition - the familiar red and white boxed game that's sold more than 160 million copies worldwide.

MONOPOLY Deluxe Edition - a premium edition with unique features like the title deed card carousel, wooden houses and hotels, and a bonus token, the ever-popular locomotive.

MONOPOLY JR - MONOPOLY JR features an amusement park themed board and friendlier property prices and rents that use smaller denominations of money.

MONOPOLY JR Travel - a portable, self-contained game for family trips.

Express MONOPOLY Card Game - a fast paced card game in which "tycoons" compete to collect four-card monopolies.



Licensed products - from city editions of the MONOPOLY game to MONOPOLY beach towels and a MONOPOLY wristwatch featuring Rich Uncle Pennybags.

Today, MONOPOLY games are available in 75 countries and in 26 languages. Some of the foreign editions' game boards are customized to reflect local properties and landmarks..

The MONOPOLY game was first sold outside of the United States in the United Kingdom. Currently, the top-five countries for MONOPOLY game sales are: The United States, United Kingdom, Canada, France and Germany.

During World War II, escape maps, compasses and files were inserted into MONOPOLY game boards smuggled into POW camps inside Germany, with real money for escapees slipped into packs of MONOPOLY game money.

At the 1959 American National Exhibition in Moscow, all six sets of the MONOPOLY game that were on display mysteriously disappeared!

In 1996, the winner of the World MONOPOLY Game Championship in Monte Carlo won a Rich Uncle Pennybags-fashioned top hat filled with \$15,140 (US) ... the amount of money in a MONOPOLY game ... and a silver trophy.



LEGAL NOTICE/LIMITED WARRANTY

HASBRO INTERACTIVE'S LIMITED NINETY-DAY WARRANTY

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the Monopoly[®] PSX game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Customer Support Department toll free at (800) 997-7455, or (410) 568-2377 for international calls between the hours of 8:00 a.m. and 12:00 a.m. Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

DISC REPLACEMENT POLICY

If this CD-ROM product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Hasbro Interactive Software Consumer Returns, 50 Dunham Road, Beverly, MA 01915, for a free replacement. This policy applies to the original purchaser only.

LIMITATIONS ON WARRANTY

Unauthorized representations: Hasbro Interactive warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Hasbro Interactive dealer, distributor, agent or employee, shall be binding upon Hasbro Interactive or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, Hasbro Interactive makes no other warranty, expressed or implied, regarding this product. Hasbro Interactive disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow exclusions or limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

No consequential damages: Hasbro Interactive shall not be liable for special, incidental, consequential or other damages, even if Hasbro Interactive is advised of or aware of the possibility of such damages. This means that Hasbro Interactive shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause, except for the actual cost of the product. In no event shall Hasbro Interactive's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software or manual to other parties in any way. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise use it on more than one computer or computer terminal at the same time.

CREDITS

Hasbro Interactive

Producer

Andrei Nadin

US Producers

Eric Hayashi / "Big" Mike Glosecki

Product Manager

Joe Gammal

Creative Director

John Sutyak

Creative Services

Steve Webster
Jennifer Brackett
Elizabeth Mackney

Localization

Sam Baker

Lead Tester

Stuart Thody

QA Managers

Roger Carpenter, Michael Craighead

Additional Testing

Rik Alexander
Stuart Thody
Christine Fisher
Yaw Diabah
Thomas Allen
Jen Kaczor
Jeff Grady
Jeff Kingston

Hasbro Interactive Management Team

Tom Dusenberry, Barry Jafrato,
Kevin Buckner, Clive Robert,
Tony Parks, Kevin Gillespie

Worldwide Marketing

Gale Steiner, Mary Miller, Debra
Shlens, Torsten Opperman, Jean-
Michel Coletti, Olivier Salomon,
Liz Morgan, Thomas Jaepel

SPECIAL THANKS

SDL Ltd.
GETS Corporation
Cosmo Communications Inc.
Dana Henry
Kim Hannaway
Tony Moriera
Whitney Grimm
John Lamond
Tracy Kureta



GREMLIN Interactive STUDIOS

Development Manager

Martin Hooley

Producer

Tina Scholefield-Nicholson

Lead Programmer

Adrian Hirst

Programmers

Karl West
Nigel Conroy

Game Design

Martin Hooley
Andrei Nadin
Wayne Reynolds

Art Resource Manager

Shaun McClure

Concept Artists

Wayne Reynolds
John Taylor
Allen Bednar

Artists

Richard Lodge
Steven Noake
Dave Hall
Emel Akiah
Tom Kelly
Phil Brown
Kaye Elling
Dawn Whitehead-Binns
Steve Hales
Derek Ham

Music & Sound Effects

Kevin Savill



Check Out These Other Great Hasbro Interactive™ Games for the PlayStation™ Game Console!

Frogger®

HE'S BACK!

The coolest amphibian in town is now armed with Power Croak, Super Jump and a Heat Seeking Tongue. The 80's Arcade Game Revived, Rebuilt & Ready to Hop!



Maximize, Terrorize!

Battle with the heroic
Maximals or the evil
Predicons for control of
the universe! Awesome!!



BEAST WARS™ TRANSFORMERS™

Hasbro Interactive, 50 Dunham Road, Beverly, MA 01915-1844

Monopoly, the distinctive design of the game board, the four corner squares, as well as each of the distinctive elements of the board and the playing pieces are trademarks of Hasbro, Inc. for its real estate trading game and game equipment. © 1935, 1997 Hasbro, Inc. © 1997 Hasbro Interactive, Inc. All rights reserved. FROGGER is a trademark of KONAMI CO., LTD.

Interactive Monopoly software developed by Westwood Studios, Inc. Developed for PlayStation by Gremlin Interactive Limited.

Frogger® is a trademark of KONAMI CO., LTD. © 1981 KONAMI. All rights reserved.

Beast Wars® Transformers™ manufactured under license from Takara Co., Ltd.

Licensed by Sony Computer Entertainment America for use with the PlayStation™ game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

