

MACINTOSH®

Play Worldwide
over the
INTERNET!

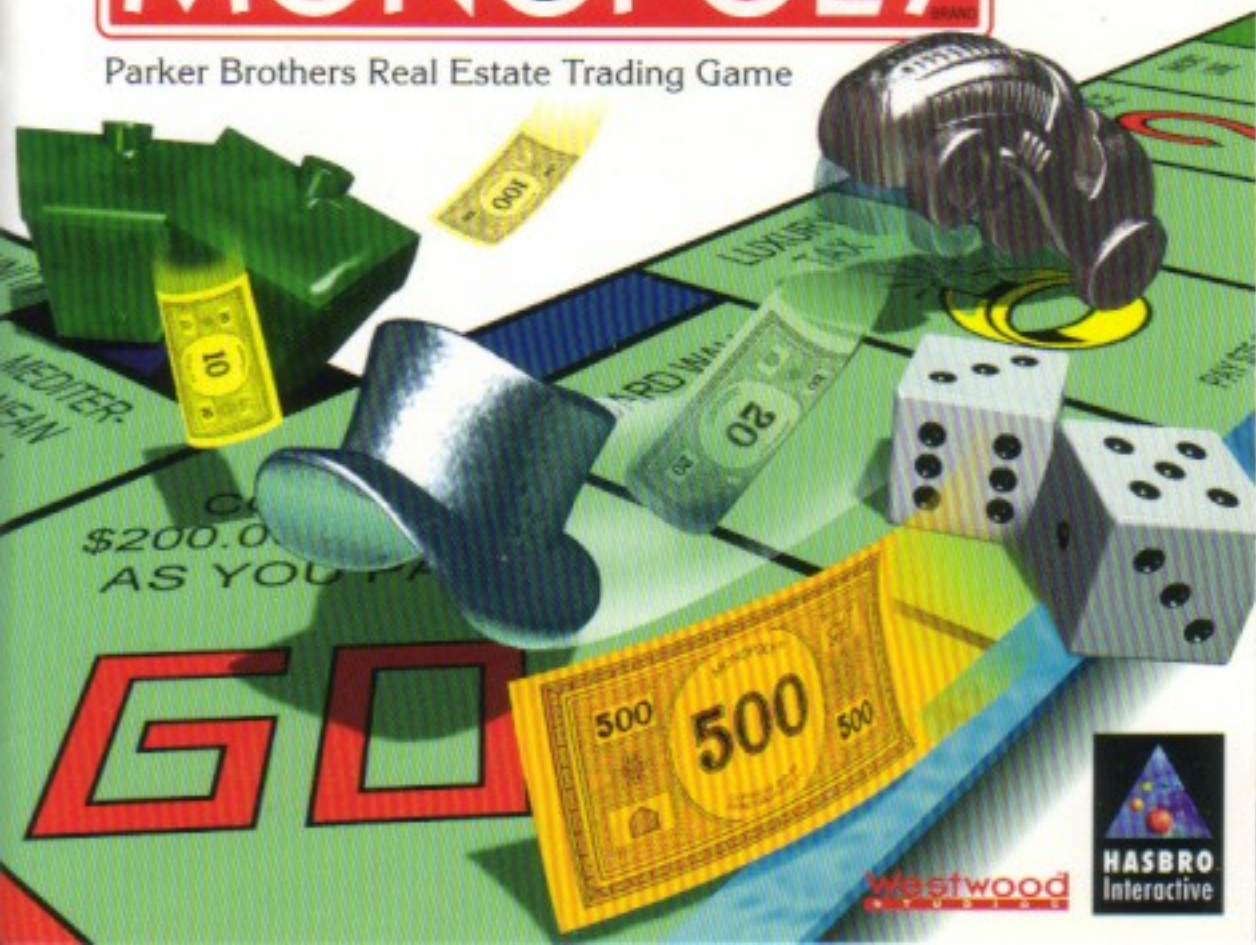
CD-ROM



TM

MONOPOLY

Parker Brothers Real Estate Trading Game



Westwood
STUDIOS



CONGRATULATIONS!

By opening the MONOPOLY™ CD-ROM game, you have opened the door to the newest way to play the world's most popular board game! The MONOPOLY™ CD-ROM game provides classic game play with state-of-the-art, three-dimensional graphics that give you a token's-eye view of the board, and let you play with millions of other people worldwide via the Internet.



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We will be happy to hear your questions or comments about this game. Write to:
Consumer Relations, Hasbro Interactive, P.O. Box 1012, Beverly, MA 01915.

Developed and distributed with VIRGIN INTERACTIVE ENTERTAINMENT, INC.
18061 Fitch Avenue, Irvine, California 92714 USA

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For information on this product's rating, please call 1-800-771-3772


QUICK START

Turn on your Macintosh (or PowerMac).

Insert the MONOPOLY™ CD-ROM game disk into your CD-ROM drive. Double-click on the MONOPOLY™ CD-ROM icon on the desktop.

Double-click on the MONOPOLY™ CD-ROM install icon in the Monopoly window.

Follow the on-screen installation instructions.

After the installation is complete, double-click on the  icon in the MONOPOLY™ folder on your hard disk.

Click once to skip the introduction.

At the end of the opening movie, click on the game board or select *New Game* from the *File* menu. Click *No* on the Internet game request.

From the game screen, click on *Add Player 1* button.

In the dialog box, type in your name and select a token by clicking on it. Click on *Add*.

Click on *Add Player 2* button.

Select *Computer Artificial Intelligence (AI)* from the Player Type list. Choose *Standard* from the AI player list. Choose a token, and click on *Add*.

Click on *GO* to begin the game!

GETTING STARTED

MONOPOLY® CD-ROM Game System Requirements

COMPUTER: 68040/25 Mhz (or better) Macintosh, or any PowerPC

MEMORY: 4MB available RAM

SYSTEM: 7.5 or later

DISPLAY: Minimum 640 x 480 display, 256 colors

HARD DISK: Minimum of 15MB noncompressed free space

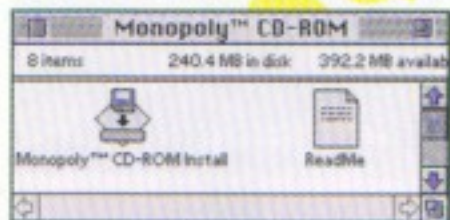
CD-ROM: Minimum Double-speed CD-ROM drive (quad-speed recommended)

NETWORK: TCP/IP protocol stack required for Internet or LAN play. Use the Mac TCP version 2.0.6 or Open Transport version 1.1 or higher.

MODEM: Minimum T4,400 bps modem needed for Internet play.

INTERNET: Internet requires a PPP/SLIP Internet connection, or a direct connection to the Internet. Local area network requires TCP/IP protocol via MacTCP or Open Transport.

SETUP & INSTALLATION




After starting your Mac, insert the MONOPOLY™ CD-ROM game disk into the CD-ROM drive. Double-click on the MONOPOLY™ CD-ROM desktop icon to open it. Double-click

on the MONOPOLY™ CD-ROM install icon. Follow the on-screen installation instructions.

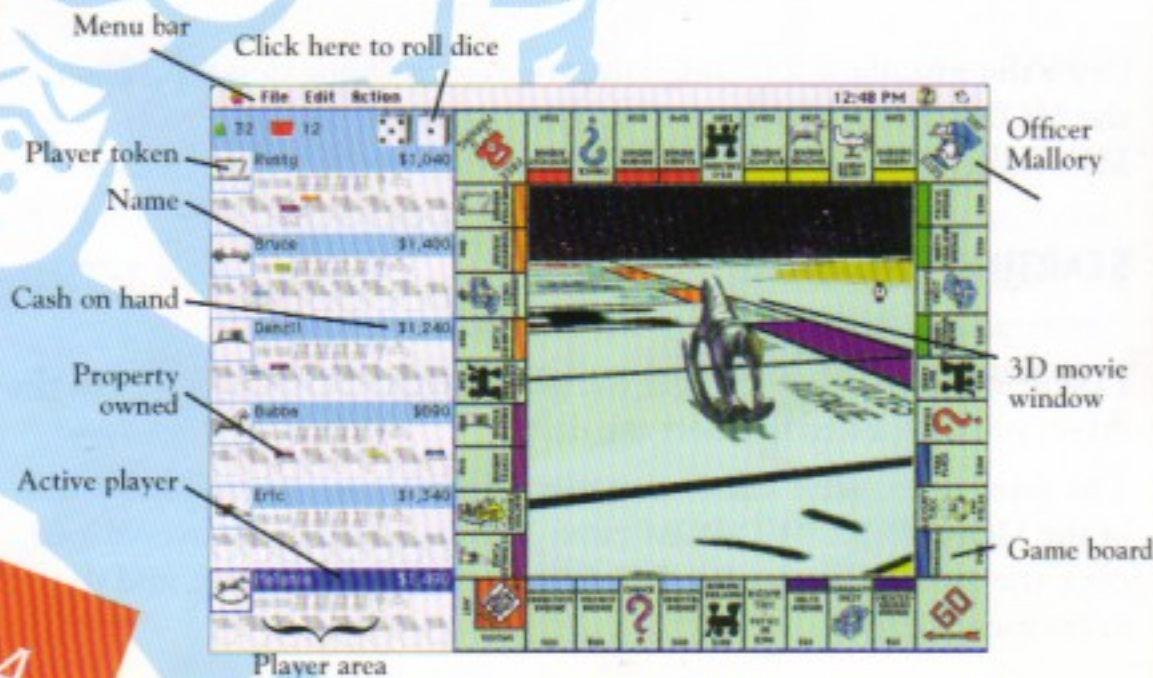
Once the installation is complete, you return to the desktop. Open the MONOPOLY™ folder, and you'll see an icon for the MONOPOLY™ CD-ROM game. You are now ready to play the game!

STARTING THE GAME

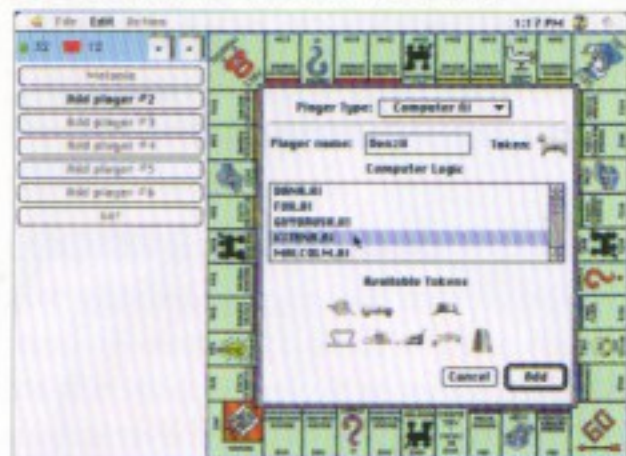
Double-click on  to begin the game. (If the CD-ROM is not in the drive, you'll be asked to insert the disk.)

The game opens with a demonstration of the three-dimensional world of the MONOPOLY™ CD-ROM game. When you are ready to continue, click the mouse. The MONOPOLY™ game box springs open, and the excitement begins!

Click on the box top to leave the game. Click on the rules booklet to review the rules and get game help. Click on the game board to start a new game or continue a saved session of the MONOPOLY™ CD-ROM game.



BEGINNING A NEW GAME



To play a game of MONOPOLY™ CD-ROM on your computer, collect a group of up to six players. Click *No* when asked if you wish to play an Internet game. Click on an *Add Player* button. You may choose to add yourself, a friend, or computer opponent. You may also host or join a local area network (LAN) game.

If you host a LAN game, remote players are not at your computer. Remote players connect to your game by calling you. To call you across the LAN, your friends will have to know your IP address. Once all LAN players have joined the game, you, as host, click on the GO button to begin the game.

Before you can play an Internet game of MONOPOLY™ CD-ROM, you must register it for Internet play. The MONOPOLY™ CD-ROM online help explains how to register and play an Internet game.

NOTE: You can create your own customized computer players! See the game's online help for details on how to build your own computer opponent.

CHOOSING GAME OPTIONS

When you begin a new session of the MONOPOLY™ CD-ROM game, all of the game options default to the official MONOPOLY™ game rules. You can customize some of these options for a fun, personalized game. Some of the options you can change are:

- ✓ Free Parking collects fines
- ✓ Landing on GO doubles salary
- ✓ Have auctions
- ✓ Cash is hidden
- ✓ Transactions only on your turn
- ✓ Transactions allowed from jail
- ✓ One lap required before purchasing
- ✓ Immunity from rent allowed in trades
- ✓ Infinite houses and hotels in Bank



You, as a game host, may change game options before starting a game. For a LAN game, select *Preferences* under the *Edit* menu. Make any desired options changes before admitting any remote players. For an Internet game, options may be negotiated between the host and remote players before gameplay begins. Once the game has begun, any player may change a game option with the consent of all other players.

OPENING A GAME IN PROGRESS

To choose a saved game, choose *Open Game* from in the *File* menu. You can save a game in progress only when you have a group of friends playing on your computer. A remote game can't be saved while in progress.

LOOKING FOR A GAME?

Are all your home town friends busy? Try playing against opponents from all over the world! At the beginning of a new game, click *Yes* for the Internet game request. You'll enter the Monopoly™ CD-ROM interactive Internet Chat arena. Here you can talk to and meet other players. You can join a MONOPOLY™ CD-ROM game that is about to start, or choose to host your own game. Full details explaining how to register and play an Internet game of MONOPOLY™ CD-ROM are available in the game's online help.

CHAT FEATURE

While playing on the Internet or a local area network, you are able to send messages to other players. Click on the remote player's token in the Player area of your computer. A dialog box will appear allowing you to enter a message. It can be whispered only to the recipient or yelled to all players.

AND WE'RE OFF!



Once you've added all of the players to the game and agreed upon all the options, you're ready to start playing. Click on the GO button to begin the game. The computer will roll dice for all of the players, determining the order of play.

When it's your turn, click on the dice to begin. Your token will move forward according to the total shown on the dice.

When you land on a square, you'll have a chance to do all of the things you normally do in the board version of the Monopoly® game. If you land on a square that requires you to act, a dialog box appears with the options available to you.



HEY! WAIT A MINUTE...

As you play the game, you may want to set up a trade, or mortgage a property to raise some cash. To interrupt another player's turn, click on your game token. At the next available opportunity, the Interrupt dialog box appears, and you can propose a trade, buy or sell houses, or mortgage or unmortgage property. Players may interrupt one at a time.

NOTE: The “next available opportunity” depends on the options you have selected. Normally, you may transact business on your turn, or between other players’ turns.

WHEELIN’ AND DEALIN’



On the Trade screen, each player's token is placed in one of the Trade windows. Several trade icons may appear in the icon bar to the right of the token; the Cash icon, the Get Out of Jail Free icon, or the Immunity icon.

NOTE: The Immunity icon appears if someone has selected that option. A Get Out of Jail Free icon only appears for players who currently hold this card.

TRADING CASH

To offer cash as part of a trade, click on the Cash icon of the token offering the cash. Drop the icon in the trading window of the token meant to receive it. A dialog box appears. Use the keyboard to enter the cash amount. Clicking OK will enter the offer into the trading window. Cancel will return you to a normal mouse cursor, terminating the offer.



TRADING TITLE DEED CARDS

To offer a property as part of a trade, move the mouse pointer over the property on the board surrounding the trading window. Click on the property to be offered. Drop the Title Deed icon in the trading window of the token meant to receive it. A Title Deed may not be dropped in the trading window of the token that owns it.



TRADING IMMUNITY

If you offer immunity, you are giving another player the right to land on your property rent-free a certain number of times.

To offer immunity as part of a trade, click on the Immunity icon of the token offering the immunity. Next, click the Immunity cursor on the property square for which immunity is being offered on the game board surrounding the trading window. Finally, click the icon in the trading window of the token meant to receive it. A dialog box will appear allowing you to select the number of turns to extend the immunity. Select the number, and click OK to complete the offer, or Cancel to terminate.





TRADING GET OUT OF JAIL FREE CARDS

An orange card icon, yellow card icon or combination card icon appears only in the icon bar of tokens currently holding Get Out of Jail Free cards.

To offer a card as part of a trade, click on the card icon of the token offering the Get Out of Jail Free card. Drop the card icon in the trading window of the token meant to receive it.



GOING ONCE, GOING TWICE, GONE!

If you land on an unowned property, the Bank offers you the chance to buy the property, or pass on it. If you pass, the property goes up for auction, unless the *Auction* option is deselected. All players may continue to bid on the property. Once no additional bids are made, the last bidder must pay the Bank the amount bid in exchange for the Title Deed.

During an *auction*, you can increase the bid by clicking one of the currency buttons. The Bank will give other players a reasonable amount of time to increase the bid. If no new bids are made, the property is sold to the last bidder.

NOTE: If you offer more for a property than your available cash on hand, the bid amount will be bracketed.

UH-OH, I OWE...

During the game, you may have to pay rent, taxes or fines. You must pay the debt before the game can continue. If you have enough cash to cover a debt, it will be automatically subtracted, and the game will continue. Otherwise, you must mortgage property, sell houses, or raise cash through a trade to satisfy the debt. If the debt can't be paid, you go bankrupt—and you're out of the game.

VICTORY!



The last player to avoid bankruptcy wins! The last player in the game receives the cheers of the masses and the jeers of the opponents.

INSTALLATION TROUBLESHOOTING

This section answers installation-specific troubleshooting questions. All others will be in the online help.

Q: Why doesn't the MONOPOLY™ CD-ROM game install to my hard disk?

A: If you are using a disk compression utility (such as Disk Doubler) it may distort the actual space available. Try and free up some additional disk space by deleting unneeded files.

Q: Why doesn't the MONOPOLY™ CD-ROM game load?

A: Try turning off the Virtual Memory setting. This can usually be found on the *Memory Control Panel* under the *Apple* menu. You may need to restart your computer after changing this setting.

SUPPORT

Technical Support

Before you call for technical support...

If you are having problems, please consult the "Troubleshooting" section in the online help or in this manual before calling technical support. We receive many calls every day, so in order to serve you more efficiently, please have the following information available:

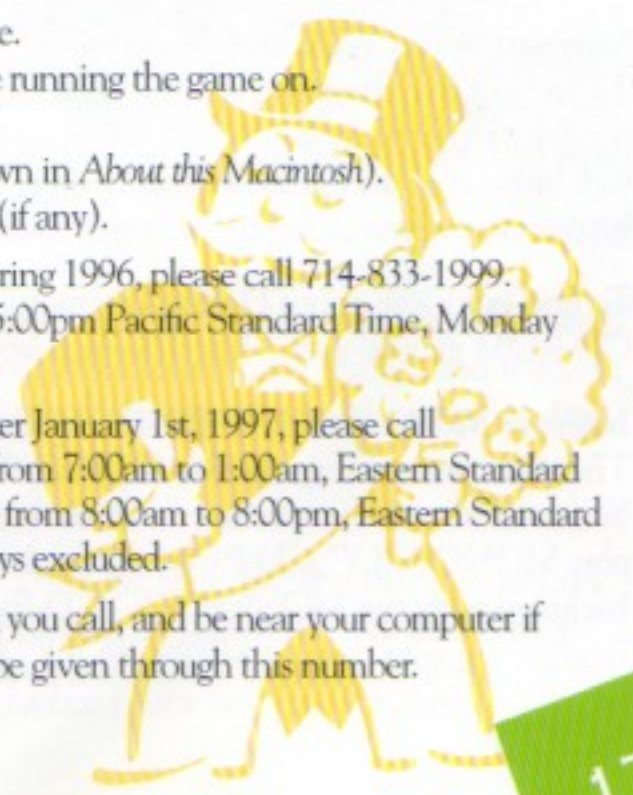
1. The correct name of the game.
2. The type of computer you are running the game on.
3. Your System version.
4. The Available Memory (shown in *About this Macintosh*).
5. Exact error message reported (if any).

For telephone technical support during 1996, please call 714-833-1999.

Support hours are from 8:00am to 5:00pm Pacific Standard Time, Monday through Friday, holidays excluded.

For telephone technical support after January 1st, 1997, please call 617-746-2903. Support hours are from 7:00am to 1:00am, Eastern Standard Time, Monday through Friday, and from 8:00am to 8:00pm, Eastern Standard Time, Saturday and Sunday, holidays excluded.

Have a pen and paper handy when you call, and be near your computer if at all possible. No game hints will be given through this number.



ONLINE SUPPORT SERVICES

E-mail Technical Support

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, CompuServe and Prodigy. Direct any E-mail questions concerning MONOPOLY™ CD-ROM to either:
support@monopoly.hasbro.com or support@westwood.com

Internet: World Wide Web Services

To find out the latest and greatest about MONOPOLY™ CD-ROM, visit the following official MONOPOLY™ CD-ROM web sites. You'll need a web browser to access the following sites:

<http://www.westwood.com> or <http://www.monopoly.com>

To find out more about Hasbro Interactive's family of classic interactive CD-ROM games, visit: <http://www.hasbro.com>

Internet MONOPOLY™ CD-ROM Game Play

There are several ways to play MONOPOLY™ CD-ROM on the Internet. You must already have Internet access (see the *Getting Started* section) to play MONOPOLY™ CD-ROM on the Internet.

Included with the MONOPOLY™ CD-ROM game is online registration. Registering your copy of MONOPOLY™ CD-ROM enables Internet game play and provides you with product update information. After reg-

istering the game, select to play an Internet game when starting a new game of MONOPOLY™ CD-ROM. This grants entry into the Westwood Studios interactive Chat Area. From here, you can join or host an Internet game in real time.

The Westwood Chat service is provided and maintained by Westwood Studios, Inc. Neither Hasbro nor Westwood Studios monitors, endorses, controls or accepts responsibility for the discussions available through this service; these discussions may be offensive to some users or inappropriate for children. Use this service at your own risk, Hasbro has no liability for your use of this service.

You may also schedule a game of MONOPOLY™ CD-ROM at <http://www.monopoly.com>. You may contact players listed in the player profile, and add yourself to the list. Exchange IP address information with other players. Using the Network (LAN) play feature, you can play against anyone else with an IP address.

Hints

Virgin Interactive Entertainment charges 75¢ a minute to help all would-be moguls. Call 1-900-288-4744 on your touch tone phone, and if you're under 18, check with your parents to make sure you won't get grounded when this call shows up on the phone bill.

Additional Support Services

Registering the MONOPOLY™ CD-ROM game via the Internet insures your subscription to a free E-mail newsletter which has the latest information about upcoming products, as well as late breaking news and information.

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This program will perform substantially in accordance with the published specifications, the documentation, and authorized advertising. Hasbro Interactive, when notified of significant errors within 90 days of purchase, will at its option 1) correct demonstrable and significant program or documentation errors within a reasonable period of time; or 2) provide the customer with a functionally equivalent disk; or 3) provide or authorize a refund.

If the program disk is damaged within 90 days of purchase, Hasbro Interactive will replace the disk with a functionally equivalent disk within a reasonable period of time upon receipt of the damaged disk by Hasbro Interactive.

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MONOPOLY

FOR MACINTOSH® CD-ROM

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