MONOPOLY
BRAND
Parker Brothers Real Estate Trading Game
STAR WARS
CD-ROM EDITION
LUCAS ARTS
HASBRO Interactive
WIN 95

## WELCOME TO MONOPOLY *STAR WARS*

When "Monopoly", the world's favorite board game decided to push its boundaries into the next galaxy, what better place to land than the *Star Wars* universe... Instead of the familiar Atlantic Avenue, Boardwalk or Baltic Avenue, the intrepid Monopoly player can now set down on the Forest Moon of Endor or glide across the Frozen Plains of Hoth.

You'll find that this edition of Monopoly is as easy to use and as much fun as the original but should you need assistance, this thorough user guide will answer any questions.

So, Advance to GO ..... **and may the Force be with you!**

## INSTALLATION OF MONOPOLY *STAR WARS*

Insert the MONOPOLY *Star Wars* CD-ROM into your CD-ROM drive. If your computer is autoplay capable, a MONOPOLY *Star Wars* installer will automatically appear on the screen. Follow the onscreen instructions to install MONOPOLY *Star Wars* on your system.

If your system is not autoplay capable, open the "My Computer" icon on your desktop, then select the drive letter that represents your CD-ROM drive. Double-click on the "Setup" icon and continue as above.

**Note:** To uninstall Monopoly Star Wars:

- Click on the 'start' button.
- From the menu, select Hasbro Interactive -->Monopoly Star Wars --> Uninstall.

## INSTALLATION OF DIRECT X

The installer will prompt you to install Microsoft's DirectX 5.0. MONOPOLY *Star Wars* requires that you have Microsoft's DirectX 5.0 installed, and that your video card and sound cards are DirectX 5.0 compatible. If DirectX 5.0 is installed on your system and functioning properly then there is no need to reinstall it.

If you wish to install or uninstall the DirectX 5.0 drivers you can manually run the DirectX 5.0 installer at any time. Make sure the MONOPOLY *Star Wars* is in your CD-ROM drive. From the MONOPOLY *Star Wars* install screen, select the icon for "Install DirectX 5.0" from the list of options. Follow the onscreen instructions. It is recommended that you contact your video and sound card manufacturers to make sure that you have the most recent drivers installed on your system.

## SYSTEM REQUIREMENTS

OPERATING SYSTEM: Windows 95
PROCESSOR: Pentium 90
HARD DRIVE SPACE: 50 MB
RAM: 16 MB
CD-ROM DRIVE: 4x

PERIPHERALS: Keyboard, Mouse
MODEM (OPTIONAL): 14,400 baud
SERIAL PORT (OPTIONAL): 9600 baud
GRAPHICS ADAPTER: VGA Graphics Adapter, 1 MB, 800x600 screen resolution, 16 bit capable, Direct X 5.0 compatible

## 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 1500 credits.

## THE BANK

Besides the Bank's credit names, the Bank holds the Title Deed cards and Colonies and Starports (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 Colonies and Starports 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".

## THE PLAY

Start the game by picking the players and rolling to see who goes first (see Getting Started). After you have completed your play, the turn 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 an Imperial or Rebel 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 a 200 credit salary. The 200 credits are 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 Rebel card or seven spaces beyond it on Imperial card, and you draw the "Advance to Go" card, you collect 200 credits for passing GO the first time and another 200 credits 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. Bidding may start at any price.

## 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 (i.e., Imperial Palace and Monument Square, or Jabba's Palace, Mos Eisley and Lars Homestead) 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. It is even more advantageous to have Imperial and Rebel ships on properties because rents are much higher than for unimproved properties.

## "IMPERIAL" [CHANCE] AND "REBEL" [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.

## "DOCKING TAX" [INCOME TAX]

If you land here, you have two options: You may estimate your tax at 200 credits 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 your 200 credit salary in that move 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 credits 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 credit 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, buy or sell Imperial or Rebel ships 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.

## COLONIES [HOUSES]

Colonies are represented on the board by TIE fighters and X-wing fighters. When you own all the properties in a color-group you may buy Colonies from the Bank to place on those properties. If your token is a member of the Galactic Empire (Darth Vader, Boba Fett, stormtrooper) you will buy TIE fighters as Colonies. If your token is a member of the Rebel Alliance (Luke Skywalker, Han Solo, Princess Leia, Chewbacca the Wookiee, R2-D2) you will buy X-wing fighters as Colonies. If you buy one Colony, you may put it on any one of those properties. The next Colony you buy must be erected on one of the unimproved properties of this or any other complete color-group that you own. The price you must pay the Bank for each Colony is shown on your Title Deed card for the property on which you erect the Colony. The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete color-group. Following these rules, you may buy and erect at any time as many Colonies as your judgment and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one Colony on any one property of any color-group until you have built one Colony on every property of that group. You may then begin on the second row of Colonies, and so on, up to a limit of four Colonies to a property. For example, you cannot build three Colonies on one property if you have only one Colony on another property of that group. As you build evenly, you must also break down evenly if you sell Colonies back to the Bank (see Selling Property).

## STARPORTS [HOTELS]

Starports are represented on the board as Corellian Freighters or Star Destroyers. If your token is a member of the Galactic Empire (Darth Vader, Boba Fett, stormtrooper) you will buy Star Destroyers. If your token is a member of the Rebel Alliance (Luke Skywalker, Han Solo,

Princess Leia, Chewbacca the Wookiee, R2-D2) you will buy Corellian Freighters. When you have four Colonies (houses) on each property of a complete color-group, you may buy a Starport from the Bank and erect it on any property in that color-group. You return the four Colonies from that property to the Bank and pay the price for the Starport as shown on the Title Deed card. You may erect only one Starport on any one property.

## BUILDING SHORTAGES

When the Bank has no Colonies (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 Colonies and Starports (hotels) available and two or more players wish to buy more than the Bank has, the Colonies or Starports are sold at auction to the highest bidder.

## SELLING PROPERTY

Unimproved properties, Starships (Railroads), Reactor Core (Electric Company) and Moisture Farm (Water Works) may be sold to any player as a private transaction for any amount that the owner can get. Colonies (houses) and Starports (hotels) may only be sold to the Bank. No property can be sold to another player if Colonies and Starports are standing on any properties of that color-group. Any Colonies or Starports so located must be sold back to the Bank before the owner can sell any property of that color-group. Colonies and Starports may be sold back to the Bank at any time for one-half of the price paid for them. All Colonies on one color group must be sold one by one, evenly, in reverse of the manner in which they were erected. All Starports on one color-group may be sold at once. Or they may be sold one Colony at a time (one Starport equals five Colonies), evenly, in 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 Colonies or Starports 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 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. 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 and 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 owe 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 Colonies (houses) or Starports (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 Colonies and Starports. A bankrupt player will be immediately removed 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. No player may borrow from or lend money to another player.

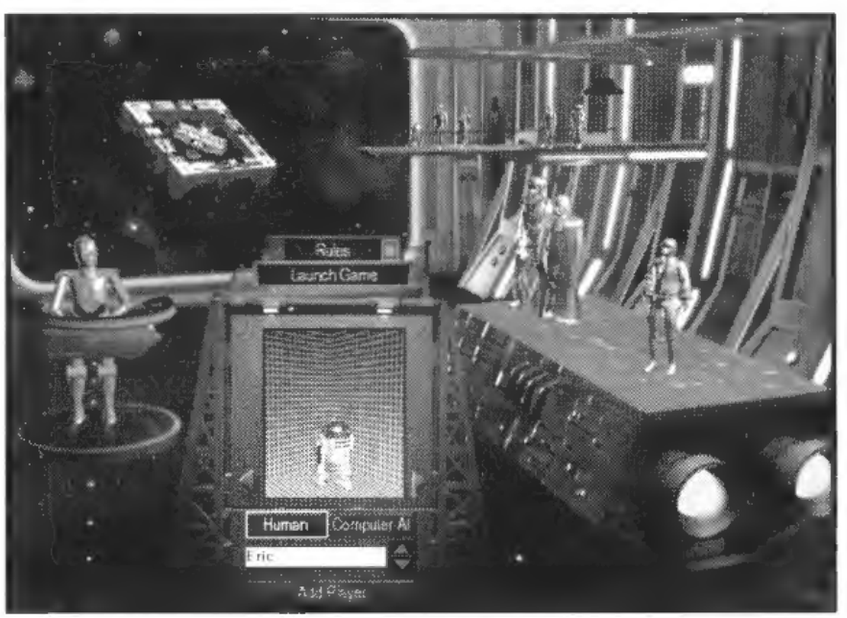
## RUNNING THE GAME

••• Click on the 'start' button.
••• From the menu, select Hasbro Interactive --> Monopoly *Star Wars* --> Monopoly.

## GETTING STARTED

To play a game of MONOPOLY *Star Wars* on your computer, collect a group of up to 6 players. Player's can be humans or AI (computer controlled artificial intelligence), located at your machine or a remote location.

After the opening animation, C-3PO will provide a short introduction to the game including an explanation of the FILE and TRADE droids. You will then be given the opportunity to pick a token to represent you. There are eight possible character tokens. Only six players may play the game at once. All characters will be displayed in the view port. Previously selected characters are not available for selection, and will be shown on a red background within the viewport. Use the **<** and **>** buttons to cycle through the available characters. When you come to a character you want, click Human or AI (computer controlled artificial intelligence) to indicate whether this character will be controlled by a human or by the computer.




If you click Human, you may enter your name in the space provided (or the name of a friend playing on this computer). You may also pick from a list of previously entered names.

If you click AI, you may select the level of difficulty (easy, normal, difficult) for the AI. These settings determine a large number of parameters such as the AI's attitude

toward you, probability of proposing a trade, minimum cash on hand and general aggressiveness in playing the game. Once satisfied, click on the "Add Player" button. The pewter character token is transported from the storage area to the transport barge

If you wish to use non-standard MONOPOLY rules, click the "Rules" button. The green light will change to red, indicating that rules negotiation will take place once the game begins. See the section on Options for a description of some of the rules which can be changed before play begins.

If you wish to play with players in remote locations or on other computer systems you may do so by clicking the "Network" button. See the section on networking later in this document for details on making network connections.

When you have finished adding and describing all the players you wish for the game, click Launch Game. You will see the transport ship leave the maintenance bay and travel to the MONOPOLY *Star Wars* universe.

Each player will then be asked to roll the dice to see who goes first. If there is a tie, you will be asked to roll again.

## IN GAME RULES

If a player or players desires to change game rules, here are the options, descriptions and defaults

### PRESET GAMES

There are two types of games which can be played - the normal game (default) and the short game

THE NORMAL GAME - The normal game follows all the standard rules of MONOPOLY

THE SHORT GAME The short game has three changed rules.

To begin the game, the bank deals two properties at random to each player. The players must

immediately pay the bank the price of each property. Play then begins as in a normal game.

In this short game, it is necessary to have only three co onies (houses) (instead of four) on each lot of a complete color group before the player may buy a starport (hote ) Rent for a starport remains the same as in the regular game. The turn-in value of a starport is still one-ha f the purchase price, which in th s game is one house less than in the regular game.

The first player to go bankrupt retires from p ay, as in the normal game However, when the second bankruptcy occurs, the game ends Play mmediately ceases, with the bankrupt player turning over to his/her creditor all that he she has of value, including co onies and starports and any other properties This happens when the creditor is a rival player or the bank.

Each remaining player then values his, her property (1) cash on hand, (2) lots, utilities and starships owned at the price displayed on the board, (3) any mortgaged property owned at the price disp ayed on the board; (4) colonies, va ued at purchase price, and (5) starports, valued at purchase price including the value of the three houses turned in

The richest player wins!

## OTHER GAME RULES:

The following rules and values may be changed before the game begins

COLONIES PER STARPORT - select the number of colonies to be exchanged for one starport

TOTAL COLONIES - the total colonies available to al players

TOTAL STARPORTS - the total starports available to al players

FREE PARKING select the amount you receive if you and on Free Parking when the Free Parking rule is active

NITIAL CASH - pick the amount of cash to receive at the start of the game

SALARY - when passing GO.

TAX RATE PERCENTAGE - for Docking Tax.

FLAT TAX - for Docking Tax.

BOUNTY select the amount you pay when landing on Bounty.

TURNS IN JAIL - number of turns you can stay in jail without having to pay to get out

JAIL FEE - amount to pay to get out of Jail.

COLONIES (houses) remaining for shortage - If a player wants to buy a colony and if fewer than this number of colonies remains with the bank, all players qualified to buy colonies will be asked if they also want to buy a colony. If any other player also wants to buy the colony, an auction is held.

STARPORTS (hotels) remaining for shortage - see above

MORTGAGE INTEREST RATE % - Default is 10%.

AUCTION TIME DELAY (seconds) - the time C3PO will wait for further bids before saying "Going Once" etc.

## THE FOLLOWING RULES MAY ALSO BE ACTIVATED:

ROLL DICE TO DECIDE STARTING ORDER - If players roll the same number, they roll again.

EVEN BUILD RULE - When possible, colonies must be evenly distributed among all properties in a group. The number of colonies on any property cannot be more than one greater than any other property

HIDE CASH - if this rule is ON and you are playing over a network, the other players cash will be hidden from you. This provides an added challenge to guess how much cash they have remaining.

COLLECT EXTRA MONEY FOR LANDING ON GO - If this rule is ON, a player collects 400, double their normal salary, if they land on the GO space

DEAL TWO PROPERTIES BEFORE STARTING - Before starting, two properties will be dealt at random in order for the game to proceed a little faster

FREE PARKING RULE - If this rule is ON, 500 credits are is placed on Free parking at the start of the game. Also, all taxes and fines are put into this space. If a player lands on the space he/she gets the money. If some player wins the money, a new 500 is placed in the center

AI'S TAKE TIME TO THINK - May be turned ON or OFF. This time may be different for each AI and may only be edited by changing the AI file.

ALLOW PLAYERS TO TAKE OVER FOR AI'S - New players may take over for AI's

## TAKING A TURN

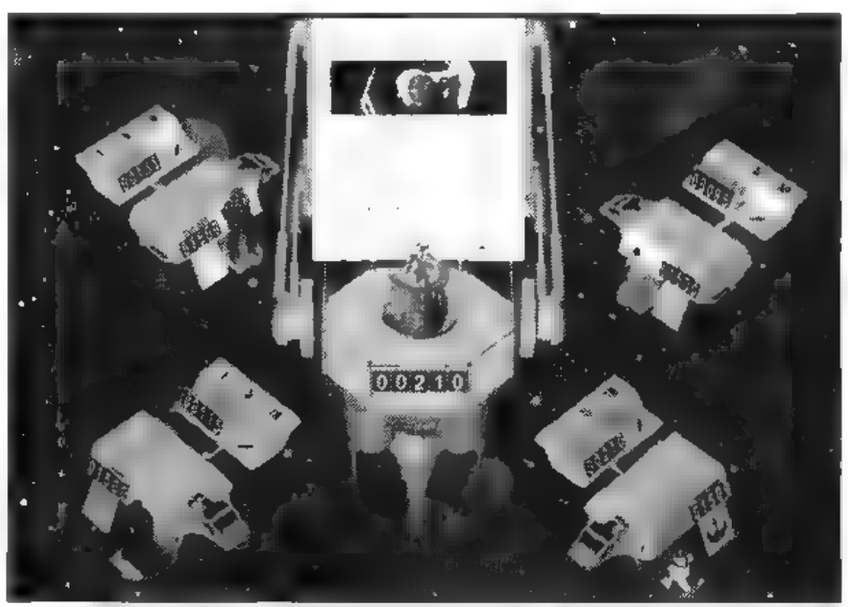
At the start of any turn, the space where the character is standing will flash at the same time as the player's status platform. This indicates it's your turn. The Dice ship will fly onto the screen and hover in position. Click on the ship (it will be appropriate to your character) to roll the dice. Hold the mouse button down and fly the ship to give the dice a shake. When you let the mouse button up the ship will fire laser blasts to burn holes in the dice on the Dice Barge. You may also click on the Dice Barge at the center of the screen to roll the dice.

Next, depending on the options you have set, you will see your character moving the appropriate number of spaces. You will be able to buy or auction unowned property and perform other transactions.

## BUY OR AUCTION

When a player lands on an unowned property they will be offered the opportunity to either buy the property or have the bank put the property up for auction.

If you click buy, your account will automatically be deducted by the amount of the property's listed price. If you do not have enough credits to pay for the property, you will automatically be taken into the raise money screen. Here you will be forced to raise cash through trading, mortgaging property and selling houses until your obligation can be paid off.




If you click auction, you go to a separate auction screen. The hope is that you can obtain the property for less than the listed price. C-3PO is standing in the center

conducting the auction. After the special auction tables unfold from each player status platform, click on the green buttons to begin the bidding. You may increase the bid by 1, 5, or 10 credits. The current bid of each player is displayed on their status ship tab e and the current highest bid is shown in the center. If you don't intend to bid anymore, you may click on the symbol on the remaining green button.

If no-one bids for a few seconds (the time value is adjustable in the options menu) C-3PO will say "Going Once", then "Going Twice" and "Sold". If any player raises the bid after he starts talking, he will begin again.

At the end of the auction C-3PO will announce the winner of the auction.

## STATUE AND SHORTCUTS

In addition to the menus and status platforms on the screen, you are able to left click on any property tile to get information on that property. The holographic projector screen will emerge from the Monopoly ship and display the details of the property. If you own the property, you are able to then mortgage or unmortgage the properties, or, if you own all properties of the group, buy and sell colonies & starports (house & hotels).

As a shortcut, you can right mouse click on any property. Context sensitive buttons will appear depending on the status of the property. If you own the property, you are able to then directly mortgage or unmortgage the properties, or, if you own all properties of the group, buy and sell colonies & starports (house & hotels).

You may also click on the property deeds that are on a player status tray to view the properties that are owned by a player.

## THE BOARD

The main MONOPOLY *Star Wars* screen shows the MONOPOLY space station from an overhead perspective view with the following features:

MONOPOLY board with player tokens, Colonies (houses), Starports (hotels) as required to represent the current state of the board,

"Status Platforms" for each player where they keep the Title Deed cards, cash, Get Out of Jail cards etc.; File menu droid; Trade menu droid; Chat menu droid (in multi-player play); Ships for rolling the dice.

If any players are using the Internet, network or modem play, you may also see a chat box for typing messages to each other during the game

Ownership symbols are the color of the outline on the character and in the shape of their appropriate Imperial or Rebel symbol.

On the centerpiece of the board are some buttons. On the left is a small blue button. When clicked this will show the property ownership status on a white background. Any properties which are currently mortgaged are displayed in grey

Beside this button you will see the credit symbol on a door accessed by the money droid

To the right of the gap in the center piece is an orange button. When clicked it will show the status of the bank. The Imperial and Rebel card holders will flip over. The upper one (Rebel Symbol) will show the remaining Colonies and Starports (houses & hotels). The lower one (Imperial Symbol) shows the remaining properties owned by the bank.

## FILE MENU DROID {RED DROID}

Clicking on this droid will bring up another menu with the following choices.

FILE MENU:

- NEW GAME - to start a new game. Using this will end the current game so make sure all players are prepared to do this.
- LOAD GAME – to load a previously saved game. If the previous game included any Internet, network or modem players must be available to resume the game too.
- SAVE GAME - to save the status and all details of the current game over a previously saved file name. If you have not saved the game before, you will be asked to give the game a name. You will be able to return to the state of the game by opening this file again.
- EXIT - to return to Windows. You will be prompted to save any unsaved games.

DISPLAY OPTIONS

For more detailed information, see the 'Help' file.

By default, the game selects one of these settings based on the profiled performance of your system. These preset display settings options can be changed during game play and will assist in creating a game to your liking. If you wish, you can choose Custom Setup and tailor display settings (Green = ON, Red = OFF):
*Slow Machines Setup, Medium Slow Machines Setup, Medium Fast Machines Setup; Fast Machines Setup; Custom Setup*

SOUND OPTIONS.

The following may be toggled ON or OFF (Green = ON, Red = OFF)
*Digital Sound, Midi Music, C-3PO Move Announcements, C-3PO Land Announcements, C-3PO Comments*

HELP MENU:

The help menu can be accessed during the game to receive on-line help on game functionality or MONOPOLY Rules.

MMX OPTIONS:

f your system is an Inte MMX based machine, you wi l be allowed to enable various graphical and performance enhancements. These enhancements are predefined and will occur automatically during game play.

LANGUAGE.

Monopoly Star Wars can be played in a variety of languages Selecting language will present you with language options To change from the current language to another language, select the language you wish to change to, then you must re-start the game. Monopoly Star Wars will now run in the new language. To increase performance, re-install the game entirely in the new language, ensuring that the language data files are copied to the hard drive.

Players can compete against others playing in a different language. For example, a player in France can host a TCP/IP network game in French A player from the United States can connect to this game in English and a player from Germany can connect to this game in German All players will experience the game in the installed language

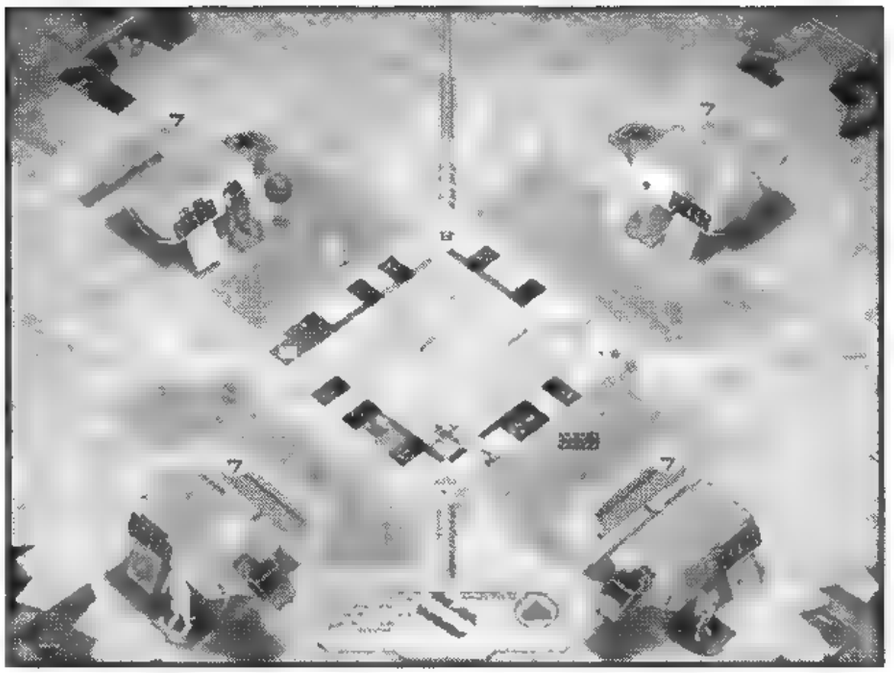
DONE:

Selecting 'Done' wil close this menu and return you to the game

## TRADE MENU DROID {BLUE DROID}

TRADE DROID clicking on this will cause the droid to open. The display will change and the trading screen will be displayed.

The Trade menu droid will fly onto screen and come to rest beside the status platform of the player who proposed the trade Contro of the trade starts with this player



To propose a trade, click on a property deed and then click in the space belonging to the player you want to receive the property. You may move property deeds from any platform to the space belonging to any other player.

To propose the transfer of money as part of a trade, click on the yellow credit symbol and click again in the space belonging to the player who is to receive the money. A digital display, with the color of the player transferring the money, will appear and the money tray will open. You will notice that every time you move the display, it resets to zero. You will also notice that a player may only have one money display at a time from any other player. You may then click on the bills to accumulate a value on the display. Click the red button to clear the display. Click the green button when you are finished adding credits.

RESPONDING TO A PROPOSAL:

Once the trade is set up, click the 'Propose Trade' button to propose this trade.

Players involved in the trade can:

- Accept the trade – They agree with the trade and accept it.
- Reject the trade – Disagree completely with the trade.
- Counter offer on the trade – Disagree with the trade, but will change it and re-propose it.

You will notice that the Trade droid moves to the area of the player with control of the trade. When all necessary players have accepted or rejected the trade, you will return to the main screen.

### CHAT MENU DROID {GREY DROID} Avai able in Mult -P ayer 'Network' Play Only

Clicking on this while using network play will display a chat box. Using this chat box, players can exchange messages with other players in the current game Using the chat control panel, players can contro the transparency balance of the chat window, the darkness of the chat text, who they want to sent chat messages to (ind.vidua p ayers or all players) and scroll through the previous text messages sent.

## NETWORK PLAY

### ABOUT NETWORK GAMES

Monopoly Star Wars supports several different ways of playing games with more than one p ayer (or spectator) The first way is to take turns playing on one computer If that isn't convenient then distant players can use a communications network to join in the game Six players with up to twenty four spectators can be involved in one Monopoly Star Wars game over a communicat ons network Monopoly Star Wars supports the telephone network (modem play), TCP/IP networks including the nternet (via Winsock and DirectP ay) and any other networks Microsoft's DirectPlay program supports (currently TCP/IP, IPX and modem p ay)

### CONCEPTS AND TERMS

CHAT BOX the box into which you type text during a game to communicate with other players As soon as you initiate a network game the Chat droid will appear Click on the Chat droid to make the Chat box appear The top area of the box is where you type your message Hit <return> to send the message The bottom area shows previously sent messages and you can scroll back and forth through them. The middle area snows a selection of common messages Just c ick on one and hit <return> to send it. If the player who receives it is playing the game n a d fferent anguage, it should be displayed in their language

CHAT CONTROLS the interface controls which appear in the upper r ght corner while in Chat mode The 8 circles on the left indicate to whom your message will be sent Players are represented by their co ors The rainbow circ e means the message wi.l be sent to a l other

players. The shaded area between the triangle buttons controls the transparency of the Chat box and Chat controls. The button with a slash closes the Chat box. See also the README.TXT file on the CD-ROM.

DIRECTPLAY - a user installable Windows 95 software package from Microsoft that makes it easier for games to use networks and modems. The game just talks to DirectPlay in a standard way and DirectPlay handles the details of communications over whatever medium is used. DirectPlay also allows future network technologies and services to be added without having to update old programs.

FIREWALLS - an impermeable barrier through which broadcast or other types of data packets cannot pass.

HOST AND CLIENT - The host is the first computer to connect and the computer to which all others should connect. Clients are computers connecting to the host.

IPX - stands for Internetwork Packet Exchange. It's a data-communication protocol used in Novell's NetWare operating system.

PROTOCOL - a standardized set of rules that specifies how a conversation is to take place, including formatting, timing, sequencing and/or error checking. It can be compared to a language. For two computers to communicate they must speak the same language (or have translation services in place).

TCP/IP - stands for Transmission Control Protocol / Internet Protocol. TCP/IP is the protocol almost exclusively used on the Internet.

WINSOCK (Windows Socket) - a BSD style of network programming interface for Windows. BSD stands for Berkeley Software Distribution from the University of California at Berkeley. The actual Winsock program receives socket style network connection requests and data transmission requests from application programs. It converts them into operations that the underlying network hardware and software use for sending and receiving data. The advantage of using Winsock is that the application program doesn't have to be written for each particular network technology, just for the socket's programming interface.

## GETTING STARTED WITH NETWORK PLAY

The first step is to determine what kind of network you intend to use and to establish a connection over that network.

LOCAL AREA NETWORK – Use this method if you want to play with someone on another computer in your office, school or other institution. Each computer must be connected to the local area network, be running Windows 95, and have a copy of the Monopoly Star Wars CD-ROM.

THE INTERNET – Use this method if you want to play with someone over the Internet, either directly using a modem and a phone line through an Internet Service Provider, or by using your LAN as a gateway to the Internet. Each computer must be connected to the Internet, be running Windows 95, and have a copy of the Monopoly Star Wars CD-ROM A convenient way of playing over the Internet is using The Zone (see below for more details).

TELEPHONE NETWORK (modem play) – Use this method if you want to connect computers directly over a phone line. Each computer must have a modem, be running Windows 95, and have a copy of the Monopoly Star Wars CD-ROM.

SERIAL CONNECTION – Use this method if you want to connect two or more computers together through the serial ports using a null modem cable. Each computer must be running Windows 95 and have a copy of the Monopoly Star Wars CD-ROM

## LOCAL AREA NETWORK (LAN)

### ABOUT NETWORKS

An excellent way to start is by reading the Windows 95 Help about Networks and Modems Click the Start button on your desktop and choose the Help command. Double-click How To on the Help dialog box and select Use a Network. There are other important topics you could read as well such as Dial-up Networking. Windows 95 Help provides very useful material for understanding how your computer communicates with other computers

## PREPARING TO CONNECT USING DIRECTPLAY

If you want to use DirectPlay with your LAN, you should first make sure DirectPlay is installed. It was most likely installed during the setup of Monopoly Star Wars. If for any reason it wasn't, reinstall the game. Insert the Monopoly Star Wars compact disc into your CD-ROM drive. If auto-run is not enabled, click the Start button on your desktop and choose the Run command. In the text box on the Run dialog box, type D:\Directx\Dxsetup.exe where D represents the drive letter of your CD ROM drive. Then click the OK button. From the dialog box that appears, select DirectPlay and click Reinstall DirectX. The necessary files will be copied to your hard drive and you will have to re-boot your machine.

Note: To use DirectPlay, your hardware must be compatible with DirectX to function properly. If you're using DirectPlay and you're having trouble with the game, your hardware may not be set up correctly or it may not be fully compatible with DirectX.

DirectPlay offers several different network protocols (not just TCP/IP) and has more sophisticated modem handling. DirectPlay is the recommended way to connect.

## PREPARING TO CONNECT USING WINSOCK

If you have Winsock installed and running on your computer, you may also use this method of connecting. If you pick Winsock, note the port number ... you'll need it later. The port number must be greater than 1024. The default is 19971. You should only change this if there is a conflict with other ports on your network.

## PREPARING TO USE THE TCP/IP PROTOCOL

First you must set your Windows 95 Network features. Click the Start button on your desktop and from the Settings submenu choose Control Panel. From the Control Panel dialog box, double-click the Network icon. Under Configuration, if TCP/IP does not appear, click the Add button. On the dialog box that appears, select Protocol and click Add. Under Manufacturers select Microsoft and under Network Protocols select TCP/IP. You will be prompted to insert the Windows 95 CD ROM, the necessary files will be copied to your hard drive and you will have to re-boot your computer.

When TCP/IP does appear under the Configuration tab of the Network dialog box, double click on it. Your TCP/IP address should now be displayed. If not, hit Cancel, then select TCP/IP and click the Properties button. Under the IP Address tab, select Specify an IP address. This is a unique address that each computer on your network has and you must

obtain it from your Network Administrator. It can be up to 12 digits, divided into 4 fields such as 137.239.1.33. You should leave the Subnet Mask field empty. Enter and/or MAKE NOTE OF YOUR IP ADDRESS number and then click OK. You may again have to re-boot your computer.

Your computer should now be ready to connect with another computer on your LAN using the TCP/IP protocol either under DirectPlay or Winsock.

## PREPARING TO USE THE IPX PROTOCOL

If your LAN uses Novell's NetWare operating system, you could also connect using the IPX protocol.

## STARTING A LAN GAME

At the main player select screen, click the button Network Play. You will be asked to either become the host of a new game or to join a game that someone else is hosting.

Next you will be asked to choose a network system; either Winsock or DirectPlay.

Once you have chosen the network system, you will be asked for the type of connection you'd like to use. If you picked DirectPlay, you can use IPX, TCP/IP, modem or serial connection. If you picked Winsock, you can only use TCP/IP.

When prompted, enter the TCP/IP or IPX address of the host computer. If it's a Winsock connection, include a colon (:) and the port number. You should now be connected and should see events on the host computer reflected on your display. Your selection should be the same as that of the other players on the network.

Naturally, not all network connections support games. Some networks have security firewalls, routers and other obstacles that prevent a game from being played. Firewalls essentially only allow outgoing calls, not incoming ones. In that case, you must run the host computer outside the firewall so that people outside the firewall can access it. Other systems might reject data that they don't recognize (such as Monopoly Star Wars data, which uses default port number 19971). There isn't much you can do in that case, except to ask your Network Administrator to let the data through.

## INTERNET CONNECTION THROUGH AN INTERNET SERVICE PROVIDER

If you intend to get access to the Internet through a modem, phone line and Internet Service Provider (ISP), you should first set up your modem and the connection to your ISP.

If you are connecting to your ISP using a Winsock program, you will be informed at connection time what temporary TCP/IP address you are assigned. MAKE NOTE OF THIS ADDRESS. If you are hosting a game, you will need to tell the other players (either through e-mail, telephone or other method) what your temporary address is.

If you are using Windows 95 Dial-up Networking to connect to your ISP, and if you are hosting a game, you will need to find out your temporary TCP/IP address in some other way. Your ISP may be able to help you in this regard.

## INTERNET CONNECTION THROUGH A LOCAL AREA NETWORK (LAN)

There are many types of LANs, each with their own protocols. If you're considering this method of playing Monopoly Star Wars, you've probably already established an Internet connection routine. Contact your Network Administrator for any extra help.

If you're playing Monopoly Star Wars over the Internet while connected to your LAN and you've chosen to be the game host, you must tell the other players your TCP/IP address so that they may contact you. From the Control Panel dialog box, double-click the Network icon. When TCP/IP appears under the Configuration tab of the Network dialog box, double click on it. Your TCP/IP address should now be displayed. You may then start the game in the normal way and the client(s) must type in your address when they connect.

Naturally, not all network connections support games. Some networks have security firewalls, routers and other obstacles that prevent a game from being played. Firewalls essentially only allow outgoing calls, not incoming ones. In that case, you must run the host computer outside the firewall so that people outside the firewall can get access to it. Other systems might reject data that they don't recognize (such as Monopoly Star Wars data, which uses port number 19971). There isn't much you can do in that case, except to ask your Network Administrator to let the data through.

## INTERNET CONNECTION THROUGH THE MICROSOFT GAME ZONE

REQUIREMENTS We recommend this as the best way to play Monopoly Star Wars over a network The Zone software and serv ce is free but you will need the following things a working connection to the nternet, a web browser which supports the Internet Gaming Zone software, a fu release copy of Monopo y Star Wars installed on your system with the CD-ROM in the drive.

As of this writing, only the Microsoft Internet Explorer Browser supports the Internet Gaming Zone software This software is available free from Microsoft at http //www microsoft com/ie/default htm Contact M.crosoft regard.ng browser compatibi ity of the Internet Gaming Zone software.

## PREPARATION

Ensure that Monopo y Star Wars is installed on your system and that the CD ROM d sc is in the drive Next, sign up for a Internet Gaming Zone account with Microsoft Go to http://www.zone.com asp/default htm and follow the directions Th.s wil involve downloading and installing some Zone software. You might even try playing some simple games like checkers to test the software and learn about the operation of The Zone See a so the README TXT fi.e on the CD-ROM for late-breaking news on The Zone

## STARTING A GAME

To start a game of Monopoly Star Wars, first point your browser to the Internet Gaming Zone web site Next, locate the Monopoly Star Wars Lobby You can chat with others in the Lobby using the Microsoft Zone Chat feature Click 'Join' to join a Monopoly Star Wars game in progress OR click 'Host' to host a game Monopoly Star Wars will launch and you will arrive at the player se ection screen The Microsoft Zone Software will hand e the network connection sett ngs for you As other players join the game, you will see their tokens move onto the ship You can communicate with them us.ng the Chat Droid feature A game will begin when the Host player has made h s/her p.ayer(s) selection and clicks the "Launch Button" on his/her computer.

## TELEPHONE NETWORK (MODEM PLAY)

### ABOUT MODEM PLAY

Your modem should be configured properly before running the Monopoly Star Wars game. If you have any problems doing this, consult the documentation that came with your modem

Under Windows 95, an excellent way to start is by reading the Windows 95 Help about Networks and Modems. Click the Start button on your desktop and select the Help command From the Help dialog box, double-click How to .. and select Use a Network There are other important topics you could read as well such as Dial-up Networking Windows 95 Help provides very useful material for understanding how your computer communicates with other computers.

### PREPARING TO CONNECT USING DIRECTPLAY

If you want to use DirectPlay with your modem, you should first make sure DirectPlay is installed It was most likely installed during the setup of Monopoly Star Wars If for any reason it wasn't, reinstall the game Insert the Monopoly Star Wars compact disc into your CD-ROM drive If auto-run is not enabled, click the Start button on your desktop and choose the Run command In the text box on the Run dialog box, type D:\Directx\Dxsetup exe where D represents the drive letter of your CD-ROM drive. Then click the OK button From the dialog box that appears, select DirectPlay and click reinstall DirectX. The necessary files will be copied to your hard drive and you will have to re-boot your machine.

Note To use DirectPlay, your hardware must be compatible with DirectX to function properly. If you're using DirectPlay and you're having trouble with the game, your hardware may not be set up correctly or it may not be fully compatible with DirectX

DirectPlay offers several different network protocols (not just TCP/IP) and has more sophisticated modem handling. DirectPlay is the recommended way to connect.

At this point your computer should be set up and ready to use Monopoly Star Wars modem play

### STARTING A MODEM GAME

You should first decide who is going to be the host for the game by using the telephone, e-mail or some other method. At the main player select screen, then click the button Network

Play. You will be asked to either become the host of a new game or to join a game that someone else is hosting.

If you are hosting the game, pick Host, then DirectPlay and modem connection. Your computer is now ready to receive another player.

If you are joining a game, pick Join, then DirectPlay and modem connection. Enter the phone number of the computer hosting the game and click OK. Your computer should dial in and connect. You will see actions on each computer reflected on the other. Either computer may have any combination of human and AI players. After the host player clicks Launch Game all players will be asked to agree to the rules and the game will begin.

## SERIAL CONNECTION

Your system must have a properly installed and configured serial port, and be connected to another system that has a properly installed and configured serial port via a null modem cable. From the standard windows serial port dialog box, select and configure serial port settings, if necessary. (See Control Panels, System, Device manager, Ports.)

As with other types of Network connection, you will be asked to either Host or Join a game. As the game host, the other player will connect to you using their properly configured computer and serial port connection. You will be asked to select a Network System (Winsock or DirectPlay). Check DirectPlay and click OK. Next you should select Serial Connect using DirectPlay. You will then be asked to check your serial port settings to make sure they are the same as the other computer(s) to which you are connected. Your serial port should then detect their connection to your system, successfully negotiate with the other system and begin a game.

If you choose to join a session, the connect will be the same except that the final choice will be to pick the game to which you'd like to connect.

# CREDITS

## Hasbro Interactive Worldwide

Senior Producer
ERIC HAYASHI

Product Marketing Manager
JOE GAMMAL

Creative Services Manager
STEVE WEBSTER

Principal Product Designer
DAVID WALLS

Creative Director
JOHN SUTYAK

Associate V.P. Product Development
KEVIN GILLESPIE

V.P. Research and Development
TONY PARKS

Director of Marketing
GAIL L. STEINER

Director of Public Relations
DANA HENRY

Director of Quality Assurance
MICHAEL CRAIGHEAD

Director of Internet
WHITNEY GRIMM

Webmaster
JOHN LAMOND

Channel Marketing Manager
KIMBERLY HANNAWAY

Graphic Design
JENNIFER BRACKETT

Special Projects Manager
TRACY KURETA

Quality Assurance Technician
TONY MOREIRA

Testing
JEN KACZOR
JEFF GRADY

Administrative Secretary
DENISE WILEY

Monopoly Star Wars Visionary
Chairman and CEO Hasbro Inc
ALAN HASSENFELD

President of Hasbro Interactive
TOM DUSENBERRY

V.P. of Marketing
GARY CARLIN

## Hasbro Interactive – United Kingdom / Europe

Producer
RALPH LAEMMCHE

Managing Director
BARRY JAFRATO

Webmaster
JAMES SHEAHAN

Worldwide Localization
SAM BAKER

Marketing and Public Relations
MARY MILLER
LIZ MORGAN

## Special Thanks

ANTHONY DANIELS AS THE VOICE OF C-3PO

Angell Sound
ROB TOWNSEND

Recording Supervision
STEPHEN LOVERING

Writing
ANTHONY DANIELS

Parker Brothers
HOLLY RIEHL

LucasArts Entertainment Co.
JACK SORENSEN
MARY BINRWAYNE CLINE

LucasFilm Ltd
GEORGE LUCAS
JULIA RUSSO
STACY MOLLEMA

Microsoft Corporation
CHIP PEDERSON
BRENT SCHNEPF

Intel Corporation
FRAN BURKE

West End Games
RICH HAWRAN

Absolute Quality, Inc.
CHARLES "CHIP" BOBLITZ

Consultation
DAVID POKORNY
RICH UNCLE PENNYBAGS

## Legal

BRUCE KELLY
WILSON, SONCINI, GOODRICH AND ROSATI
IRA BLUMBERG
HASBRO TOY GROUP
JAMES KIPLING
KAY, COLLYER AND BOOSE
LEONARD ORKIN

## Additionally

MICHAEL "BIGMIKE" GLOSECKI
JIMM GETZ
JEFFREY "BOOTCH" BUCCELLATO
CHRIS DOWN
RICHARD BLEWITT
THOMAS ZAHORIK
CLIVE ROBERT
JEAN NIEMI
MAUREEN O'REILLY
KELLIE RICE
TORSTEN OPPERMANN
JEAN-MICHEL COLETTI
AIKO KATAOKA
COOL PATROL PRODUCTIONS: KEV-D, LANCE-D, DEANY, PEGGER, CHRIS-D, MARK-D, JEFF-D
THE BONER, DREWS KIDS, OAKLEY, MEGAN, MONSIEUR LUX, PAGE-MASTER, BARTLETT, BRUCE AUSTIN, SANDY FOR FEEDING ME AND GETTING MY BUCKETS OF MAIL; MARY FOR HELPING WITH MY SANITY. MOM... I LOVE YOU!

THIS IS OUR DAY TO SHINE!

## Artech Credits

Director
RICK BANKS

Designers
RICK BANKS, PAUL BUTLER

Lead Programmer and Fire Fighter
MIKE HARLEY

Production Manager
JONAS BARTER

Lead Artist
CYRUS HOGG

System and Display Code
ALEXANDER G.M. SMITH, KEN SHIMUZU

Interface Code
TONY SANTAMARIA

Programmers
PIERRE BERNATCHEZ
DAN FANTHOME
ANDREW GRABISH
NITIN JOSHI
CORY MACMICHAEL
YU-NING NG
BRETT ROWDON
PIN FEI SUN
ANDREW SZCZESZYNSKI
GEORGE TAYLOR

3D Artists
CHRIS FRAM
SERGE GUILMETTE
CEDRIC "SCORPS" LAVERGNE
JOHN LEE
BRUNO ROY
JAY YOUNG
STEPHEN YOUNG

2D Artists
JOSH BRIDGE
LUC BEGIN
CHRIS HALE
CORY HUMES
STAS JESIONKAS
PHIL LAFRANCE
RON ROBINSON
DANIELA SURBA

Sizzler
DONNA BENNET
STEPHANE DUFOUR
MIKE FISHER
DARCY NICHOL

Music and Sound Effects
MARK MITCHELL

Writing
RICHARD COOPER

Production Assistants
PATRICK LAU
JOE AL-SABEH

Testing
ROGER CAMM
STEVE LAROSE

## BEFORE YOU CALL TECHNICAL SUPPORT...

If you are having technical difficulties with the MONOPOLY® *Star Wars* CD-ROM 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® *Star Wars* CD-ROM game to: support@hasbro.com

To find out more about the MONOPOLY® *Star Wars* CD-ROM game or any other Hasbro Interactive CD-ROM games, visit:

HTTP://WWW.HASBRO.COM

Official Star Wars Web Site:

HTTP://WWW.STARWARS.COM

## HASBRO INTERACTIVE'S LIMITED 90-DAY WARRANTY

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.

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the MONOPOLY *Star Wars* CD-ROM 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 substantially 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 this 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.

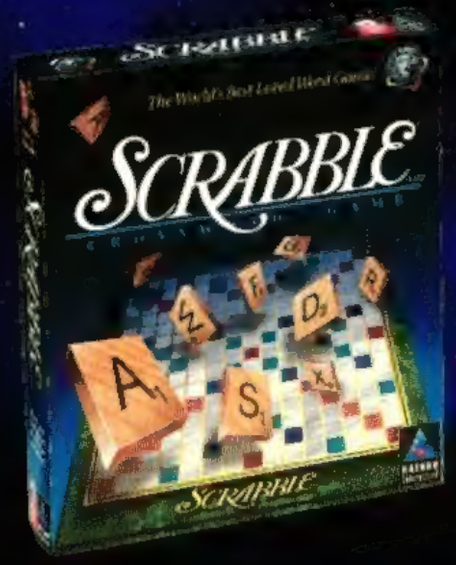
MONOPOLY®, the distinctive design of the game board, the four corner squares, as well as each of the distinctive elements of the board and the playing pieces are trademarks of Hasbro, Inc. for its real estate trading game and game equipment. ©1935, 1997 Hasbro, Inc.
©1997 Hasbro Interactive, Inc.

*Star Wars*®, ™ & © 1997 Lucasfilm Ltd. All rights reserved. Used under authorization.

HASBRO Interactive™

Product # 99075

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.
STAR WARS®, ™ & © 1997 Lucasfilm Ltd. All rights reserved. Used under authorization.
Developed by Artech Studios. Windows® is a registered trademark of Microsoft Corporation.
SCRABBLE® is a trademark of Hasbro in the United States and Canada.



## Check out these other great Hasbro Interactive CD-ROM Games!