



Play Worldwide  
over the  
INTERNET!

# MONOPOLY<sup>®</sup>



Parker Brothers Real Estate Trading Game



HASBRO  
Interactive

Westwood  
GAMES

WINDOWS

## 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 gameplay 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.*

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

## QUICK START

- Insert the MONOPOLY® CD-ROM game disc into your CD-ROM drive.
- Start Windows.
- From the File menu, select Run.
- Type D:\SETUP in the dialog box. (Use your actual CD-ROM drive letter.)
- Follow the on-screen installation instructions.
- After the installation is complete, click on the  icon.
- 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.
- From the game screen, click on *Add Player 1* button.
- Choose "Person on this computer..."
- Type in your name and click OK.
- Choose which token you want to use and click on it.
- Click on *Add Player 2* button.
- Click on *Add a Computer AI Player*.
- Choose *Standard* from the list that appears and click OK.
- Select a token for *Standard* to use and click on it.
- Click on GO to begin the game!

## GETTING STARTED

### MONOPOLY® CD-ROM Game System Requirements

COMPUTER: IBM 486/33 MHz (or 100% compatible)

MEMORY: Minimum 8 MB

WINDOWS: Windows® 3.1; Windows® for Workgroups 3.1;  
Windows® for Workgroups 3.11; Windows® 95

DISPLAY: Minimum 640 x 480 display, 256 colors

HARD DISK: Minimum of 10 MB noncompressed space

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

NETWORK: TCP/IP network protocol stack with a  
WINSOCK.DLL v1.1 or equivalent

Windows 3.1 and Windows for Workgroups 3.1 players, please consult your network card manufacturer for recommended TCP/IP drivers.

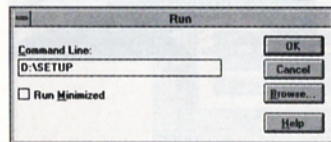
Windows for Workgroups 3.11 players can obtain Microsoft's 32-bit TCP/IP network protocol stack from Microsoft via their website: <http://www.microsoft.com> or via their FTP site: <ftp.microsoft.com>.

Windows 95 players will find that Microsoft includes TCP/IP drivers for many popular network cards.

MODEM: Minimum 14,400 baud, Hayes compatible

INTERNET: TCP/IP network protocol stack with WINSOCK.DLL v1.1 or equivalent over SLIP/PPP dialup or direct connection.

## SETUP & INSTALLATION




Insert the MONOPOLY® CD-ROM game disc into the CD-ROM drive. Start Windows. From the File menu, select the Run option. In the dialog box, type "D:\SETUP" and click on the OK

button. (Use your actual CD-ROM drive letter in place of "D:".)

Follow the on-screen installation instructions.

Once the Setup is complete, you return to Windows. You will see the Westwood Studios program group containing icons for the MONOPOLY® game. You are now ready to play the game!

## STARTING THE GAME

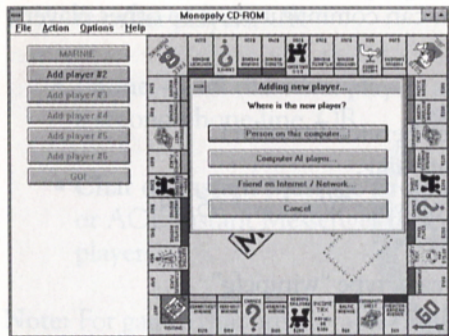
Double-click on  to begin the game. (If the CD-ROM is not in the drive, you'll be asked to insert the disc.)

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

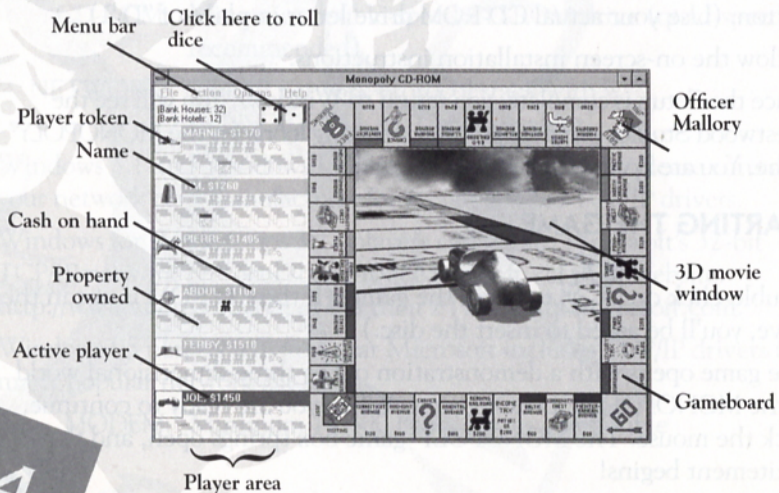


To play a game of MONOPOLY® CD-ROM on your computer, collect a group of up to six players. Click on an *Add Player* button. You may choose to add yourself, a friend, or computer opponent. You may also host or join a local area network (LAN) game.

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. (See "How to Find Your IP Address Using Windows® 95/98" on the next page.) Once all LAN players have joined the game, you, as host, click on the GO button to begin the 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.



## HOW TO FIND YOUR IP ADDRESS USING WINDOWS® 95/98

To find your IP address so that you can communicate it to other players, follow the steps detailed below:

- 1) Connect to your ISP (Internet Service Provider).  
*This MUST be done before continuing.*
- 2) Click on the START button on your Windows® 95/98 Task Bar, and then click on RUN.
- 3) When the RUN window appears, type “winipcfg” (without quotes), and then click OK.
- 4) The box labeled “IP Address” is your IP address for that session.  
**Note:** Your IP address may change each time you log on depending on your ISP.
- 5) If you are hosting the game, you must communicate your current IP address to the other players wishing to join the game. You can do this via:

- **E-mail** – Use your e-mail program to send your IP address to other players, OR
- **Phone** – Call the other players and tell them your IP address via a second phone line, OR
- **Chat or Instant Message Programs** – Use programs such as ICQ or AOL Instant Messenger to send your IP address to the other players.

**Note:** For games that are playable on the MSN Gaming Zone (formerly called Microsoft’s Internet Gaming Zone), IP address information is automatically exchanged between players via the Zone.

### Helpful Web Site Addresses

ICQ – <http://www.mirabilis.com>

AOL Instant Messenger – <http://www.aol.com/aim/>

## 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, make any changes from the *Options* menu 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, click on Open a Game. 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.

## CHAT FEATURE\*

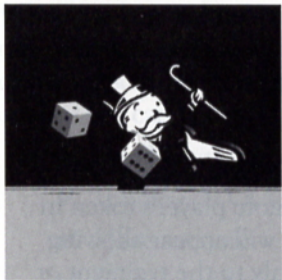
While playing on the Internet or a local area network, you are able to send messages to other players. Click on the remote player's token in the players area of your computer. A dialog box will appear allowing you to enter a message. It can be "whispered" only to the recipient or "yelled" to all players.

### \*CHAT

Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

## 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.

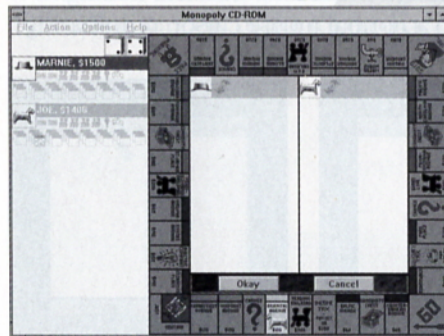


## HEY! WAIT A MINUTE...

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'

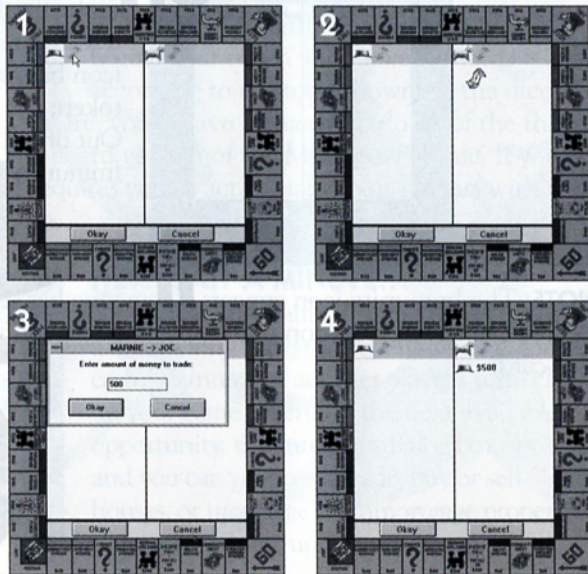


On the Trade screen, each player's token is placed in one of the Trade windows. Several trade icons may appear in the icon bar to the right of the token; the Cash icon, the Get Out of Jail Free icon, or the Immunity icon.

**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.

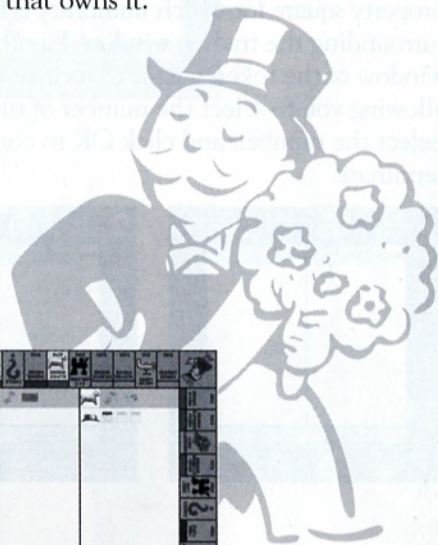
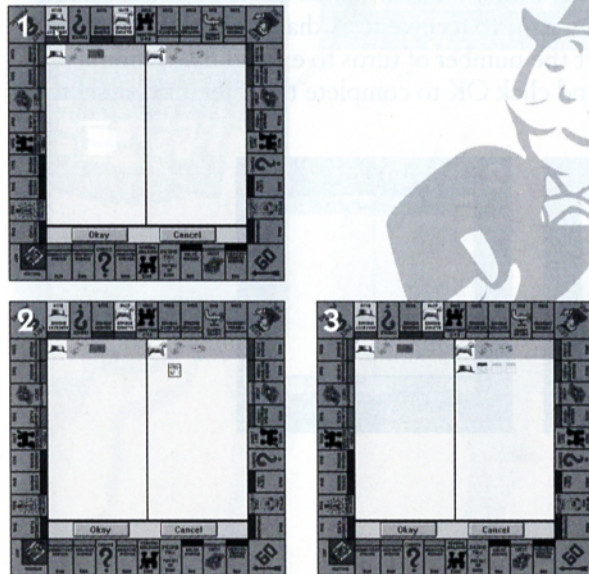
## TRADING CASH

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

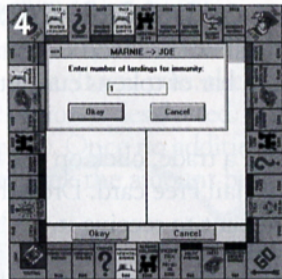
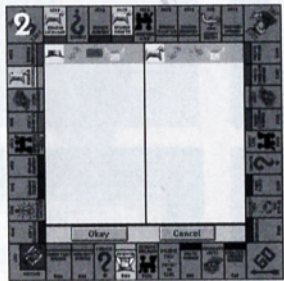
To offer a property as part of a trade, move the mouse pointer over the property on the board surrounding the trading window. Click on the property to be offered. Drop the Title Deed icon in the trading window of the token meant to receive it. A Title Deed may not be dropped in the trading window of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

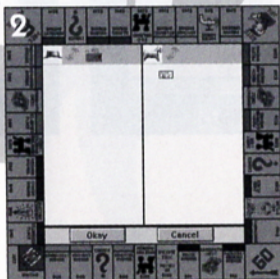
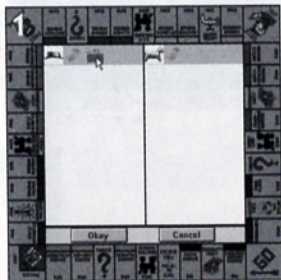
To offer immunity as part of a trade, click on the Immunity icon of the token offering the immunity. Next, click the Immunity cursor on the property square for which immunity is being offered on the gameboard surrounding the trading window. Finally, click the icon in the trading window of the token meant 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, it may distort the actual space available. Try and free some additional disk space by deleting unneeded files.

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

A: Reinstall the MONOPOLY® CD-ROM game. Make sure that WinG and Win32s are selected for installation. If problems persist, restart Windows and close any other applications that are running.

## TECHNICAL SUPPORT

If you are having technical difficulties with the MONOPOLY® 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. Your DOS and Windows version.
4. All the information after the MEM command.
5. Exact error message reported (if any).
6. The contents of your AUTOEXEC.BAT and CONFIG.SYS files.

For telephone technical support, please call (410) 568-2377. Support hours are from 8:00 a.m. to 12:00 midnight, 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® CD-ROM game to: **HI@hasbro.com**

To find out more about the MONOPOLY® CD-ROM game visit:

**<http://www.monopoly.com>**

For information on any other Hasbro Interactive CD-ROM game, visit:

**<http://www.hasbro-interactive.com>**

## Internet MONOPOLY® CD-ROM Gameplay

You have your choice of ways to play MONOPOLY® CD-ROM on the Internet. You must already have Internet access (see the *Getting Started* section).

Using the Internet/Network play feature, you can play against anyone else with an IP address. Exchange IP address information with friends and family for online play. (See "How to Find Your IP Address Using Windows® 95/98" on page 6.)

You can also play head-to-head under Windows®95 using the Microsoft Plus! add-on. For information on this product, visit:

[www.microsoft.com](http://www.microsoft.com)

## Looking for a Game? Is Everyone You Know Busy?

Visit the Westwood Online area of [www.westwood.com](http://www.westwood.com) for membership information and instructions on downloading their free software. With Westwood Online you can chat with other players, look for opponents, and exchange IP address information.

The Westwood Online 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.

## Monopoly® on the World Wide Web

Visit the official Monopoly® website at [www.monopoly.com](http://www.monopoly.com) for the latest and greatest information.

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Product# 99770

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