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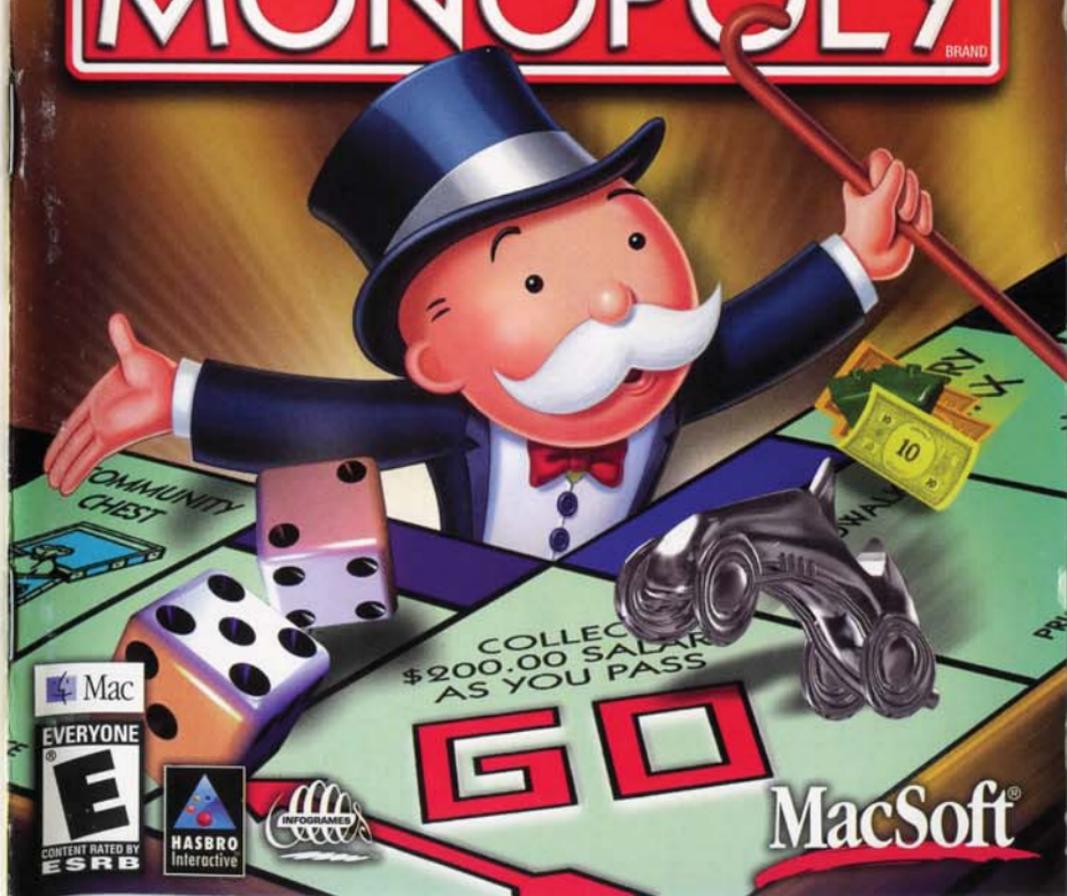
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# MONOPOLY

BRAND

Mac

EVERYONE

E  
CONTENT RATED BY  
ESRB

INFOGRAMES  
HASBRO  
Interactive



MacSoft

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# FIRST THINGS FIRST

## System Requirements

**Minimum:** Any Macintosh with a 225MHz or faster processor (including any G3, G4, iMac, or iBook), 64MB RAM, MacOS 8.1 or higher, 5MB free hard disk space, and a CD-ROM drive. Requires a video card with support for Apple's OpenGL (included with any G3, G4, iMac, or iBook) and a monitor capable of at least 800x600 in Thousands of colors.

**Recommended:** G3 or higher, 64MB RAM, 240MB hard drive space available.

## SETUP AND INSTALLATION

1. Close all open windows and running applications on your Macintosh.
2. Insert the Monopoly CD-ROM game disc into your CD-ROM drive.
3. Double-click on the CD-ROM icon to open the CD-ROM window. Double-click on the Installer icon to run the Monopoly installation application.
4. Follow the onscreen instructions to finish installing Monopoly.
5. Once installation is complete, locate the Monopoly folder on your hard drive, double-click on the folder to open it, and double-click on the Monopoly application icon to start the game.

**Note:** You must have the Monopoly CD-ROM in the CD-ROM drive to play.

# WELCOME TO MONOPOLY™!

Monopoly, the world's favorite board game, is now better than ever! Play against friends or challenging computer opponents. Bankrupt players over the Internet or a local-area network. No matter who and how you're playing, you're guaranteed an exciting time on your quest to become a tycoon!

Play on the classic board, on a number of real-life city-edition boards, or even on a custom board that you can create yourself! Instead of collecting rent on Boardwalk and Park Place, you could actually collect rent on Tom's Mansion, Tony's Resort, or Eric's Shack!

So, Advance to GO, collect \$200 bucks and get ready for an exciting Monopoly experience!

## GETTING STARTED

You can play the Monopoly CD-ROM game with up to 6 players. Your opponents can either be human or AI (computer-controlled artificial intelligence), and human opponents can play along side you at your computer (hotseat play) or from a remote location.

### Top Players Screen

When you first launch the game, an opening sequence will play and the Top Players screen will appear. From here you can view each player's total number of wins and the greatest net worth they have achieved during play. When you're done viewing this information, click on the **Play** button. This will take you to the start of the Gameplay Setup sequence.

**Note:** From the Top Players screen you can also access the game's File Menu, Options Menu, Credits List, and Help Menu by clicking on the corresponding button at the bottom of the screen.



## GAMEPLAY SETUP SEQUENCE

Before you can begin play, you must first set up your game. It's easy! Simply follow the steps outlined below.

### STEP 1: Select the Type of Game You Want to Play

**Play a Game** — Click here if you want to start a brand new game. This will take you directly to Step 2.

**Play Online Game** — Click here if you want to play a network game. (See "Playing a Network Game" on page 19)

**Load Saved Game** — Click here to continue playing a previously saved game. This will take you to the "Load Game" screen. From there, click on the game you wish to load. The game will automatically be loaded and play will begin at the point where the game was last saved.



### STEP 2: Select or Enter a Player Name

If you have previously signed in, select your name by clicking on it. If your name is not immediately visible, click on the **More Names** button to reveal additional player names.

If you are a new player, click on the **New Player** button and then type in your name. Press the **Return** key on your keyboard when you are done. This will take you to the next step.



### STEP 3: Select a Token

Click on the picture of the token that you would like to represent you during play; then click on the **Next** button to continue.



## STEP 4: Add/Remove Players

You need at least one opponent in order to play. There can be a total of 2 to 6 players in a game. At least one player must be human. To add or remove a player, click on one of the following:

**Add Human Player** — Click here to add another human player to the game.

**Remove Player** — Players, either human or AI, can be removed from a game before the game begins. Click here to remove a player from the game; then click on the name of the player you wish to remove.

**Add Computer Player** — Click here to add a computer opponent to the game. You must then select a "strength" for that player. Click on the strength level that you want to assign to that computer player: **First-time Buyer**, **Entrepreneur**, or **Tycoon**.

After you have added all of the players you want to the game, click on the **Start** button to continue.

## STEP 5: Choose a Gameboard

**Classic Board** — Click here if you wish to play the game on the familiar classic gameboard.

**Load Custom Board** — Click here if you wish to play the game on an original gameboard that was custom designed. (See "How to Create Your Own Gameboard" on page 22.)

**Select City** — Click here if you wish to play on a gameboard that features actual landmarks from a well-known North American city. Click on the arrow buttons to scroll through the list of available cities. After you've selected a city, click on the **Next** button to continue.



## STEP 6: Choose the Gameplay Rules

**Standard Rules** — Click here to play the game using the standard rules from the classic Monopoly board game.

**Custom Rules** — Click here to play the game with your own custom rules. This will take you to the Custom Rules screen.

From there, click on the individual options to change their setting. (See "Custom Rules Options" on page 17.) If you change your mind and would like to play with the standard rules, click on the **Restore Standard Rules** button. When done, click on the **OK** button to continue.

Note: If you want to play a shortened game, click on the **Short Game** button. (For details, see "The Short Game" on page 18.)

Congratulations! Now you're ready to play!

## THE OFFICIAL RULES

### The Game in Brief

Monopoly is the game of buying, renting or selling properties so profitably that players increase their wealth — the wealthiest becoming the eventual winner. Starting from the "GO" space, your token moves around the board according to your dice roll. When you land on a space that is not already owned by someone else, you may buy it from the Bank. If you choose not to buy it, you must auction it off to the highest bidder. Players who own properties collect rents from opponents landing there. The construction of houses and hotels greatly increases the rent you can collect on properties, so it is wise to build on as many sites as possible. If you need to raise more money, the Bank can give mortgages on properties. You must always obey the instructions given on *Chance* and *Community Chest* cards. Sometimes you will be sent to Jail.

### Object

To be the only player left in the game that is not bankrupt.



## Playing the Game

At the start of the game you will be given \$1,500.

On your turn, roll the dice and move forwards around the board in the direction of the arrow. The space you land on will determine what you have to do next. (Two or more tokens may rest on the same space at the same time.)

The space you land on may require you to do one of the following:

- Buy properties (if you choose)
- Pay rent (if you land on an owned property)
- Pay taxes
- Draw a *Chance* or *Community Chest* card
- Go to Jail
- Rest on the Free Parking space
- Collect \$200 salary

## Rolling Doubles

Take your regular turn; then roll the dice again for another turn. If you roll doubles for a third time in succession, you will be sent directly to Jail.

## Passing "GO"

Every time you either land on or pass "GO," you receive \$200 from the Bank.

## Buying Property

If you land on an unowned property, you may buy it if you so choose. If you decide to buy, the price of the property will be deducted from your cash funds. You will receive in exchange, as proof of ownership, that property's *Title Deed*. If you decide not to buy, you must immediately auction the property to the highest bidder. Even though you declined the option of buying at original price, you may join in the bidding.

TITLE DEED CAMBRIDGE	
RENT \$8.	
With 1 House	\$ 40.
With 2 Houses	100.
With 3 Houses	300.
With 4 Houses	450.
With HOTEL	\$ 600.
Mortgage Value	\$ 60.
Houses cost	\$ 50. each
Hotels	\$ 50. plus 4 houses
<small>If a player owns all the lots of any color-group, the rent is doubled on unimproved lots in that group.</small>	
<small>© 1988 HUBBARD BROTHERS</small>	

## Owning Property

Owning property entitles you to collect rent from any "tenants" (other players) who land on that space. It is an advantage to own all the properties within a color-group in other words to own a monopoly. You can build on any properties for which you own the complete color-group (as long as no properties within that color-group are mortgaged).

## Landing on Owned Property

If you land on a property that has previously been bought by another player, you may be required to pay rent. The amount payable is shown on the *Title Deed* for that property and will vary according to the number of buildings on it. If a player owns all properties within a color-group, the rent payable is doubled on any property of that group not yet developed. Note: You cannot collect double rent if any one site in a color-group is mortgaged. Where houses or hotels have been built on a property, the rent will increase and will be shown on that property's *Title Deed*. Rent is not payable on mortgaged properties.

## Landing on the Utilities

If you land on a utility, and it is not already owned, you may buy it. If, however, the utility is already owned, you may be asked to pay rent to the owner. Rent amount is determined by your already rolled dice. If the owner has only one of the utilities, the rent will be four times your dice roll. If, however, the same player owns both utilities, you must pay ten times the amount of your dice roll. If you are sent to the utility as a result of a *Chance* or *Community Chest* card, you must roll the dice to determine how much you should pay. If you decide not to buy, you must auction the utility to the highest bidder.

## Landing on the Railroads

If you are the first to land on the railroad, you may buy it. If you decide not to buy, you must auction it to the highest bidder. Even though you declined to buy at the original price, you may join in the bidding. If the railroad is already owned when you land on it, you must pay the amount stated on the *Title Deed*. The amount payable will vary according to the number of other railroads owned by that player.

## Landing on "CHANCE" and "COMMUNITY CHEST"

These cards may ask you to do one of the following:

- Move your token
- Pay money — for example, in taxes
- Receive money
- Go to Jail
- Get Out of Jail Free

If you pick a "Get Out of Jail Free" card, you may keep it until you wish to use it, or sell it at a mutually agreed upon price.

## Landing on "INCOME TAX" and "LUXURY TAX"

When you land on either one of these spaces, the corresponding amount will be deducted from your cash funds and paid to the Bank.

## Free Parking

When you land on "Free Parking," you must rest here until your next turn. There is no penalty for landing here.

## Jail

You will be sent to Jail if:

- You land on the "GO TO JAIL" space, **or**
- You pick a *Chance* or *Community Chest* card which tells you to "GO DIRECTLY TO JAIL," **or**
- You roll doubles three times in succession on your turn.

Your turn ends when you are sent to Jail. If you are sent there, you will not collect \$200 for passing GO, regardless of where you are on the board.

To get out of Jail you can:

- Pay a fine of \$50 and continue on your next turn, **or**
- Purchase a "Get Out of Jail Free" card from another player at a mutually agreed upon price and use it to get out, **or**
- Use a "Get Out of Jail Free" card if you already have one, **or**

- Wait there for three turns, rolling the dice on each turn to try to roll doubles. If you roll doubles on any turn, move out of Jail using this dice roll.

After you have waited three turns, you must pay \$50 and then move out of Jail.

Note: While in Jail you can collect rent on properties, provided they are not mortgaged.

## Just Visiting

If you are not "sent to Jail" but, during the course of play, land on the Jail space, you are "Just Visiting" and incur no penalty. On your next turn, move ahead as usual.

## Houses

Once you own all properties of a color-group, you can buy houses to put on any of those spaces. This increases the rent you can charge to passing tenants. The price of a house is shown on the relevant *Title Deed*.

You can only buy houses on your turn, and you must build evenly. You cannot build a second house on any one site of a color-group until you have built one house on every site of that group, and so on, up to a maximum of four houses per property. Selling houses must also be done evenly. You can buy or sell at any time, and as many buildings as your judgment and financial standing will allow.

Note: Houses may not be built if any site of the same color-group is mortgaged.

If you own all properties of a color-group, and only one or two of them have been built on, you can still collect double rent from another player who lands on one of your unimproved properties in that color-group.

## Hotels

You must have four houses on each site of a complete color-group before you can buy a hotel. Hotels are bought in the same way as houses and cost four houses, which are returned to the Bank, plus the price shown on the *Title Deed*. Only one hotel may be erected on a site.

## Building Shortages

If there are no houses left in the Bank, you must wait for other players to return theirs before you can buy any. Similarly, when selling hotels, you cannot replace them with houses if there are none available.

## Selling Property

You may sell undeveloped properties, railroads and utilities to any other player as a private transaction for a sum agreeable to both of you. (See "The Trading Screen" on page 15.) No property, however, may be sold to another player if any buildings stand on any of the properties of that color-group. Should you wish to sell a property from a color-group, you must first sell all buildings on those properties to the Bank.

Houses must be sold evenly, in the same way as they were bought. (See "Houses" on page 11.) Houses and hotels cannot be sold to other players. They must be sold to the Bank at half the value stated on the relevant *Title Deed*.

For hotels, the Bank will pay half the cash price of the hotel plus half the price of the four houses, which were given to the Bank for the purchase of the hotel. All hotels on one color-group may be sold at once.

If necessary, hotels can be broken back down into houses to raise money. To do this, you can sell a hotel to the Bank and receive, in exchange, four houses as well as money for the hotel (i.e. half its cost).

Mortgaged property *cannot* be sold to the Bank, but can be sold to other players.

## Mortgages

If you have no money left and are required to pay a debt, you can raise money by mortgaging a property. To do this, first sell off any buildings on that property to the Bank. (See "Mortgage" on page 14.) When you wish to repay your mortgage, you must pay the amount of the mortgage plus 10% interest. If you mortgage a property, you retain possession of it. No other player can secure it by paying off the mortgage to the Bank.

Rent cannot be collected on a mortgaged property. It can, however, still be collected for other properties of that color-group.

You can sell mortgaged property to other players at any agreed upon price. The buyer can then decide to remove the mortgage immediately by paying off the mortgage plus the 10% interest. Alternatively, he/she can pay the 10% but retain the property with a mortgage.

In this case, when the mortgage is finally removed an additional 10% is payable.

When all sites of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price.

## Bankruptcy

If you owe the Bank or another player more money than you can raise from your assets, you are declared bankrupt and are out of the game. If your debt is to the Bank, the Bank takes all your cash and *Title Deeds*. The Bank then auctions off each property to the highest bidder.

If you are made bankrupt by another player, your houses and hotels are sold to the Bank at half their original cost and that player receives any cash, *Title Deeds* and "Get Out of Jail Free" cards you own. If you own any mortgaged property, you must turn it over to that player. That player must immediately pay 10% and then choose whether to retain the mortgage or pay it off in full now.

## Short on Cash?

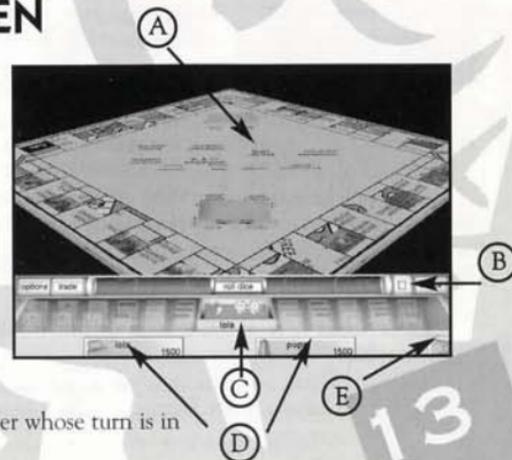
If you owe more rent than you can pay in cash, you may pay your creditor part in cash and part in property (i.e. empty building sites). In this case, the creditor may choose to accept certain property (even if it is mortgaged) at a value far in excess of the printed one in order to obtain additional sites, or to block another player from obtaining control of that property.

Money can only be loaned to a player by the Bank, and then only by mortgaging property.

## THE GAMEPLAY SCREEN

The Gameplay screen features five basic areas: the Gameboard, the Gameplay Buttons Bar, the Dice Tray, the Player Name Tags, and the Bank Holdings Button.

- A. **Gameboard** — Shows the entire gameboard and each player's location. Click on the gameboard and move your mouse to rotate the board.
- B. **Gameplay Buttons Bar** — Features different buttons throughout the game to control gameplay. (To learn more about each of the buttons, see "The Gameplay Buttons" below.)
- C. **Dice Tray** — Features the token of the player whose turn is in progress, as well as the roll of the dice.



**D. Player Name Tags** — Click on a player's name tag to see all of the pertinent information relating to that player's position in the game, including his/her cash amount, and the properties he/she owns.

**E. Bank Holdings Button** — Click here to see what properties are currently owned by the Bank, as well as the number of houses and hotels still available. If you would like a close-up view of a property card, click on it.

## THE GAMEPLAY BUTTONS

During the game, different Gameplay Buttons will appear at different times. The Gameplay buttons allow you to perform different actions.

**Menus** — Click here to access the game's **File Menu**, **Options Menu**, **Credits List** and **Help Menu** buttons.

**Trade** — Click here to propose a trade with another player. This will take you to the Trading screen described on page 15.

**Roll Dice** — Click here to roll the dice. Your token will then move to the appropriate space determined by the dice roll.

**Mortgage** — Click here to mortgage a property. Important! This button is only available if you own properties and those properties are eligible to be mortgaged. When prompted, select the property that you want to mortgage by clicking on it.

**Unmortgage** — Click here to unmortgage a property. Important! This button is only available if you own properties and those properties are mortgaged. When prompted, select the property that you want to unmortgage by clicking on it.

**Auction** — Click here to put a piece of property up for auction. All players may participate in an auction, including players in Jail. To bid on a property, click on the denominations located in the money tray. The highest bidder is awarded the property.

**Buy** — Click here to buy a piece of property. The price of the property *Title Deed* will automatically be deducted from your bank account.

**Build** — Click here to buy a house or hotel. **Important!** This button is only available if you own all the properties of a color-group.

**Sell** — Click here to sell a house or hotel. **Important!** This button is only available if you have a house on a property.

**Done** — Click here when you have completed your turn.

**Camera View Button** — Click here to change viewing angle of the gameboard.

**Status** — Click here if you would like to view the status of players, deeds, or the Bank. This will bring up the Status screen. From there, click on one of the buttons at the bottom left of your screen to view that category's status. Other buttons will then appear to the lower right of the screen. These buttons are associated with the **Status** button you selected. Click on the different buttons to view specific types of information. The Status screen also features the special Monopoly calculator. (See *The Monopoly Calculator* below for details.)

**Main** — Click here to return to the game in progress.

## THE MONOPOLY CALCULATOR

The Monopoly calculator is quite different from a standard calculator in that it is geared towards specific game functions. If you roll over the various function keys, a description of that button's purpose will appear in the text field to the right of the calculator.

To begin using the calculator, simply click on the key for the function that you wish to use. You will then be prompted with short instructions. Next you will be asked to do one of two things:

- Pick a *Title Deed* from the set that will appear just below the calculator, **or**
- Pick a token from those that appear in a field replacing the numeric keys.



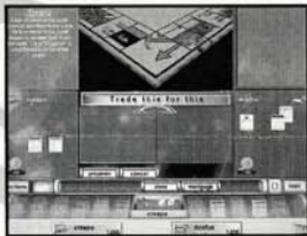
Now all you have to do is follow the instructions. Your answer will appear in the smallest text field, directly above the numeric keys. Important! Between each separate use of a function key, you must click on the **Clear** key to reset the calculator. Note: The numeric keys themselves aren't supposed to be functional, and are included in the calculator just for fun.

## THE TRADING SCREEN

### How to Propose a Trade to Another Player

Select the player with whom you wish to trade. Next, click on the properties, futures, immunities, or money icons to trade those assets, respectively. Your assets are located on the left side of the screen while the player with whom you wish to trade is located on the right side of the screen. When you are satisfied

with the trade setup, click on the **Propose** button. If at any time you wish to cancel the trade, click the **Cancel** button. Your opponent must choose whether to **ACCEPT**, **COUNTER** or **REJECT** the deal. If he/she accepts the deal, play returns to the Gameplay screen with the assets transferred. If he/she rejects the deal, play returns to the Gameplay screen with nothing having changed hands. If he/she chooses to counter the offer then the opponent now controls the terms of the deal.



## Trading Mortgaged Properties

If you receive mortgaged property as part of a deal, you must pay 10% of the mortgage value as a surcharge for taking over the mortgage. If you later unmortgage the property, you will have to pay the mortgage principle plus 10%.

## Other Ways to Raise and Spend Money

If you need to raise money, you can always sell a house or hotel back to the Bank. If you're rolling in the dough, however, you can use that extra cash to buy a house or hotel, or to unmortgage a property.

Note: The property owner must then pay the Bank the amount of the mortgage plus 10% interest.

## Winning

The last player left in the game is the winner.

# OPTIONS MENU

## Sound Options

The following may be turned Off or ON:

- Token Voices
  - Mr. Monopoly's Comments
  - Music



## Display Options

You may turn off many features in order to speed up gameplay. This could be especially important when playing over the Internet or with experienced players who may have already seen most of the animation sequences. The following features may be turned Off or ON:

- Token animations
- 3D Camera Movement
- Lighting Effects
- 3D Board Display
- Bilinear Filtering
- Dithering

# CUSTOM RULES OPTIONS

**Houses per Hotel** — Select the number of houses to be exchanged for one hotel. Valid numbers are either 4 or 5.

**Total Houses** — Default is 32. You may pick 12, 32, 60 or 88.

**Total Hotels** — Default is 16. You may pick 4, 12, 16 or 22.

**Free Parking Jackpot Amount** — Valid amounts are between 0 and 750.

**Initial Cash** — Valid amounts are between 500 and 2,000.

**Salary for Passing GO** — Default is 200. You may pick a number between 0 and 400.

**Income Tax Rate (%)** — Valid percentages are between 0 and 15%.

**Income Tax Amount (\$)** — Valid amounts are between 0 and 400.

**Luxury Tax** — Valid amounts are between 0 and 300.

**Maximum Turns in Jail** — Number of turns you can stay in jail without having to pay to get out. Default is 3. Valid numbers are between 1 and 4.

**Jail Fee** — Amount to pay to get out of Jail. Default is 50. Valid amounts between 0 and 200.

**Houses Remaining for Shortage** — If a player wants to buy a house and if less than this number of houses remains with the Bank, all players qualified to buy houses will be asked if they also want to buy a house. If any other player also wants to buy the house, an auction is held. Default value for houses remaining for shortage is 6. Valid numbers are between 0 and 12.

**Hotels Remaining for Shortage** — Default value is 3. Valid numbers are between 0 and 6.

**Mortgage Interest Rate Percentage** — Valid rates are between 0 and 20.

**Auction Time Delay (Seconds)** — The time Mr. Monopoly™ will wait for further bids before saying "Going Once," etc. Default value is 5 seconds. Valid times are between 3 and 10 seconds.

**Properties Dealt at Start** — Default is 0. Valid numbers are between 0 and "All."

**Even Build Rule** — When possible, houses must be evenly distributed among all properties in a group. The number of houses on any property cannot be more than one greater than any other property.

**Collect Double Money for Landing on GO** — If this rule is ON, players will collect twice the selected salary for landing on GO.

**Free Parking Rule** — If this rule is ON, 500 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 a player wins the money, a new 500 is placed on Free Parking.

**Futures and Immunities** — If this rule is ON, as part of a trading transaction, one player may grant a future or an immunity to another player. In terms of a future, this means that the future rent collection rights on the property are transferred to the other player for a number of times. Future rent collection right also applies to the player giving the future. A player may also grant an immunity to another player as part of a trading transaction. This means that the other player is immune from paying rent a specific number of times when he/she lands on a property or set of properties. An immunity cancels a future.

**Short Game Button** — Click on this button to automatically set the rules for a short game.

**Restore Standard Rules Button** — Click on this button to automatically set the rules for the normal game.

## THE SHORT GAME

At the start of a short 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 continues as in a normal game.

In a short game, it is necessary to have only three houses (instead of four) on each property of a complete color-group before the player may buy a hotel. Rent for a hotel remains the same as in the normal game. The turn-in value of a hotel is still one-half the purchase price, which in this game is one house less than in the normal game.

As in the normal game, the first player to go bankrupt retires from play. However, when the second bankruptcy occurs, the game ends. Play immediately

ceases, with the bankrupt player turning over to their creditor all that they have of value, including houses and hotels and any other properties. This happens when the creditor is a rival player or the Bank.

Each remaining player then values their own assets: (1) cash on hand; (2) property, utilities and railroads owned at the price displayed on the board; (3) any mortgaged property owned at the price displayed on the *Title Deed*; (4) houses, valued at purchase price; and (5) hotels, valued at purchase price including the value of the three houses turned in.

The richest player wins!

## PLAYING A NETWORK GAME

You will first need to click on the **Play Online** button at the Game Type Selection Screen.

Next you will be asked to choose whether you wish to **Host** or **Join** a game. The player who Hosts a game will run the game on his or her computer, and the other players will Join his or her game.

### Host Player

- Click on the **Host** button
- You will need to choose whether you wish to play via Appletalk or TCP/IP. You will need to use TCP/IP if playing an Internet game; most Mac networks will support the Appletalk network protocol, but you may wish to check with your System Administrator to be certain. TCP/IP may be used for LAN networking if Appletalk networking is not available.
- Check the box for Appletalk if you wish to play an Appletalk game via LAN (Local Area Network). Check the box for TCP/IP if you wish to manually start an Internet game or if you need to play a LAN game via TCP/IP; The HOST PORT should be left at the default value of 2300. Note: Do not access GameRanger play from within the game. Instead, launch GameRanger, click on the type of game you wish to play, and the game will then automatically launch if it has been installed on your machine. To learn more about playing online, see **Play Online with GameRanger!** on page 21.
- If you are hosting an Appletalk game, you can enter a name for your game in the GAME NAME field. If you are going to host a TCP/IP game, you need to determine your IP Address and enter it into the GAME NAME field. Important! Players who wish to join your game will need to know

your exact IP address. You can determine your IP address by first connecting to the Internet or your LAN and then opening the TCP/IP Control Panel accessed via the Apple menu. The TCP/IP Control Panel will list your IP address.

- You can specify a password by entering a password in the PASSWORD field.
- Enter your name and click **OK** to create the game.
- You can chat in the Session Lobby screen by clicking in the lower chat input box. You will see a flashing cursor.
- Type your message and press the **RETURN** key to display the message.
- Click on the arrow buttons to scroll up to see previous chat messages.
- If you would like to remove a player, click on **REMOVE PLAYER** and then click on the player you want to remove.
- Clicking on **BACK** will take you back to the Multiplayer Setup Menu.
- When all players have joined your session, click on **PLAY** to start the game.

## Joining Players

- Click on **JOIN MULTI-PLAYER GAME**, then click **OKAY**. The NetSprockets dialog box will be displayed.
- Choose whether you are joining a TCP/IP game or an Appletalk game. The player hosting the game will be able to let you know which type of game you will be playing.

If playing an Appletalk game:

- Choose **APPLETALK** from the pop-up menu at the top of the dialog box.
- A list of the available games will appear on the right side of the dialog box. Click on the name of the game you wish to join. If the game is protected by a password, enter the password in the **PASSWORD** field. Now click on the **OK** button.

If playing a TCP/IP game:

- Choose **TCP/IP** from the pop-up menu at the top of the dialog box.
- Type the host's IP address in the **HOST NAME** field. Typically, the **HOST PORT** should be left at the default value of 2300.
- Click **OK** to connect to the host machine. Note: Do not access GameRanger play from within the game. Instead, launch GameRanger, click on the type of game you wish to play, and the game will then automatically launch if it has been installed on your machine. To learn more about playing online, see **Play Online with GameRanger!** on the next page.

## PLAY ONLINE WITH GAMERANGER!

For more information on playing Monopoly online, please visit GameRanger, the Macintosh Online Gaming Service:

<http://www.gameranger.com>

Kids, check with your parent or guardian before visiting the site.

When you install Monopoly, you will find a GameRanger folder inside the Monopoly folder on your hard drive. Double-clicking on the Gameranger icon inside this folder will install the current version of GameRanger.

You must have an Internet connection to use GameRanger.

GameRanger is used to make connecting to other players fast and easy. Please be sure to read the instructions for GameRanger, and soon you will be playing against other Monopoly players from all over the world.

**Important Note:** GameRanger is an independent gaming service. MacSoft and Hasbro Interactive do not control, and disclaim any responsibility or liability for, the functioning and performance of GameRanger and any content on or available through GameRanger, including, without limitation, links to other websites or comments or other contact between users of GameRanger.

## NETWORK CHAT

The Monopoly CD-ROM game has an easy-to-use network chat feature. Simply press the **Tab** key on your keyboard to open (or close) the chat window. Then type your message and press the **Return** key on your keyboard to send your message to your opponents.

The chat window may be resized by grabbing the handle on the lower right corner. It may also be moved by clicking on any blank surface on the top bar. The buttons on the top bar are as follows:

**Colored Squares** — Represent the player(s) to whom the message will be sent.

**Rainbow** — Message will be sent to all players.

**Hammer** — Opens chat options window (background transparency, text transparency, and text font size).

**Text Page** — Allows you to open dialog with quick, pre-translated messages. Categories are:

- Greetings
- Common answers
- Game play and pace
- Trading
- Positive comments
- Negative comments

**Arrow** — Open/closes window shade of dialog box.

### **Important!**

Neither MacSoft nor Hasbro Interactive monitors, controls, endorses, or accepts responsibility for the content of text 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.

## **HOW TO CREATE YOUR OWN GAMEBOARD**

The Custom Board Editor is a program found in the Monopoly folder on your hard drive. Double-click on the application icon to start the Custom Board Editor and design your own Monopoly gameboards!

## **TECHNICAL SUPPORT**

### **Assistance Via World Wide Web**

Get up-to-the-minute technical information at the MacSoft web-site, at:

<http://www.wizworks.com/macsoft/>

twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

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For phone assistance, call MacSoft Tech Support at 425-398-3085. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM until 6 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model and processor type; MAC/OS version number; RAM; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address on the next page.

## Product Return Procedures In The US & Canada

In the event our technicians at 425-398-3085 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

MacSoft  
13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965  
Attn: Technical Support  
RMA#: (include your RMA# here)

## Warranty Policy In The US & Canada

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