
PlayStation
NTSC U/C
PlayStation
The Game of LIFE
LIFE
PARK
EVERYONE
CONTENT RATED BY ESRB
SLUS-00769
99166
HASBRO Interactive

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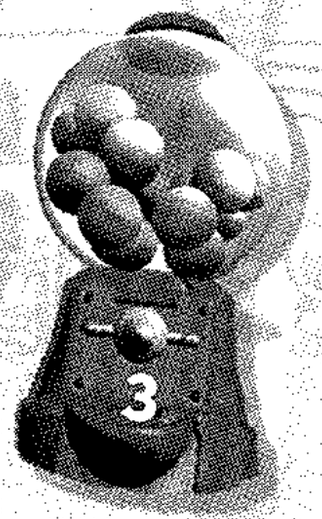
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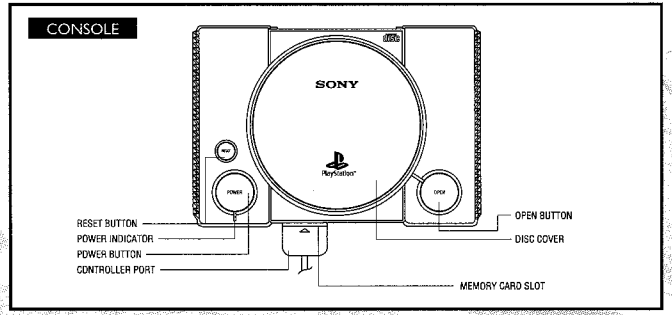


Getting Started

Important! Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert *The Game of LIFE*™ disc and close the disc cover.
4. Insert the game controllers (and memory card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the ✖ button or the START button.

Note: You will not be able to save your progress or game information if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game. You are not able to swap memory cards during play and you must leave the card in the first slot of your Multi-tap if you are using one.



Controlling The Game of LIFE™

The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *The Game of LIFE*™.

Directional Buttons: Use these directional buttons to move around through the gameplay or menu choices.

✖ Button: Use this button to spin the spinner and to select gameplay or menu items.

■ Button: Use this button to go to the "Buy Stuff" menu.

● Button: Use this button to toggle the zoom in/out map.

▲ Button: Use this button to view player status, move backwards in menus, or to erase mistakes in typing.

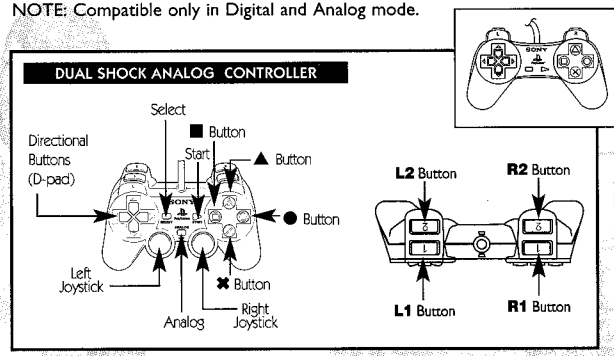
Analog: When this button is on (red light is illuminated), certain functionality of the Dual Shock™ Analog Controller is enabled.

Left Joystick: Use this as an alternative to the directional buttons.

Right Joystick: Use this as an alternative to spin the spinner.

L1: Not Used **L2:** Not Used **R1:** Not Used **R2:** Not Used

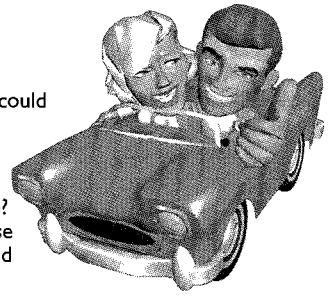
NOTE: Compatible only in Digital and Analog mode.



◀ NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined above.

Get a LIFE!

Pick a car, hop in and take a spin through life!



Steer clear of trouble, make all the right choices and you could retire in riches! Drive around the board, picking up cash, valuable *LIFE* tiles and maybe a family! Land on the wrong space and it could cost you your fortune!

Every game is different. Where will life lead you this time? Will you win the lottery? Save the planet? Or will you lose all your money in the Stock Market crash? Take a spin and find out.

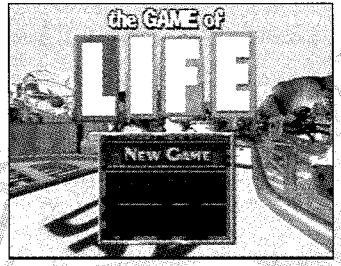
HOW DO YOU WIN?

The player with the most money, after all players have retired, is the winner. Money can consist of actual cash on hand, and in the case of the Classic game, *LIFE* tiles.

NAVIGATION

Most menu choices and in-game functions are made by using the directional buttons to scroll through choices and the ✖ button to activate your choice.

The Main Menu



This is where you start games, load saved games, and set gameplay options.

New Game - Select this to start a new local game with up to 6 human or computer players.

Load Game - Select this to start playing one of your saved games. This will take you to the Saved Game menu. Use the up and down directional buttons to highlight the name of the game you wish to continue playing. Press the ✖ button to load the game.

Note: If your memory card is not inserted or does not contain valid saved game data, this option is not available. To leave this menu and return to the previous menu, press the ▲ button.



Options - Select this to set your current game's sound and display options.

NEW GAME

Using the up and down directional buttons, choose the type of game you would like to play: *Classic Board Game* or *Enhanced Game*. Press the ✖ button to make your selection.



Classic Board Game

The *Classic Board Game* is a faithful implementation of the rules of the original board game version of *The Game of LIFE*. The goal is to retire with the most money. During the game you collect *LIFE* tiles that are redeemed for cash at the end of the game.

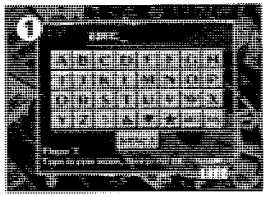
Enhanced Game

The *Enhanced Game* expands the gameplay by replacing the *LIFE* tiles of the classic game with "Life's Little Games." These are games of chance that give you the opportunity to make money when you land on *LIFE* spaces. They also sometimes provide you with the opportunity to exact "Revenge" on the other players. The goal is still the same, to retire with the most money!

The Sign-In Screens

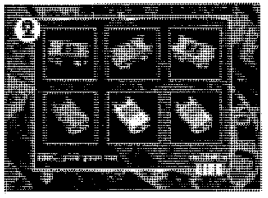
Signing in is as easy as 1, 2, 3!

1. First, "type" in your name (up to 8 letters). Use the directional buttons and the ✖ button to make letter choices. (If you make a mistake, select DEL and then press the ✖ button.) When you have completed your name, select OK and then press the ✖ button.

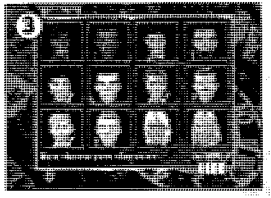


Note: Pressing the ■ button will take you directly to DEL. Pressing the ● button will take you directly to OK. Pressing the ▲ button will take you to the previous menu.

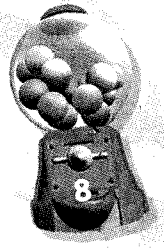
2. Next, using the directional buttons, choose one of the 6 car colors. (If a car color has been selected by another player in the game, it will not be available to other players.) Press the ✖ button to make the selection. Press the ▲ button if you wish to return to the previous menu.



3. Then, using the directional buttons, choose from one of the 12 characters. (If a character has been selected by another player in the game, it will not be available to other players.) Press the ✖ button to make the selection. Press the ▲ button if you wish to return to the previous menu.



Now you can add additional human or computer players, up to a total of 6 players in the game. You need at least two players to start a game, one of which must always be a human player.

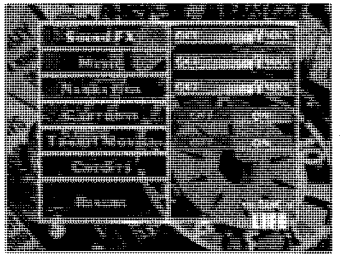


Add Another Player - Select this to add another human player. Repeat the three sign-in steps described above. **OR**

Add Computer Players - Select this to add up to 5 computer players. There is a maximum of 6 players total in the game, so the number of computer players available will depend on the number of human players signed in.

Start Playing *LIFE* - Once you have chosen all the players, select this to begin the game!

Options



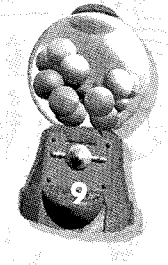
All options are listed in the left column of the Options Menu. The red outline box indicates a currently highlighted option. Use the up and down directional buttons to highlight the option you wish to change. Press the ✖ button to select and change that option. Note that the red outline box will now switch to the right side of the Options Menu.

Sound FX - This option adjusts the desired level of the sound effects. Use the left and right directional buttons to move the slider between OFF and MAX. When satisfied with the level, press the ✖ button to save the setting and resume modifications to other options. Note that the red outline box will now return to the left side of the Options Menu.

Music - This option adjusts the desired level of the music. Use the left and right directional buttons to move the slider between OFF and MAX. When satisfied with the level, press the ✖ button to save the setting and resume modifications to other options. Note that the red outline box will now return to the left side of the Options Menu.

Narration - This option adjusts the desired level of the audio narration. Use the left and right directional buttons to move the slider between OFF and MAX. When satisfied with the level, press the ✖ button to save the setting and resume modifications to other options. Note that the red outline box will now return to the left side of the Options Menu.

Cartoons - This option will allow you to turn the cartoon animations on or off. The cartoon animations are the comics shown when a player lands on a space. Use the right and left directional buttons to move between OFF and ON, then press the ✖ button to make the selection. Press the ✖ button to save the setting and resume modifications to other options. Note that the red outline box will now return to the left side of the Options Menu.

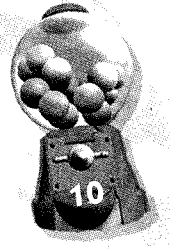


Travel Movies - This option will allow you to turn the travel movies on or off. The travel movies are the videos which are shown as the player moves from one space to another space. Use the left and right directional buttons to move between OFF and ON, then press the ✖ button to make the selection. Press the ✖ button to save the setting and resume modifications to other options. Note that the red outline box will now return to the left side of the Options Menu.

Credits *(Only shown and available from the Main Menu before a game is in progress.)* - This option will allow you to view the game credits. Press the ✖ button to begin viewing the credits. Press the START button to leave the credits and return to the Options Menu. Note that the red outline box will now return to the left side of the Options Menu.

Save Game *(Only shown and available during a game in progress.)* - This option will allow you to save a game in progress. A memory card must be inserted in Memory Card slot-1 or Multi-Tap Memory Card slot-A, be properly formatted, and have available space. Press the ✖ button to bring up the SAVE GAME list. Use the up and down directional buttons to highlight a memory slot. There are 15 slots, which are labeled with the word "available" or with a saved game name. Press the ✖ button to save to the highlighted slot. Once the save is complete, you will be returned to the game in progress.

Resume - This option will allow you to save the current changes and resume the game in progress. If a game was not in progress, you are returned to the Main Menu. Press the ✖ button to save options and resume game.



Playing The Game of LIFE™

THE MAIN GAME SCREEN

Once you begin a game, you will see a top down view of a portion of the gameboard and 4 gameplay icons. You can scroll around the board using the directional buttons. As you scroll, the gameplay icons will gracefully move off the screen to give you a better view. When you stop scrolling, the icons will move back onto the screen as a visual reminder of your options.

Clockwise from top, these gameplay icons represent the following: the player status, zoom out, the spinner and buy stuff. The icons are activated by pressing the corresponding buttons on the button pad of your PlayStation controller.

Player Status - To view player status, press the ▲ button. From the Summary Status screen, you can view all players' total cash value, salaries and occupations. To view detailed information on any player, use the directional buttons to highlight the player, then press the ✖ button to make the selection. From this screen you can see detail on any single player's cash, net worth, salary, loans, insurance and owned stocks. Press the ▲ button to return to the Summary Status screen. Press the ▲ button again to return to the Main Game screen.

Zoom Out - To view the "world" from a zoomed out view, press the ● button. Press the ✖ or ▲ button to return to the Main Game screen.

Spin the Spinner - To spin the spinner, simply press the ✖ button. This will bring up a spinner window. Press and hold the ✖ button again to give the spinner a good spin. You will see the power bar move up corresponding to the length of time which the ✖ button is depressed. Alternatively, if the Dual Shock Analog Controller is connected and enabled, move the Right Joystick to the right, noticing that the power bar moves accordingly. When the joystick is released back to center or to the left, the spinner will spin.

Buy Stuff - To buy stuff, press the ■ button. This will bring up the Buy Stuff window. See "Buying Stuff" on page 17 for detailed instructions on how to purchase items during the game.

IN-GAME OPTIONS

Pressing the SELECT button will bring up the In-Game Options screen. This screen is identical to the Options screen described earlier, with the



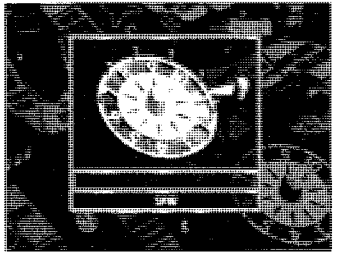
exception that the "Credits" option is now replaced with the "Save Game" option. For detailed information on changing options, refer to "Options" on page 9. Press the ▲ button to return to the Main Game screen.

PAUSING AND QUITTING

To Pause a game in progress, press the START button. To resume the game, use the left and right directional buttons to highlight "Resume" and then press the ✖ button.

To Quit a game in progress, press the START button. Use the left and right directional buttons to highlight "Quit" and then press the ✖ button. Using the left and right directional buttons again, confirm that you want to quit and then press the ✖ button.

Starting Play



SPIN TO SEE WHO GOES FIRST

Press the ✖ button to bring up a spinner window. Press and hold the ✖ button again to give the spinner a good spin. Each player spins for first playing position. Highest spinner takes the first turn. In the case of a tie, those players spin to break the tie. Play order moves to the right of the first player.

CHOOSE COLLEGE OR CAREER

On your first turn, you must choose between *College* or a *Career*. Use the left and right directional buttons and the ✖ button to make your choice. How much money you can earn depends not only on the amount of your salary, but also on how often players land on your Career Spaces (spaces with symbols that match your career choice). For example, if you are an Accountant, players must pay you whenever they land on "Taxes due" Career Spaces. Whether anyone lands on your Career Spaces is pure luck — so choose any career you like!

College - This choice costs $40,000 (which is automatically borrowed from the bank). You will make your career and salary choices later. However, when you do make these choices, you will get to choose between three careers and three salaries, so your chance of financial success is greater.

When the time comes, use the ✖ button to pull the handle on the career machine to see your career choices. Use the left and right directional buttons to highlight the career you desire. Press the ✖ button to select your choice. Next, using the directional buttons and the ✖ button, push three buttons on the cash register to see your salary choices. Then use the directional buttons and press ✖ to select the salary which you would like to earn. Going to college gives you career opportunities not available if you choose the *career* path.

Career - With this choice, you immediately start your career and earn a salary. Use the ✖ button to pull the handle on the career machine to realize your career. Next, use the ✖ button to push a button on the cash register to begin earning a salary.

DRIVING DOWN THE ROAD OF LIFE

Play continues alternating between players. Your car will move along the gameboard the number of spaces that you spin on the wheel. If you land on a space that is already occupied by another player, you will automatically move to the next free space. As the game progresses, players will get married, have children, buy a home, possibly change careers, take vacations and experience "life" in a variety of ways. Eventually, all players will retire. The player who retires with the most money is the winner.

The Gamepath Spaces

As you move along the gamepath, notice the space colors — they're important! Some spaces require you to do something, while others give you choices.

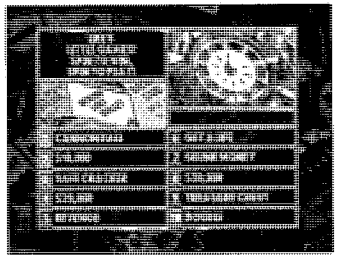
PAY DAY SPACES (Green)

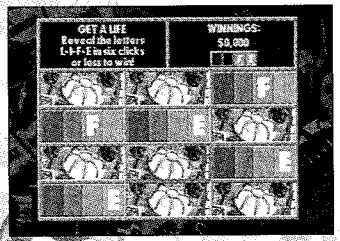
You are paid your salary every time you land on or pass a PAY DAY space. In the *Enhanced Game*, if you land on a PAY DAY space, you get Revenge and can draw your salary from another player.

LIFE SPACES (YELLOW)

Classic Game - You collect a *LIFE* tile whenever you land on a *LIFE* space. (These include the baby spaces!) *LIFE* tiles are exchanged at the end of the game for money and thus contribute to your overall net worth.

Enhanced Game - If you land on the Baby, Married, Pension and Retire *LIFE* spaces, you spin to collect presents from other players. When you land on any other *LIFE* space, you will be directed to spin again for your fate. Each of the possible outcomes resulting from the spin has a certain message and result associated with it. This can affect you (or other players) in a positive or negative way, and thus affect the final outcome of the game. Players can win money instantly, win revenge on another player, land on a multiplier space or land on one of "Life's Little Games."





Life's Little Games

You play one of Life's Little Games when you land on one of these spaces. These are also the baby spaces. Life's Little Games are games which are played by the current player. The result could be greater riches...or financial demise! To make a selection in any of Life's Little Games, use the directional buttons to highlight a choice, then press the ✖ button to make the selection.

- **Safecracker** - Here, you select up to 4 items and reveal a value. You win the last single amount you select. You may quit at any time.
- **Cannonball** - In this game, you select up to 8 items and win the value revealed by a matching pair. Pairs that do not match are flipped back over and may be selected again.

- **Skunk Money** - In this game, you select items until you hit a "skunk" or choose "done." You will win the accumulated amount of all selected items. Beware, there are two skunks out there and if you reveal either of them, you lose it all!
- **Treasure Chest** - In this game you select up to six items. Once a match is made, you automatically win that amount.
- **Get a LIFE** - Here you must reveal the letters L I F E in 6 selections or less. If you do, you win! 4 tries = 100K, 5 tries = 75K, 6 tries = 50K.
- **Up or Down** - In this game, there is an equal amount of positive and negative amounts. Select as many as you wish and stop at any time. You win (or lose) the total accumulated amount when you stop.

Other things that can happen in Life's Little Games are:

Revenge - If you land on this, you may take the value of the winnings from another player instead of the bank. This allows you to get Revenge on a player that is in the lead! Simply select that player when prompted.

Double (Triple, Quadruple, etc.) - If you land on this space once, the value of the winnings will be doubled. If you land on this space again, the winnings will be tripled! You can win enormous amounts if you're really lucky!

STOP SPACES (RED)

These spaces (Job Search, Get Married, and Buy a House) require you to stop and do something. Once the event is finished, spin again and continue down the gamepath.

CHOICE SPACES (BLUE)

You can choose whether or not to act on these opportunities (Night School, Trade Salary). Make your selections using the left and right directional buttons and the ✖ button when prompted.

COLLECT AND PAY SPACES (ORANGE)

These spaces are where you experience life's ups and downs.

CAREER SPACES (SYMBOL SPACES)

Players earn money from opponents who land on their Career Spaces (spaces with corresponding Career Symbols next to them). When you land on a Career Space, the following will take place:

- If you land on an opponent's Career Space, that player receives the amount shown on the space, which is deducted from your funds.
- If you land on your own Career Space, pay nothing.
- If no one owns the matching Career Card, the bank receives the amount shown on the space.

For example, the "Ski accident" space is one of the Doctor's Career Spaces. If you land there, pay $5,000 to the Doctor (if there is one).

TAXES DUE SPACES

These are the Accountant's Career Spaces. If you land on a "Taxes Due" space, pay the Accountant the taxes shown on your Salary Card. If you are the Accountant, pay nothing. If there is no Accountant, pay the bank.

POLICE OFFICER

There is only one Career Space for the Police Officer — and with good reason. Players caught speeding (spinning a 10) must pay the Police Officer $5,000!

YOU'RE FIRED AND MID-LIFE CRISIS

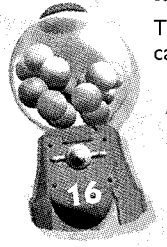
When you land on either of these two spaces, you must change careers and draw a new Salary card!

Note: If you did not attend college, you may be excluded from certain career choices.

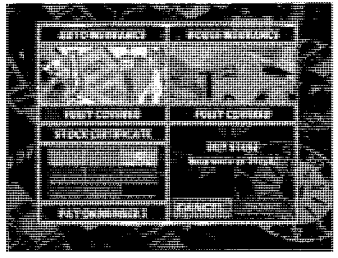
NIGHT SCHOOL

When you land on one of these spaces, you can change careers and salaries, but only if you want to! This will cost you $20,000.

Three Career cards will appear from which to choose. Choose one of the cards. Do the same thing with the Salary choices.



Buying stuff - stock and insurance



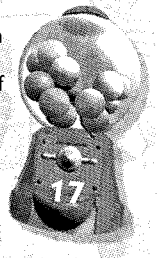
During the game, you can buy things to enhance your chances of making money or to insure yourself in case of catastrophe. To buy something, you must be at the Main Game screen. Press the ■ button. This will bring up the Buy Stuff window. You have the choice of buying Stock, Auto Insurance or House Insurance. House Insurance is only available once you own a house. Use the directional buttons to move between the various things you can buy.

CAR INSURANCE

You can buy car insurance at the beginning of any of your turns. Pay $10,000 and collect one policy certificate. Your car is now protected in case of accidents, damage and theft. During the game you may land on a space which tells you that your car has been damaged or stolen. Without insurance, you'll have to pay the penalty. To purchase auto insurance, use the directional buttons to highlight the box that says "Buy Auto Insurance." Press the ✖ button. The status box for auto insurance will change from "Full Coverage: $10,000 to "Fully Covered." The $10,000 will automatically be deducted from your cash on hand.

HOMEOWNER'S INSURANCE

You may buy homeowners insurance when you buy a house, or at the beginning of any of your subsequent turns. Pay the insurance amount shown on your House Deed card and take one policy certificate. For example: If you own the Country House, pay $50,000. You're now protected in case of floods, gales and theft. If you land on a space that tells you your house has been damaged, you won't have to pay for repairs! To purchase house insurance, use the directional buttons to highlight the box that says "Buy House Insurance." Press the ✖ button. The status box for auto insurance will change from "Full Coverage: $NN,NNN to "Fully Covered." The price



of full coverage is fixed and is dependent on the house you've purchased. This amount will automatically be deducted from your cash on hand.

STOCKS

You may only buy one stock during the game, but you can buy it before any one of your turns. Pay $50,000 and collect your stock. To purchase stock, use the directional buttons to highlight a stock certificate number and then press the ✖ button. The status box for stock will change from "Choose a Number" to "Pay on Number 'n'" where 'n' is the stock certificate number you've selected. The $50,000 will automatically be deducted from your cash on hand.

When any player (including you!) spins the number on your stock, collect $10,000 from the bank!

If you land on the "Stock Market Boom" space, collect one stock (you don't have to pay for it) even if you already own one!

If you lose your only stock on a "Stock Market Crash" space, you can buy another one on any of your subsequent turns.

Run out of money?

BANK LOANS

Whenever you have to pay more money than you have, money is automatically loaned to you in $20,000 increments. For each $20,000 loan, you must pay back $25,000 when you retire. (This includes $5,000 for loan interest.)

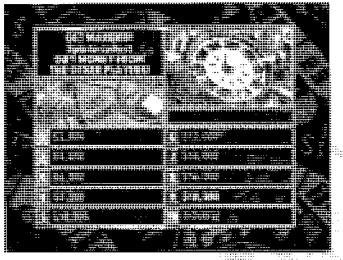
Note: Your net worth takes into account your loan repayment.

Other Life Events

PAY DAY

Whenever you land on or pass a PAY DAY space, you will receive your salary from the bank! In the *Enhanced Game*, if you land directly on a PAY DAY space, you get Revenge and can collect your salary from the player of your choice. In a two-player game, it is automatically deducted from the other player.

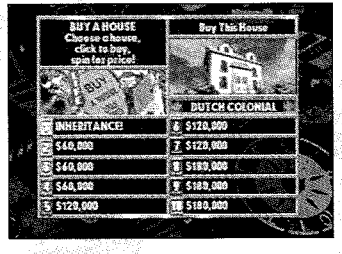
GET MARRIED



When you reach this space you will automatically stop — even if you have moves left. You will receive a *LIFE* tile and your spouse will join you in your car for the rest of your journey through life. In the *Enhanced Game*, press the ✖ button and spin to collect wedding gift money from the other players.

BABIES

Whenever you land on a "Baby boy" or "Baby girl" space, you will receive a *LIFE* tile. Your new child will join you in your car for the rest of your journey. In the *Enhanced Game*, press the ✖ button and spin to collect baby presents from other players. If you have twins, you get to spin twice!



BUY A HOUSE

When you reach this space you will stop — even if you have moves left. Spin to determine your house and immediately pay the bank the price of the house. If you're short of cash, you must borrow from the bank. (See "Bank Loans" on page 18.) Finally, spin the spinner and move on. In the

Enhanced Game, you get to select your house! In the upper right window of the "Buy a House" screen, use the left and right directional buttons to see a variety of homes. Then select "BUY THIS HOUSE" and press the ✖ button. Next spin to see to see how much it costs you. It could cost you a fortune...or you could inherit it for free. Finally, spin again to move on.

RETIREMENT



When you reach the RETIRE space you will stop — even if you have moves remaining.

On the last space, turn in your career and salary, pay your debts, sell back your house, give up your insurance, and make a retirement choice: Countryside Acres or Millionaire Estates. Countryside Acres is safer, but Millionaire Estates, though risky, might get you the big win. In either case, stock certificates are still valid and you will still collect if a player spins your number.

Classic Game
If you think you might have the most money, go to MILLIONAIRE ESTATES (any number of players may retire there). Otherwise, choose COUNTRYSIDE ACRES. Wherever you decide to retire, wait there until all other players have retired.

If you retire to MILLIONAIRE ESTATES, your *LIFE* tiles are not safe! If the draw pile runs out, players may take *LIFE* tiles from you when they land on *LIFE* spaces.

If you retire to COUNTRYSIDE ACRES, collect one extra *LIFE* tile. Here your *LIFE* tiles are safe. If the draw pile runs out, players cannot take *LIFE* tiles from you when they land on *LIFE* spaces.

The player with the most money, after all players have retired, is the winner. Money consists of actual cash on hand and *LIFE* tiles.

Enhanced Game
If you think you might have the most money, go to MILLIONAIRE ESTATES (any number of players may retire there). Otherwise, choose COUNTRYSIDE ACRES. Wherever you decide to retire, you will continue to spin in gameplay order and receive the results of your investments. Sometimes you'll win and other times you'll lose. Play continues for all players until the last player retires.

If you retire to MILLIONAIRE ESTATES, you are not completely protected! If a player lands on a "revenge" opportunity during one of Life's Little Games, the player can take revenge on you. In Millionaire Estates you have the chance of winning or losing large amounts of money on your aggressive investments.

If you retire to COUNTRYSIDE ACRES, you are protected from other players. If a player lands on a "revenge" opportunity during one of Life's Little Games, the player CANNOT take revenge on you. In Countryside Acres you have the chance of winning money in relatively small amounts.

The player with the most money, after all players have retired, is the winner.

Winning

Classic Game
When everyone has retired, the players at Millionaire Estates count their money and the richest player gets 4 more *LIFE* tiles. If there is a tie, the two richest players each take two more *LIFE* tiles. The cash value of the *LIFE* tiles is added together for each player and added to the other cash they have accumulated. The richest player wins the game!

Enhanced Game
When everyone has retired, whoever has the most cash wins!