PlayStation

NTSC U/C

PlayStation

KIDS TO ADULTS

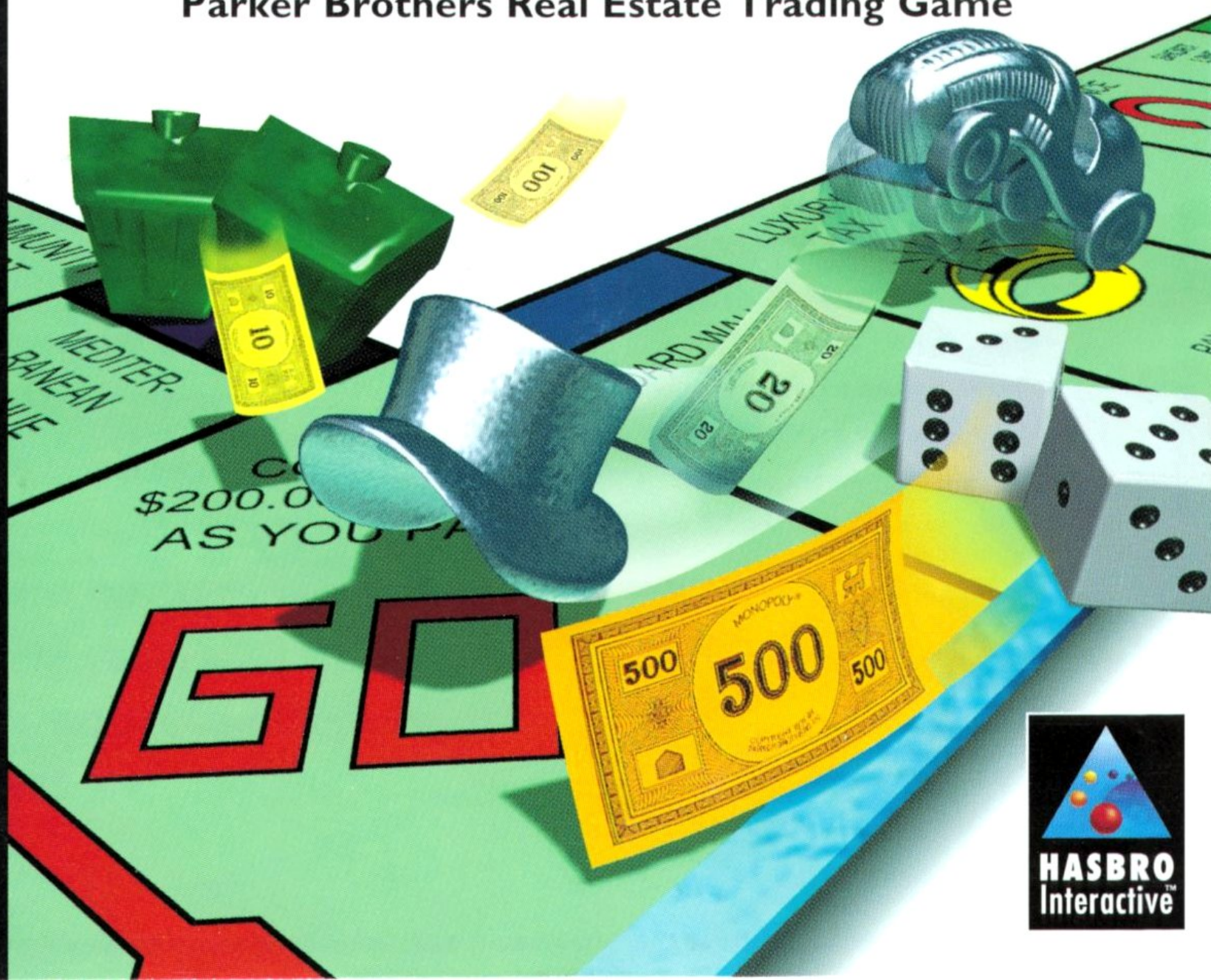
CONTENT RATED BY ESRB

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MONOPOLY®

BRAND

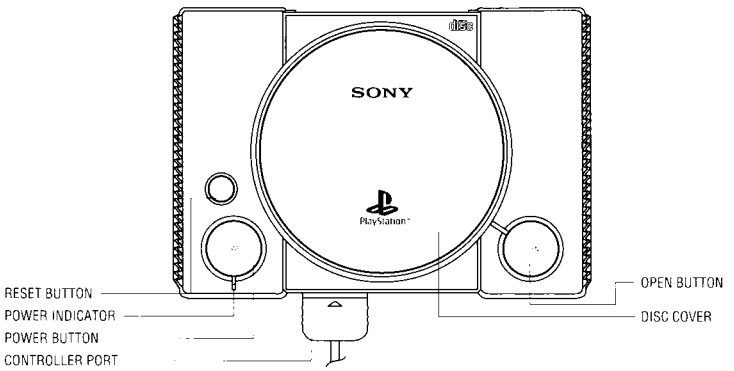
Parker Brothers Real Estate Trading Game



HASBRO Interactive™

GETTING STARTED

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 Monopoly® disc and close the CD door.
4. Insert game controllers and turn on the PlayStation™ game console.
5. Follow on-screen instructions to start a game.

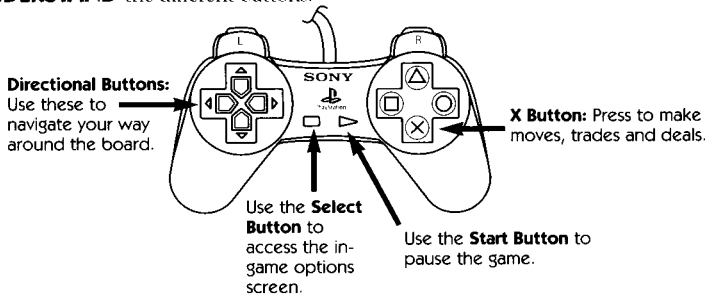


SETTING UP MONOPOLY® ON THE PLAYSTATION™

SET UP your PlayStation™ as described in your PlayStation™ manual.

INSERT the Monopoly® CD.

UNDERSTAND the different buttons:



Note: If you are using a Multi-tap it must be connected to port 1, and must not be connected to port 2. Also, a controller must be connected to port 1-A of the Multi-tap.

USING A MOUSE

Use the mouse to move the pointer over the icons on-screen. The left mouse button selects ✖.The right mouse button will pause the game and allow you to access the in-game options. The left mouse button functions the same as the ✖ button on the standard Playstation™ controller. Note: You cannot plug a mouse into a Multi-tap.

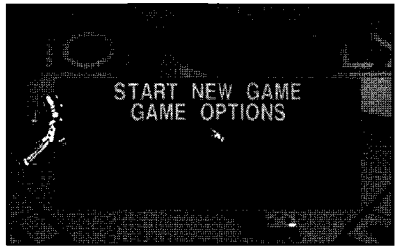
SETTING UP THE GAME

At the start-up menu you have the following options:

START NEW GAME

See "Starting a New Game" on page 8.

GAME OPTIONS



Custom Game Rules

You can customize many of the rules for Monopoly™. Please see page 23 for a complete explanation of the rules which you can modify.

International Options

You can choose to play with some of the European rules for Monopoly™. See page 25 for a description of these rules.

Sound Effects

Here you can adjust the volume of the sound effects.

Music

Select from 4 different music tracks to play during the game. You can also adjust the volume of the music.

Movie Options

This menu allows you to turn the background movies on or off.

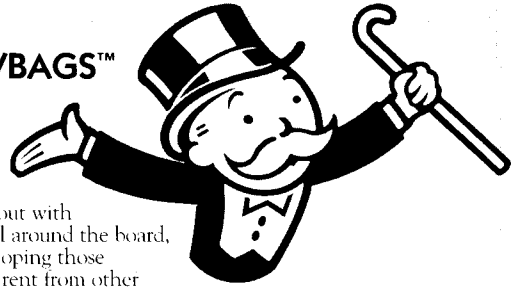
Set Screen Position

Allows you to adjust the screen image in order to better fit your monitor or TV.

MEMORY CARD OPTIONS

This menu allows you to load or save a game.

RICH UNCLE PENNYBAGS™ HAS ARRIVED!



To get started:



Choose a token to represent your player on the gameboard. Starting out with $1,500 in cash, you travel around the board, buying up property, developing those properties and collecting rent from other players who land on your property.



Play with up to 3 human or computer opponents. There are many computer opponent AI profiles to choose from (see chart below). If things are going well, you may find yourself with massive empires in the making. But watch out for those incidental taxes, chance and community chest cards that sometimes bring with them cruel twists of fate.



Land on your opponents' properties and you could find yourself with high rents to pay. You could even end up in the bankruptcy court, and out of the game. The richest player at the end of the game, who doesn't go bankrupt, is the winner.

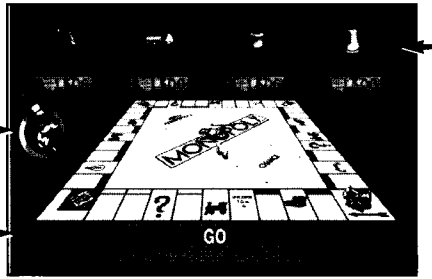
Name of AI Player	Intelligence level	Caution level
Dana	1	1
Fox	2	3
Guybrush	3	2
Kitana	4	4
Malcolm	5	7
Ruprecht	6	5
Standard	7	8
Simpleton	8	7
Tarbosh	9	10
Zanthia	10	9

Intelligence is rated on a scale of 1 - 10 with 10 being the most intelligent.
Caution is rated on a scale of 1 - 10 with 10 being the most cautious.
Caution refers to how careful the AI player is with regard to purchases and trading.

STARTING A NEW GAME

When you start a new game, you will be asked to select a new player. Choose a token for yourself, then add other human and/or computer controlled opponents to the game by selecting tokens for them. If you want to change a player, select DELETE PLAYER from the menu. If you select QUIT you will go back to the start-up menu. When you have at least two players you can start your game by pressing GO. You will then come to the game play screen. Note: All games must have at least one human player!





GO

Each player starts at GO. Every time you pass GO, you will receive $200, added automatically to your account, with the exception of having been sent to jail.

TOOL TIP BAR

The Tool Tip Bar displays your options as you move the cursor over the various icons. It also prompts your next move.

RICH UNCLE PENNYBAGS ICON

Throw your dice with the Pennybags icon by moving your cursor over the icon, then pressing the **X** button.

TRADING SCREEN/PLAYER STATUS WINDOW

This contains all of the information relating to your position in the game. It highlights the amount of cash you have, the properties you own and any special cards you have inherited (such as Get Out of Jail Free). From this window you can also access a screen where you can perform the following functions:

Propose a trade

Buy and sell houses

Mortgage and unmortgage property

Raise money



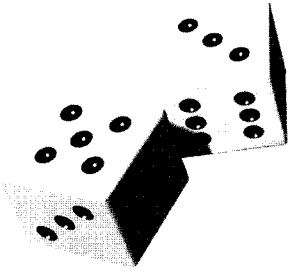
A GAME TURN

It is your turn when the gameboard rotates until your token is on the edge of the board and the dialogue message tells you that you are up (for example: PLAYER 1).

ROLLING THE DICE

Click on the Pennybags icon to roll the dice. Your token will move to the relevant square on the gameboard.

LANDING ON PROPERTY



LANDING ON YOUR OWN PROPERTY

Nothing happens, this is the end of your turn.

LANDING ON AN OWNED PROPERTY

Is there a Rent Immunity Agreement in place? (See TRADING, DEALING and HOUSEKEEPING). If there is no Rent Immunity Agreement, the rent money owed will be deducted directly from your funds. If a property set is owned you will have to pay double the rent normally charged for that property. If you don't have enough money to pay, you must first try to RAISE MONEY to settle the debt. If you can't pay the debt, you will be declared bankrupt and forced out of the game.



LANDING ON UNOWNED PROPERTY

After landing on an unowned property, you must now decide whether you want to BUY or AUCTION the property.



BUY: You can buy a property by moving the cursor over the Buy icon and pressing the ✖ button. The property will be added to your portfolio (if you have enough money to pay for it), and the cash will be automatically deducted from your account. The property in question will be added to your assets, and will be represented by a strip of color in the corresponding color set in the Player Status Window.



AUCTION: When a player starts an auction, a section will appear showing Uncle Pennybags and the token of the player who started the auction. This player is automatically the highest bidder because they start the auction with the automatic bid of $1.

If you want to join in the auction, you must press any button, before Uncle Pennybags sells to the current highest bidder. He will bang his gavel and announce "Going once...going twice...sold!" Having interrupted the screen, each player will be asked, in turn, if they would like to PASS or BID. If you decide to BID, a screen will appear showing three notes $50, $5 or $1.

Players raise the bid by moving the pointer over one of the note denominations and pressing the ✖ button. The player with the highest bid will see their token on screen along side the amount that is bid. When you have finished bidding, press OK and it will be the next player's turn.

Once everyone has bid or passed, you will return to the first screen with Uncle Pennybags and the highest bidder. If any player interrupts the auction sign-off, the whole process will start over again. If no one interrupts, the current highest bid wins the property.

RAISE MONEY

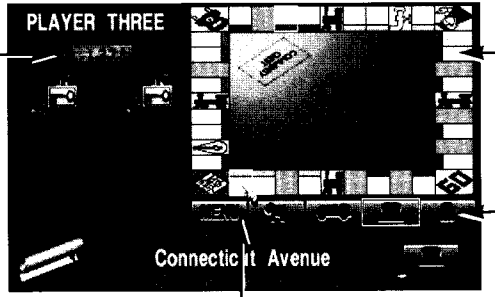
If you don't have enough cash but you want to buy the property, you must first raise some capital. Click on the RAISE MONEY icon and you will be taken to the Trading Screen. Select MENU to be taken to the housekeeping options. From this screen you are given some of the options on how you could raise money. You can either propose a trade, mortgage property, or sell houses. See the relevant sections in the manual.

TRADING, DEALING AND HOUSEKEEPING

From the Trading Screen, you can access screens that will allow you to propose a deal, mortgage or unmortgage a property, buy or sell houses and hotels, or view the properties in your and your opponents' portfolio.

Note: The transactions listed above are only available to you, prior to rolling the dice.

To make any of the above moves, you must first click on your Player Status Window which will take you to the Trading Screen.



Your **cash position**

Highlights show properties that belong to you

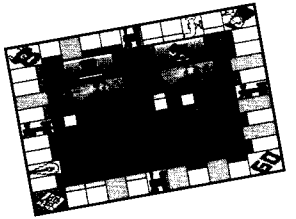
Click on properties to **receive information**

Click here to view the **gamepiece's properties**

Click here to view **housekeeping options**

PROPOSE A TRADE

From the MENU, you can choose to Propose a Deal. Do this by moving the cursor over the icon and pressing the ✖ button. To start a trade you must first select a trading partner. Once you have chosen this partner you can trade any of the following:





PROPERTY To trade a property, move your cursor over the property you want to acquire, then press the ✖ button to pick it up. Move it over the other player's trade box, and press the ✖ button to drop it into their box. **Note: Only eligible properties are highlighted and selectable.**



CASH To trade cash, select the money icon. Then use the monetary notes to assemble the amount of cash you want to either offer for a property, or what you want to receive in return for one of your properties. Select cancel to clear the amount.



GET OUT OF JAIL FREE If you or your trading partner have a Get Out of Jail Free card, you can click on the icon in the trading menu. Move the icon over the recipient's box and press the ✖ button to drop it in.



IMMUNITY FROM RENT Select the immunity from rent icon. You will be asked what property you want to give or receive immunity from. Move the shield icon over the property in question and click on it. The icon will turn into a piece of paper with wings. Place this icon in the trading-partner's trade box. You will be asked how many legal landings will be allowed before the immunity expires. Use the left and right arrows to choose a number between 1 and 99.



TRADING WHILE IN JAIL You will only be allowed to trade while in jail if you have turned the option on before starting a game.

Press OK to confirm the first part of the trade. Now place what you want to receive from the trade into your trading box.

Press OK to go to the Submit Deal screen.

MORTGAGE A PROPERTY



Select the mortgage property icon. All properties eligible for mortgage will be highlighted, excluding those properties already mortgaged. Select the property you want to mortgage by moving to the property, and pressing the ✖ button. The property will be given a mortgaged tag, and the cash raised will be added to your account. Click OK (in the center of the screen) to leave the mortgage section.

Note: You will not be able to mortgage property if you have already started building on it.

UNMORTGAGE A PROPERTY



Select the unmortgage property icon. All eligible (mortgaged) properties will be highlighted. Select the property you want to unmortgage then press the ✖ button. The property mortgage tag disappears and the equivalent sum of cash plus 10% is deducted from your account. If you need to raise money, return to the main menu and raise money by selling houses, mortgaging properties, or trading. When completed, click OK (in the center of the screen) to leave the unmortgage section.

BUY A HOUSE



Select this option by moving over the icon and pressing the ✖ button. Next, select the property where you want to build the house. All eligible properties are highlighted, excluding mortgaged properties. **Note: Before you can buy a house, you must have a full set of unmortgaged properties. Before you can buy a hotel, you need the cash or value equivalent to 4 houses.**

Houses and hotels must be bought in an even amount and distributed evenly between your sites, unless the even build rule is turned off. Repeat the process to add multiple houses. For each purchase, cash will be debited from your account.

Your houses and hotels will be displayed on the properties. Click OK (in the center of the screen) to leave the Buy a House section.



SELL A HOUSE

Select this option by moving over the icon and pressing the ✖ button. All eligible properties are highlighted. Next, select the property from which the house is to be taken. The house will be removed and the money added to your account. Repeat the procedure until you have finished selling off your houses. Click OK (in the center of the screen) to leave the Sell a House section.

Just as houses and hotels are bought evenly, you must break down houses and hotels evenly if you are selling back to the bank to raise cash.



PAYING YOUR TAXES

The amount you owe will be automatically deducted from your account, providing you have enough to pay the debt. If you don't have enough money to pay, you must first try to raise money to settle the debt. If you can't pay the debt you will be declared bankrupt and forced out of the game.

LANDING ON CHANCE OR COMMUNITY CHEST

When you land on one of these spaces, the consequences of the card will be enforced automatically while you read of your fate on screen.

LANDING ON INCOME TAX

If you land here, you must first select a payment option (an estimated tax of $200, or 10% of your total worth) and then pay that amount 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.

LANDING ON FREE PARKING

If the "Free Parking Collects Fines" is on, any charge that is incurred by a player (i.e. income tax) is paid into a pot. If you land on Free Parking, you collect all of the money in the pot at that time. To see how much money is available, move your pointer over your Play Information Box (your token at the top of the screen) using the Directional buttons. Then press the ✖ button. Now move your pointer over the Free Parking square on the board and press the ✖ button. The available amount will be displayed.

ENDING THE GAME

Continue playing until only one person remains in the game, having escaped bankruptcy.

ADVANCED OPTIONS

Relative to Computer AI options, you can Save your Options as defaults only if a memory card has been inserted prior to starting the game. This will automatically save all your options as default. If the card is inserted before you put the Monopoly™ CD into your PlayStation™, the next time you load the game your options will be pre-set.



SAVING GAMES AND MEMORY CARD OPTIONS

At the start of a turn you can pause and elect to save your game to a memory card. This way you don't have to complete your game in one sitting. When you re-load the game, select MEMORY CARD OPTIONS, select your saved game and continue from the point the game was saved.

From the Memory Card Option screen you have two options:



SAVE GAME

(Only available if you are currently playing a game and have accessed the screen from the pause menu.). Move the cursor over a free game slot and press ✖ to save your game. Note: you can save over an old game by clicking on it, instead of over a free slot. Press OK to save the game or CANCEL to quit back to the Memory Card Options.

LOAD GAME

Move the cursor over the game you wish to play, press ✖. Select OK to start the game at the point you last saved it, with the same options and players. Select CANCEL to quit back to the Memory Card Options.

BASIC MONOPOLY RULES

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 $1,500 in cash.

THE BANK

The Bank holds the Title Deed cards and 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 houses and hotels 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."

GAMEPLAY

Start the game by picking the players. (See Starting A New Game). After the first player has completed his/her turn, play 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 a 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 $200. The $200 is 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 Community Chest, and you draw the "Advance to GO" card, you collect $200 for passing GO the first time and another $200 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.

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 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.

CHANCE AND 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.

INCOME TAX

If you land here, you have two options: You may estimate your tax at $200 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 $200 in that move for passing GO 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 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 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, and collect rent.

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.

HOUSES

When you own all the properties in a color-group you may buy houses from the Bank to place on those properties. If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this or any other complete color-group that you own. Following these rules, you may buy and erect at any time as many houses as your judgment and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one house on every property of that group. You may then begin on the second row of houses, and so on up, up to a limit of four houses to a property. For example, you cannot build three houses on one property if you have only one house on another property of that group. As you build evenly, you must also break down evenly if you sell houses back to the Bank (see Sell A House).

HOTELS

When you have four houses on each property of a complete color-group, you may buy a hotel from the Bank and erect it on any property in that color-group. You return the four houses from that property to the Bank and pay the price for the hotel as shown on the Title Deed card. You may erect only one hotel on any one property.

BUILDING SHORTAGES

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

SELLING PROPERTY

Not improved properties, Railroads, Electric Company and Water Works may be sold to any player as a private transaction for any amount that the owner can get. House and hotels may only be sold to the Bank. No property can be sold to another player if houses and hotels are standing on any properties of that color-group. Any houses or hotels so located must be sold back to the Bank before the owner can sell any property of that color-group. Houses and hotels may be sold back to the Bank at any time for one-half of the price paid for them. All houses on one color-group must be sold one by one, evenly, in reverse of the manner in which they were erected. All hotels on one color-group may be sold at once. Or they may be sold one hotel at a time (one hotel equal five houses), evenly, in reverse of the manner in which they were erected.

MORTGAGES

Not improved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the houses or hotels 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 as 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. 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 own 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 houses or 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 houses and hotels. A bankrupt player will be immediately removed from the game. The last player left in the game wins.

MISCELLANEOUS

Money can 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.

IMMUNITY

As part of a trading transaction, one player may grant another immunity from paying rent a number of times when they land on a property or set of properties. These immunities may not be sold or traded to a third party.

CUSTOM GAME RULES

You can customize the rules that will be used during gameplay. From the main menu select "Game Options" then select "Custom Game Rules."

SHORT GAME

There are three differences in rules for the "Short Game."

1. Start the game with two property cards the price of which is automatically deducted from your cash. Play then starts as in the standard game.

2. In this short game you only need to build three houses (instead of four) on each site of a complete color-group before buying a hotel.

3. END OF GAME. The first player to go bankrupt retires from the game as in the standard game. However, as soon as a second player goes bankrupt, the game ends. The bankrupt player turns over to his creditor (either the Bank or another player), all that he has of value, including buildings and any other properties.

Each remaining player then values his property to include:

1. Cash on hand;

2. Properties, utilities and stations owned at the price printed on the board;

3. Any mortgaged properties owned, at half the purchase price;

4. Houses valued at the purchase price;

5. Hotels valued at the purchase price including the value of the three houses exchanged.

The richest player wins!

FREE PARKING COLLECTS FINES

With this rule set, any charge that is incurred by a player (i.e. income tax) is paid into a pot. Any player that lands on "Free Parking" then collects all the money in the pot.

LANDING ON GO DOUBLES YOUR BONUS

With this rule set, if you land on GO you will receive $400 instead of $200.

PASS ON BUYING PROPERTY

In Monopoly you have no choice but to buy or hold an auction for a property when you land on it. Turning this rule off allows you to pass, and not buy the property. The auction button becomes a pass button.

YOU MUST GO AROUND THE BOARD ONCE BEFORE PURCHASING

With this rule set, all players must go around the board and pass GO before buying a property.

EVEN BUILD RULE FOR BUILDINGS

With this rule set, you must buy houses in even sets (i.e. you must have 1 house on each property in a set before you can buy a second house for any of the properties in that set).

INFINITE NUMBER OF BUILDINGS IN THE BANK

With this rule set, the number of buildings for sale by the Bank becomes infinite. If this rule is off, there are only 32 house and 23 hotels available to be shared by all players.

YOU MAY CONTINUE DEALING FROM JAIL

With this rule set, you may continue to trade (buy or sell houses, mortgage properties, etc.) when in jail.

IMMUNITY FROM RENT CAN BE OFFERED AS PART OF THE DEAL

With this rule set, immunity from rent can be offered in place of cash or other trading items. This means that, for a given amount of landings, the player you have given immunity to does not pay rent on any of your properties.

OFFICIAL OPTIONS

This resets all of the above options to the default U.S. options.

INTERNATIONAL OPTIONS

You can turn some of the European rules on and off. From the main menu select "Game Options," then select "International Options."

CANNOT THROW DICE AGAIN AFTER LEAVING JAIL WITH A DOUBLE

If you throw a double to get out of jail, this option stops you from being able to throw another double.

PROPERTIES COLLECT RENT REGARDLESS OF MORTGAGE STATUS

If a property is mortgaged, you do not normally collect rent when someone lands on it. With this rule set, you will receive rent.

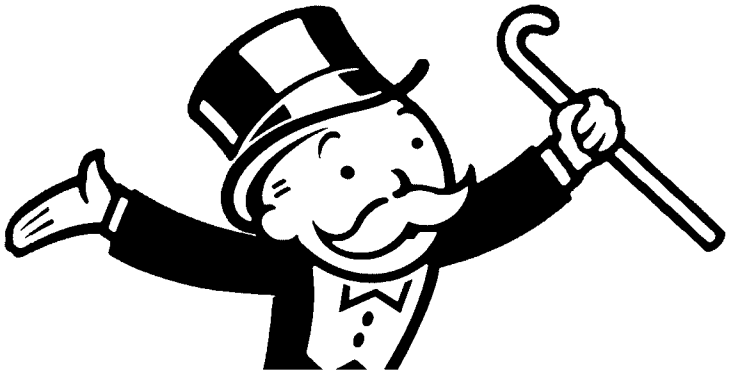
NO "PAY 10%" INCOME TAX OPTION

This removes the 10% option when you have to pay income tax. If it is off, when you have to pay income tax, you can either pay $200 or 10% of ALL YOUR ASSETS including properties, house, hotels etc.

If you do not have enough money to pay 10% of your assets this option will not be selectable until you raise enough money to pay it.

LUXURY TAX $100 INSTEAD OF $75

When you get charged luxury tax this increase the charge to $100 instead of $75 (Makes it a bit harder!)



TECHNICAL SUPPORT

If you are having technical difficulties with the Monopoly® PlayStation™ 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® PlayStation™ game to: support@hasbro.com

To find out more about the Monopoly® PlayStation™ game visit: http://www.monopoly.com

For information on any other Hasbro Interactive CD-ROM game, visit: http://www.hasbro.com

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