One Wicked Cricket!

PlayStation 2

Zapper
One Wicked Cricket!

Key Features

- **Non-stop, frantic action!**
- **Explore 4 totally twisted worlds with 18 unique levels!**
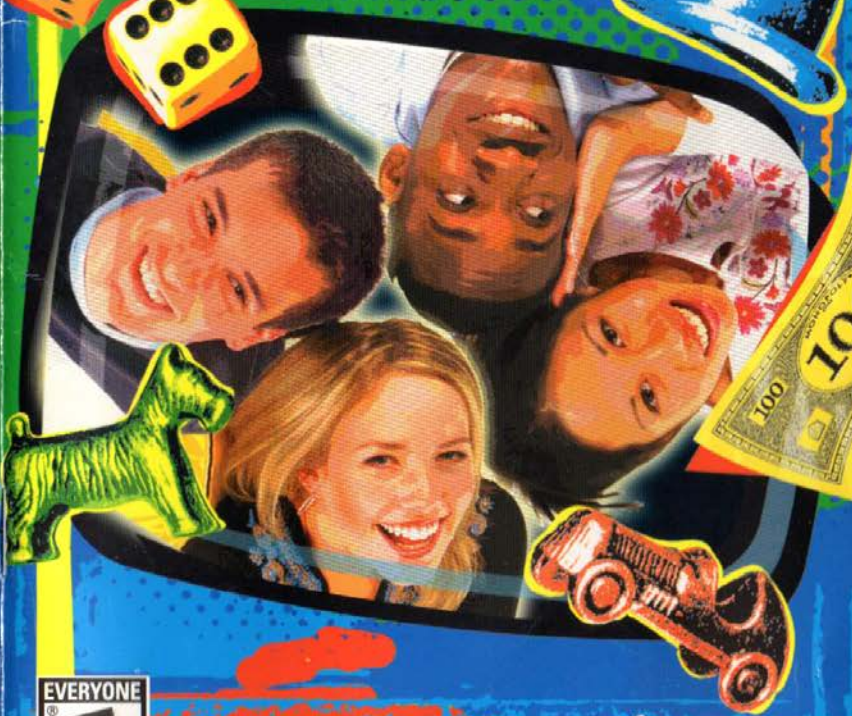- **Unlock hidden areas, bonus levels and more!**
- **Play exciting multiplayer games!**

EmuMovies

MONOPOLY Party!

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MONOPOLY Party disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.
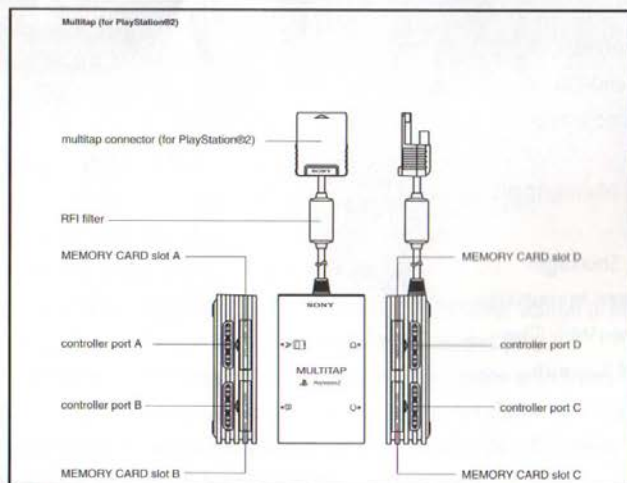
Insert a memory card (8MB) (for PlayStation®2) in any MEMORY CARD slot if you wish to load a saved game or save a game. MONOPOLY Party requires 149KB of free space on your memory card to save your game progress.

Up to four players can share a single controller when playing MONOPOLY Party in Classic mode. Each player needs his or her own controller when playing MONOPOLY Party in Party mode.

Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

MONOPOLY Party supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.

Multitap

Multitap (for PlayStation®2)

multitap connector (for PlayStation®2)
RFI filter
MEMORY CARD slot A
MEMORY CARD slot D
controller port A
controller port D
MULTITAP
controller port B
controller port C
MEMORY CARD slot B
MEMORY CARD slot C

If three or more people are competing in MONOPOLY Party, you must have a multitap (for Playstaytion®2) connected to the PlayStation 2 game console. Refer to the instructions that came with your multitap for information on how to connect it to the PlayStation 2 game console.

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Controls

DUALSHOCK®2 analog controller

L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
left analog stick
(L3 button when pushed down)
✕ button
SELECT button
☐ button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
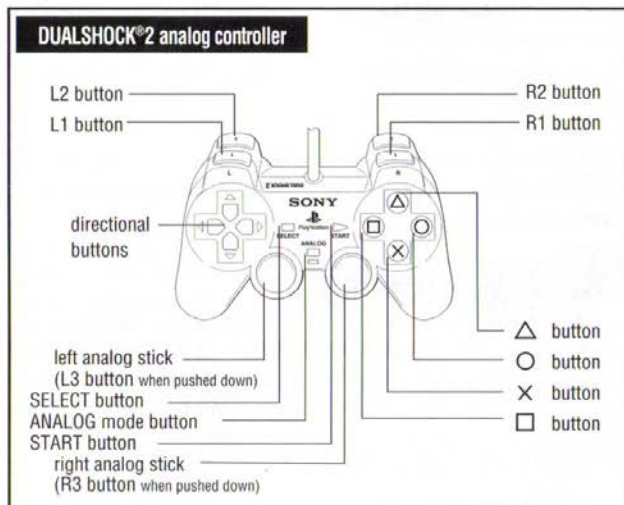
Menu Controls

Up and down directional buttons / left analog stick – Navigate menus / highlight options

Left and right directional buttons / left analog stick – Adjust options

✖ button – Select highlighted option

▲ button – Cancel and return to previous menu

■ button – Create Profile

● button – Delete Profile / Delete Game / View Profile

In-Game Controls

Up and down directional buttons / left analog stick – Navigate menus / highlight options

Left and right directional buttons / left analog stick – Navigate menus / highlight options / adjust options

✖ button – Select highlighted option

▲ button – Cancel operation and return to previous menu / NO (if YES / NO answer required)

■ button – YES (if YES / NO answer required)

● button – Change camera view

Right analog stick – Move and zoom camera (while in free-camera mode)

L2 button – Toggle Property Management window ON / OFF

3

R2 button – Special Token animation

START button – Pause the game and display the Pause menu.

SELECT button – Display Title Deed when property is highlighted in Property Management window

Many of the actions you will perform while playing *MONOPOLY Party* require navigating menus and making choices. Use the up and down directional buttons to move between menu options. You can scroll between some options using the left and right directional buttons. Press the ✖ button to select a menu item.

During any menu operation, you can press the ▲ button to cancel your actions on that menu and return to the previous menu.

Memory Card Selection

If you have more than one memory card (8MB) (for Playstation®2) in your Playstation®2 console when you choose a memory card-related option, you will be brought to the Memory Card Selection menu to identify which memory card you wish to use. Use the directional buttons to move between memory cards. Press the ✖ button to select the highlighted memory card and continue to the next screen (Load Game, Save Game, View Profiles, etc.).

Saving and Loading

You can save your progress in a game from the Pause menu (see page 22), providing you have a memory card in your system with sufficient free space on it.

You can save in Classic mode at any point. However you can only save in Party mode at the end of a turn.

To save a file, choose a slot using the up and down directional buttons and press the ✖ button. If you choose a slot that is not labeled "Empty," you will overwrite any saved data associated with that slot. To delete a saved game, highlight it and press the ● button.

To load a saved game, select Load Game from the Main menu. You must have a memory card in your system with a saved game on it.

In the Load Game menu, use the up and down directional buttons to highlight a saved game. The information box will show the details of the highlighted game. Press the ✖ button to load the highlighted game and proceed to the Controller Setup menu (see page 19).

Welcome to the MONOPOLY Party Game!

MONOPOLY Party is the ultimate cash bash for you and your friends! It's all the buying, trading, and deal-making that MONOPOLY fans know and love — now more intense, because every player gets to move at once! It's always your turn! See how quickly you can buy properties, build houses and amass a mighty real estate empire.

How to Play the MONOPOLY Party Game

There are two ways to play the *MONOPOLY Party* game — Classic mode and the brand-new Party mode. Your opponents can either be human or AI (computer-controlled artificial intelligence). Up to four players can play each game type, depending on the number of game controllers you have.

Party Mode

This is an all-new *MONOPOLY* game type where all players "roll the dice" and move simultaneously. While most of the traditional *MONOPOLY* game rules apply, Party mode results in much faster games. It's easy to learn and really fun to play. Auctions and trades are fast and furious, and the competition is fierce. You can play Party mode against up to three AI players, with up to three friends, or with a mixture of human and AI opponents. **Note:** Party mode requires that each human player have his or her own controller.

Classic Mode

Classic mode is based on the traditional *MONOPOLY* game, where players take turns rolling the dice, moving, buying properties, building, collecting rents and paying fees. You can play a Classic mode game against up to three AI players, with up to three friends, or with a mixture of human and AI opponents. **Note:** Players can share a controller in Classic mode, passing it from player to player each turn.

Themes

In addition to the time-honored *MONOPOLY* board (in five languages), you can play *MONOPOLY Party* using four alternative theme boards. Each board comes with its own special animated tokens and custom house and hotel styles. (See "Select Theme" on page 16.)

Custom Rules

Over the years, people have adapted, amended and added to the official *MONOPOLY* game rules to suit their whims and playing styles. You can customize a number of rules in *MONOPOLY Party*, including Free Parking jackpots, dealing properties at the start of the game, granting Futures and Immunities on properties, and more. (See "Custom Rules" on page 17.)

Gameplay Setup Sequence

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

Step 1: Select the Type of Game You Want to Play

Play a New MONOPOLY Party Mode Game – Select New Game. MONOPOLY Party is the default game type in the New Game menu.

Play a New MONOPOLY Classic Mode Game – Select New Game. Use the left and right directional buttons to select MONOPOLY Classic as the game type in the New Game menu.

Load Saved Game – Select this to continue playing a previously saved game. This will take you to the Load Game screen. From there, select the game you wish to load. You will be taken to the Controller Setup screen, after which the game will be loaded and play will begin at the point where the game was last saved.

Step 2: Select a Theme

Select Theme from the New Game menu. Scroll through the theme types using the left and right directional buttons. If you choose the Classic theme, select the country to use for Property Names. Next, choose the currency you wish to use, then select Accept to return to the New Game menu.

Step 3: Customize the Rules

Scroll through the rule options using the up and down directional buttons. Alter rules using the left and right directional buttons. (See "Custom Rules" on page 17.) Select Accept to return to the New Game menu, then select Continue to go to the Player Selection screen.

Step 4: Assign Player Profiles

Move between the four player slots using the up and down directional buttons. Press the left or right directional buttons to scroll through the various options available. You can choose New Player, a saved Player Profile, an AI (computer-controlled) player or Not Playing. Select Continue to go to the Controller Setup screen.

Step 5: Set Up Controllers

Scroll through the human players on the left side of the screen using the up and down directional buttons. Change the controller assigned to them by using the left and right directional buttons (see "Controller Setup" on page 19). **Note:** If you are playing Party mode, each player must use his or her own controller.

Select Start Game.

Step 6: Select a Token and Houses

Roll the dice by pressing the ✖ button to decide who will choose a token and house styles first (and move first in Classic mode). When it is your turn, move through the token choices by pressing the left and right directional buttons. Select the token that you would like to represent you during play; then scroll through house styles and select your house style. **Note:** Each player must choose a unique token style, but any player can choose any house style.

GO!

The Official MONOPOLY Game Rules

Note: An asterisk (*) denotes that this rule can be customized. See "Custom Rules" on page 17 for more details.

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, the property is auctioned 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 who is not bankrupt.

Playing the Game

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

On your turn, use the ✖ button to roll the dice and move forward 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 direct 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; if you roll doubles, 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, the property is immediately auctioned to the highest bidder.* Even though you declined the option of buying at the original price, you may join in the bidding. (See "Auctions" on page 25.)

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 of the properties within a color-group. 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 you decide not to buy, the utility is auctioned to the highest bidder.* If, however, the utility is already owned, you may be asked to pay rent to the owner. The rent amount is determined by your dice roll. 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.

Landing on the Railroads

If you are the first to land on the railroad, you may buy it. If you decide not to buy, it is auctioned 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 to another player.

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 (see "Buy Houses and Hotels" on page 28). This increases the rent you can charge to passing tenants. The price of a house is shown on the relevant Title Deed.

You can buy houses only 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 any one 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 "Trading" on page 28.) 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.* 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. When you wish to repay your mortgage, you must pay the amount of the mortgage plus 10 percent interest.

Note: 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 percent interest. Alternatively, he / she can pay the 10 percent but retain the property with a mortgage. In this case, when the mortgage is finally removed an additional 10 percent interest 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% interest and then choose whether to retain the mortgage or pay it off in full now.

Note: An asterisk (*) denotes that this rule can be customized. See "Custom Rules" on page 17 for more details.

Party Mode

As with the traditional turn-based game, players are required to step through a sequence of events in order to complete their turns. Except where noted below, basic game functions such as rolling, buying property, mortgaging, buying houses, etc., are identical to Classic mode (see page 13 for instruction on how to play a Classic mode game).

Beginning of Turn

Each player presses the ✖ button to indicate they are ready to roll the dice. After everyone is ready, all dice are rolled at once and the tokens begin to charge around the board. To skip token animations, press the ✖ button or turn them OFF in Settings.

If you land on a board square that requires you to pick a card, pay a fine, pay rent, or receive money, a message box will alert you. Press the ✖ button to continue.

By default, debts are assessed from the richest to the poorest player (you can change this in the Custom Rules menu). The richest player must pay his or her debts first, which might provide the income a poorer player needs to pay his or her debts. Players must wait until all debts have been resolved and settled before the game can proceed to the next step.

Property

If two or more players land on the same unowned property during the same turn, the property will be put up for auction, but only those players who landed on the property are allowed to bid.

Auctions are held one at a time. The order for the auctions will be determined by the market value of the property (highest to lowest).

Doubles

If you roll doubles, you take an extra turn independent of any player who did not roll doubles. The process described above is followed, and this is treated as a new turn, but only for those players who rolled doubles. All other players must wait as the player(s) take a new turn. If an auction or trade is required or requested, the waiting players can become involved in the turn for a short while.

End of Turn

Once all other matters have been resolved, all players are free to attend to other business, such as initiating a trade, building houses, selling houses or paying off a mortgage. When you are finished with your turn, press the ✖ button while in the Summary View interface to indicate that you are ready to roll the dice for the next turn.

Classic Mode

See the Official MONOPOLY Game Rules (starting on page 7) for all of the details about what you can and cannot do during a turn. The Classic MONOPOLY gameplay mode follows the traditional board game rules, with a few electronic exceptions.

Players roll at the start of a game to determine who picks a token and house style first, and then moves first. The player with the highest score goes first. There are only six tokens per board, and each player must choose a different token. More than one player may choose the same house / hotel style, however. Once all players have selected their token and house icon, the game begins.

Beginning of Turn

At the beginning of your turn, you may be able do any of the following:

- Roll the dice by pressing the ✖ button.
- Initiate a trade with another player by pressing the L2 button to bring up the Property Management window and select Trade.
- Buy or sell houses / hotels by pressing the L2 button to bring up the Property Management window and select Build or Sell, respectively.
- Mortgage or un-mortgage a property by pressing the L2 button to bring up the Property Management window and select Mortgage.

Your token is moved automatically after you roll the dice. If you wish to skip your token animation, press the ✖ button after you roll the dice. You can turn OFF token animations altogether in the Settings menu (see "Settings Menu" on page 20). (You can make your token perform a unique "waiting" animation by pressing the R2 button.)

Cards are automatically picked up and shown to you. Press the ✖ button after you have read it and any money you have earned or owe will be taken care of automatically by the Bank.

All rents, fines, assessments, and such are deducted automatically from your bank account. If you don't have enough cash to pay your debt, the game will inform you and switch to the Property Management window so that you can attempt to sell or mortgage enough of your assets to pay your debt.

Property

If you land on unowned property, you are asked whether you want to buy it. Select YES (thumbs up icon) to buy it. If you decline to buy the property, it will be offered for auction (unless you have turned this rule OFF — see "Custom Rules" on page 17).

If you land on a property but don't have enough cash to afford it, you can press the **L2** button to bring up the Property Management screen and mortgage property or sell houses to try and raise enough money.

Jail

If you are sent to Jail, you must wait until your next turn and then choose among the following options:

- If you have a "Get Out Of Jail Free" card, your message box will ask, "Use Jail Free card?" Select either YES or NO.
- If you do not have a card or have elected not to use a card, you will be asked, "Pay fine to get out?" Select either YES or NO.
- If you do not have a card or have elected not to use a card and do not want to pay, you can try to roll doubles to get out of Jail.
- On your third turn in Jail, if you do not roll doubles, you must pay to get out of Jail. You then roll the dice normally and proceed.

Income Tax

When you land on the Income Tax space, you are given the option to pay either $200 (currency equivalent) or 10 percent of your net worth. (The Income Tax 10% game rule must be switched off to get just the $200 option — see "Custom Rules" on page 17.)

A message box will ask if you wish to pay $200 or 10 percent of your net worth. You cannot access the mortgage interface at this time and so you must make a judgment call as to which is the better option.

End of Turn

At the end of your turn, your Summary View interface (see "Main Game Screen" on page 23) will display a flashing thumbs-up icon. At this point, you still have the choice of trading, buying / selling houses and hotels or mortgaging / un-mortgaging properties. When you have finished your turn, press the ✖ button while in the Summary View interface and the dice will pass to the next player.

If you roll doubles, you must roll the dice again.

The game ends when there is only one player left. In other words, all other players have gone bankrupt.

Main Menu

From the Main Menu screen you can select from the following options:

New Game

Start a new Classic mode game or Party mode game.

Quick Start

Start a new game with exactly the same theme, number of players, controller arrangements and rules as the last game you played. If this is the first game played, or previous game information is unavailable, this option will start a new Party mode game with four players on a classic *MONOPOLY* board using default rules. The number of human players will be equal to the number of controllers plugged, in and the remaining players will be set to AI (Easy).

Load Game

Load a saved game from a memory card. You must have a memory card with previously saved games on it in one of the MEMORY CARD slots.

Options

Go to the Options menu. (See "Options Menu" on page 19.)

New Game Menu

Game Type

Choose Party mode or Classic mode.

Select Theme

Choose the graphical theme, property names, and currency that will be used in your new game. (See "Select Theme" on page 16.)

Custom Rules

Customize the rules to fit your playing style. (See "Custom Rules" on page 17.)

Guide Comments

Select this option to toggle Guide Comments ON and OFF (See "Guide Comments" on page 24).

Continue

After you have chosen a game type, theme and custom rules, select Continue to advance to the Player Selection screen.

Select Theme

The Select Theme menu lets you choose an alternative game board and tokens, as well as property names and currency used in the game.

Themes

Use the left and right directional buttons to select one of five themes, each with its own unique building and token styles.

Classic – This is the original *MONOPOLY* board that we all know and love. Tokens include the Hat, Iron, Car, Dog, Battleship and Boot.

Sci-Fi – This futuristic board features a large space station in the center, with ships coming and going on a regular basis. Tokens include a Humanoid Robot, an Exploration Ground Rover, a Station Defense Fighter, a sneaky Grey Alien, a heroic Astronaut and a mysterious UFO.

Fantasy – A large castle with tall towers and spires occupies the center of this board, and creatures large and small besiege the castle throughout the game. Tokens include a Dwarf warrior, an Orc fighter, an Elven female warrior, a mighty Wizard, an honorable Knight and a boorish Troll.

Pre-Historic – Large and small dinosaurs roam around the lush watering hole at the center of the Pre-Historic board. Tokens include a dim-witted Caveman, a shy Cavewoman, a mighty Wooly Mammoth, a graceful Saber-toothed Tiger, a powerful Triceratops and an impressive Archaeopteryx.

Ancient Monuments – This board features great buildings from Roman, Egyptian, Ancient England and Babylon civilizations, including the Great Pyramids, the Sphinx, the Roman Coliseum, Stonehenge and the Hanging Gardens of Babylon. Tokens include an Egyptian Chariot, a Roman Sandal, a powerful Camel, a sleek Egyptian skiff, an amusing Urn and a mighty Roman warship.

Property Names

This option is only available when you are using the original MONOPOLY board. Use the left and right directional buttons to select English, U.S., German, French, Spanish or Italian, and the property names associated with that country will be used in your game.

Currency

You can use any of three currency types, regardless of the board theme or in-game text language. Use the left and right directional buttons to choose U.K. £, U.S. $ or European Euros.

Accept

Save your changes and return to the New Game screen.

Custom Rules

Use the up and down directional buttons to highlight a rules option and the left and right directional buttons to change it. Choose Official U.S. Rules or Official U.K. Rules to reset all the options back to the official rules for that country (see "Official MONOPOLY Game Rules" on page 7). When you have finished modifying the rules, highlight Accept and press the ✖ button. You can cancel your changes and return to the New Game menu at any time by pressing the ▲ button.

Total Houses

Default is 32. You may pick 12, 32, 60 or 88.

Total Hotels

Default is 12. You may pick 4, 12, 16 or 22.

Even Build

When this rule is ON, 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 in the same color group.

Double Rent

When a player has a like-color group and the properties are undeveloped, rent is doubled. The U.S. rules state that this is true even if one of the properties is mortgaged. The U.K. rules state that this is only true if all properties are free of mortgages. Choose between U.S. or U.K.

Landing on GO

When this rule is ON, players will collect $400 for landing on GO.

Free Parking

If this rule is ON, a jackpot is placed on Free Parking at the start of the game, and all taxes and fines collected are added to the jackpot. If a player lands on the Free Parking, he or she wins the money, and a new jackpot amount is placed on Free Parking.

Jackpot

Set the Free Parking jackpot amount here. Valid amounts are 0, 250, 500 and 750.

Properties

A number of properties are randomly assigned to each player at the start of the game. Choices are 0, 2, 4 or All.

Punishment

When this option is ON, a jailed player does not receive rental income, and cannot take part in auctions, trades, or buy houses until they get out of jail.

Delayed Start

When this rule is ON, players must pass GO before they can buy property.

Auctions

When this rule is ON, and a player declines to buy a property, it is put up for auction. If the rule is OFF, the Bank will keep the property and no auction is held.

Debt Assessment

In Party mode, debt assessment is worked out from Richest to Poorest or vice versa.

Income Tax 10%

Turn this rule ON if you want players to have the option to pay $200 or 10 percent of their wealth when they land on the Income Tax Assessment square.

Immunities

If this rule is ON, as part of a trading transaction players can negotiate futures and immunities on properties.

U.S. or U.K. Cards

Choose whether to use the U.S. or U.K. version of Chance and Community Chest cards.

Player Selection

Here you can specify how many players there should be and whether they are human or computer. You can assign a profile to each human player, and choose the strength of your computer opponents.

Use the up and down directional buttons to move the highlight between the player boxes. Next, use the left and right directional buttons to choose an option. The options you can assign to a player are:

New Player – This allows you to sign in without having to create a profile.

Player Profiles – All player profiles found on memory cards inserted in the MEMORY CARD slots will be available for selection. (See "Player Profiles" on page 21)

AI (Easy) – This AI player will be passive and will not offer an experienced player much of a challenge.

AI (Medium) – This AI player will play more competitively, although it will lack the insight to play an advanced tactical game and actively try to block the competition.

AI (Hard) – This is the ultimate AI MONOPOLY player, and it will aggressively pursue victory. It will only trade when the terms are in its favor, and it will regularly purchase and immediately mortgage properties with the intention of stifling competition.

Not Playing – This option is only available for the Player 3 and 4 slots. Use it to limit the number of players in the game.

Note: If you are playing a Party mode game, any players in excess of the number of controllers plugged into the console will be assigned to AI (Easy).

Controller Setup

The Controller Setup screen allows you specify which players will use which controllers. Use the up and down directional buttons to select a player name, and use the left and right directional buttons to move the controller icon and change that player's controller assignment.

In Classic mode, you can assign up to four players to a single controller. If only one controller is available, all human players will be assigned that controller. In Party mode, each player must use a separate controller.

Options Menu

Profiles

Create, view and delete player profiles saved on any memory card in your system (see "Player Profiles" on page 21.)

High Scores

View the High Scores screen.

Tutorial

Go to the Tutorial menu (see "Tutorials" on page 20).

Settings

Go to the Settings menu (see "Settings Menu" below).

Credits

Displays the names of all the people who helped bring you the *MONOPOLY Party* game.

Tutorials

Tutorials are animated lessons about how to play *MONOPOLY Party*. The tutorials are divided into selected short segments, or you can view the entire tutorial in sequence.

Full

This is a complete review of all of the tutorial sections listed below, plus a section on the Game Interface and Game Controls. We recommend you view the Full tutorial before you play *MONOPOLY Party* to get a better understanding of the rules and controls.

The other tutorial segments are self-explanatory:

- Rolling and Moving
- Chance and Community Chest
- Buying Properties
- Rent and Taxes
- Jail

- Buying and Selling Houses
- Mortgaging Property
- Trading
- Futures and Immunities
- Winning the Game

Settings Menu

The Settings menu allows you to view and adjust certain game settings. You can access the Settings menu from the Options menu (see page 19) and the Pause menu (see page 22).

Use the directional buttons to highlight an option and press the ✖ button to change it. Press the ▲ button to return to the previous menu.

Audio Settings

Display the Audio Settings menu. Here you can adjust the volume of sound effects, music, speech and soundscape, and switch between stereo and mono output. Use the up and down directional buttons to highlight an option and the left and right directional buttons to adjust the selected item. Choose Accept to save your settings and return to the Settings menu.

Controller Setup

Open the Controller Setup screen (see "Controller Setup" on page 19).

Token Animations

Turn token animations ON or OFF.

Screen Position

Highlight Screen Position and press the ✖ button and then use the directional buttons to adjust the screen position. Press the ✖ button again to save the new screen position. Press the ▲ button to cancel and reset the screen to its previous position.

Select Accept to save your changes and return to the previous screen. Press the ▲ button to cancel changes and return to the previous screen.

Player Profiles

Player profiles contain records and statistics associated with a saved player name. Once you create and use a player profile when playing a game, all of your *MONOPOLY Party* game accomplishments will be updated and saved each time you play a game. Information stored in a player profile includes:

- Name of Player
- Win / loss record
- Average position in a game
- Highest wealth in a game

- Fastest victory in a game
- Highest rental income earned in a game
- Most properties owned in a game

Each memory card can contain a maximum of 15 player profiles. You can create, delete and view player profiles in the View Profiles menu, which you can access via the Player Selection and Options menus. **Note:** You can also access the Player Profiles menu via the High Scores Table, but you can only view profiles, not delete or add them.

If more than one memory card is inserted into your memory card slot, you will be asked to choose which one you want to view before entering this screen.

Use the up and down directional buttons to highlight a profile and display statistics associated with that name on the right side of the screen. To delete a profile, highlight it and then press the ● button.

To create a new player profile, press the ■ button. You will be taken to the New Profile screen. Enter a name of up to eight characters by using the directional buttons to highlight a letter or character in the grid and pressing the ✖ button to add it to the name. Choose Del to remove the last letter entered. Choose Accept to confirm the name entered. Press the ▲ button to cancel this process and return to the View Profile screen.

After you enter a name, the new profile will be saved to the memory card.

Pause Menu

Press the START button while playing to pause the game and bring up the Pause menu. Use the directional buttons to highlight an option and press the ✖ button to select it. Pause menu options include:

Continue

Close the Pause menu and resume the game.

Music

The human player with the highest net worth has the privilege of selecting the music from the Pause menu. (For the first turn, this is the first human player.) Naturally, this honor will change from person to person as the game progresses. Use the up and down directional buttons to highlight a music style. Press the ✖ button to select that style, and the ▲ button to return to the Pause menu.

Save

Open the Save Game screen. (See "Saving and Loading" on page 4.)

Resign

Resign from the game. When you resign, you can choose whether an AI player takes over your position or your money and properties are surrendered to the Bank. If only one human is left in the game, this option becomes the same as Quit.

If the AI Player option is chosen, an AI opponent equivalent to the highest AI player in the game will take over control of the player's position. If there are no AI players in the game, the AI (Medium) will take over the position. The Surrender Assets option returns all money, houses, hotels and property to the Bank. The Bank will then immediately put all the properties on the auction block.

Guide Comments

Toggle Guide Comments ON and OFF, and review any of the last five Guide Comments made during the game. (See "Guide Comments" on page 24.)

Settings

Open the Settings menu. (See "Settings Menu" on page 20.)

Quit

Quit the current game.

Note: In a Party mode game, you can only save the game or resign once all players have completed their turns.

Main Game Screen

The main game screen contains plenty of ever-changing information, including an animated game board and tokens, property ownership indicators, individual Player View boxes, and more.

Camera Views

Party Mode Camera

The board in Party mode is shown from an overhead perspective to give you the maximum levels of strategic information while considering your game plans. Use the ● button to toggle through four slightly different overhead views.

Classic Mode Camera

There are three camera views available in Classic mode. Press the ● button on your turn to toggle through them.

Overhead view – This shows the entire MONOPOLY board from an overhead view.

Token-centered zoom – This focuses the camera on the current player's token so that all animations and effects are clearly visible.

Free-camera mode – This allows you to use the right analog stick to move left and right around the board and to zoom in and out.

Summary View Box

The main game screen contains a central game board and a Summary View box for each player. Each player's Summary View box contains the following information:

- Player name
- Current cash total
- A view of the player's token on the board.
- A dice / message box that displays the result of the player's last dice roll, or an "action" icon, such as a "thumbs up." Action icons indicate that a player must make a choice (such as whether to end their turn, buy property, or pay to get out of jail).
- The bar above the Summary View box displays the name of the board square that player is currently on.

Property Management Menu

At the beginning or end of your turn in Classic mode, or the end of your turn in Party mode, you can switch to the Property Management menu and mortgage property, buy and sell houses and hotels, and initiate trades. The **L2** button toggles your Player window between the Summary View and the Property Management menu. The Property Management menu contains your name, current cash total and four buttons: Mortgage, Buy Houses, Sell Houses and Trade. Select one of the Property Management buttons to open its corresponding window. (See "Property Management" on page 26.)

Property Ownership Indicators

To show who owns which property, colored stars are displayed on the property spaces. Each star is colored to match the color of the player who owns it. Letters are used to signify properties that are mortgaged (M) or have futures (F) or immunities (I) attached to them.

Message Boxes

Throughout the game, you are presented with message boxes that alert you to important information and sometimes request a decision. Use the ✖ button to select an option.

Guide Comments

While the main tutorial system introduces you to the major rules of the game and the fundamentals of using the game's interface (see "Tutorials" on page 20), it does not cover all of the smaller rules or explain the reasons why certain aspects of the game are implemented the way they are. In particular, some aspects of Party mode are different. To help explain these points, the game includes optional Guide Comments made by MR. MONOPOLY. As you come across a new situation, MR. MONOPOLY will explain what has occurred or what is going to happen, and why.

You can turn Guide Comments ON or OFF from the New Game Screen or Pause menu. You can skip Guide Comments at any time by pressing the ✖ button.

When a Guide Comment is given, the player's interface (to whom the comment is directed) is highlighted, while MR. MONOPOLY explains a rule, the player's options or implementation detail. The last five comments are available for replay from the Pause menu.

Auctions

Party Mode and Classic Mode (Separate Controllers)

When everyone has a controller of their own, the auction is conducted in real-time, with players bidding simultaneously.

The Auction interface displays the player's name and cash total at the top of the inter-face area. Below this are two rows of icons representing MONOPOLY money amounts followed by the player's current bid. At the bottom of the interface is a Drop Out icon.

To bid on a property, first select a cash amount to bid using the directional but-tons and press the ✖ button to increase your current bid by the value of the highlighted note. If your bid is higher than the other bids, yours is announced as high bid and it's up to someone else to beat it. Once you increase your bid, you may not retract it.

Note: You may bid any amount that you wish, but be careful — it is actually possible to bid more for a property than you can afford. If this happens, you become bankrupt!

After the initial bidding frenzy has died down, if no one makes a new bid for number of seconds, MR. MONOPOLY will start to wind up the auction by say-ing, "Going once...going twice..." If no one raises the bid during this time, the auction will be closed and the property will go to the highest bidder.

A player who does not have the highest bid can opt to drop out of the auction by selecting the Drop Out icon. In doing this, if only one player remains, the auction will be concluded immediately.

Classic Mode (Shared controllers)

When more than one player is using the same controller, players take turns placing bids. The Auction interface displays the player's name and cash total at the top of the interface area. Below this are two rows of icons representing MONOPOLY money amounts. Below the money icons there are buttons for New Bid, Cancel and Drop Out.

To bid on a property, first select a cash amount to bid using the directional but-tons and press the ✖ button to increase your current bid by the value of the highlighted note.

Note: You may bid any amount that you wish, but be careful — it is actually possible to bid more for a property than you can afford. If this happens, you become bankrupt!

Once you choose a bid amount, place the bid by selecting the New Bid button and pressing the ✖ button. If your bid is higher than the other bids, yours is announced as high bid and it's up to someone else to beat it. Once you increase your bid, you may not retract it.

If you wish to increase your bid, use the directional buttons to highlight a new cash amount and press the ✖ button to increase by the amount of the highlighted note. If you press a wrong money icon, you can press Cancel to return your bid to its previous amount. Selecting the Drop Out icon will remove you from the auction.

The auction continues until there is only one player left, who then buys the property for their final bid price. When a player wins the auction, the amount is deducted from his or her cash. If the player has insufficient cash to buy the property, the player must mortgage properties and / or sell houses in order to raise the necessary cash. If the player cannot raise the necessary cash, then that player is bankrupt.

Property Management

Press the **L2** button to toggle your Player window between Summary View and Property Management menu. Select one of the Property Management buttons to open its corresponding window. This window will contain color-coded boxes that represent the various properties, utilities and stations on the *MONOPOLY* board. Properties that are owned by players contain a number in the top left corner that corresponds to that player's number.

When you use the directional buttons to move from box to box, your message box will display information pertaining to that property, including the name of the property, its value, who owns it, how many houses are built on it, whether it is mortgaged and any futures or immunities it may have attached to it. You can display a property Title Deed by pressing the **SELECT** button.

Mortgaging

To mortgage a property, select the Mortgage button to open the Mortgage window. Select any property that you own to mortgage it, or pay off the mortgage if it is already mortgaged. Mortgaged properties are denoted by an "M" symbol in the property box.

The Net Effect (positive or negative) of your actions in the Mortgage window is displayed on the side of the window. To confirm these actions and pay or be paid, select the YES icon. Select the NO icon to cancel any changes. (Alternatively, you can use the ■ button for YES and the ▲ button for NO.)

Buy Houses and Hotels

To buy houses and hotels, you must own a like-color property group. Select the Buy button to display the Buy Houses window and use the directional buttons to highlight any eligible property you own. Press the ✖ button to buy a house on that property. You must have four houses on a property to purchase a hotel on it. The number of houses currently on that property are displayed at the top of the Buy Houses window.

Note: The Even Build, Houses Available and Hotels Available game rules will affect how you build upon your property.

The total cost of your transaction is displayed at the side of the window. To confirm the transaction, select the YES icon. Select the NO icon to cancel any changes. (Alternatively, you can use the ■ button for YES and the ▲ button for NO.)

Note: In Party mode, the first player to indicate that he or she wants to buy a house gets to buy it. Sometimes this means that players will have to race to buy houses if there is a shortage.

Sell Houses and Hotels

To sell houses and hotels, select the Sell button to open the Sell Houses window. Use the directional buttons to highlight any property with a house or hotel on it and then press the ✖ button to sell it to the bank. If you sell a hotel, four houses will replace the it.

Note: The Even Build, Houses Available and Hotels Available game rules will affect how you sell houses on your property.

The total profit from your transaction is displayed at the side of the window. To confirm the transaction, select the YES icon. Select the NO icon to cancel any changes. (Alternatively, you can use the ■ button for YES and the ▲ button for NO.)

House Shortages

In both Classic mode and Party mode, it is possible that you will need to sell additional houses in order to comply with the Houses Available rules. For example, if there are only two houses available and you sell a hotel, you will also be forced to sell two additional houses to meet the house requirements. This can be further complicated by the Even Build rule.

Trading

Wheeling and dealing is the *MONOPOLY* way. To trade properties, cash, futures and immunities, you need to select the Trade button from the Property Management menu. This stops the on-board action (eventually) and opens the Trade window.

Initiating a Trade

When you initiate a trade, the gameplay is stopped at the end of the turn. The view of the board is changed to an overhead view and the Property Grid is shown in the center of the screen.

Property is displayed in a colored grid, with numbers indicating which player owns which piece of property. Use the directional buttons to highlight a property square and press the ✖ button to assign it to another player. The number on the property will cycle through the player numbers to indicate its potential new owner.

Properties that have been "reassigned" will become highlighted on the grid, and a star with the letter "T" will be placed on the property on the board in the color of the proposed new owner. **Note:** If you press the ✖ button enough times to cycle back to the original owner's number, the highlight will be removed from the grid and the star removed from the property on the board. Effectively, the property has been removed from the deal.

Once you have chosen all the properties you wish to reassign, you can move on to the next step in the trade.

Note: If you revisit the property grid after moving beyond this step and make a change to a property that has had a future or immunity attached to it as part of the deal, the future or immunity will be cancelled and must be set up again in the Futures and Immunities window.

Adding Money to the Deal

To set up and edit transfers of money between the players, highlight the first player name box and press the ✖ button until the appropriate name is shown. Select the second player's name the same way. Use the plus and minus buttons to change the value of the cash trade. To complete the deal,

press the Add button. When this is done, the deal information is shown at the bottom of the window.

If you select two players for whom there is already a proposed deal, the amount will automatically change to the amount in the proposed deal. You can then edit all of the aspects of the deal. A net money summary is displayed in the interface window of each player involved in the trade. This will advise each player as to whether he or she is paying out more than he or she is receiving, or vice versa.

Having sorted out the money, you can then move on to either the Futures and Immunities window (if the option has been selected) or the Trade Summary window.
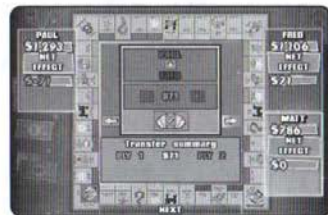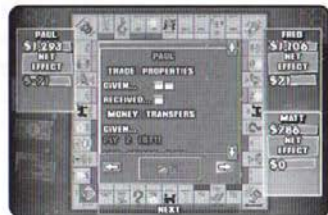
Futures and Immunities

The Trade window is displayed again; however, this time the property grid shows the results of the proposed property trade. You can use the directional buttons to navigate the grid. However, you cannot reassign property ownership at this time. Press the ✖ button while on a highlighted property to bring up an overlay that allows you to assign a future or immunity. (See "Futures and Immunities" on page 31 for more details.)

Note: Only one player can benefit from a property future, however, up to three players can be given a property immunity.

Select either Future or Immunity and press the ✖ button, then use the directional buttons to navigate to the player names and set how many times the future or immunity will last. If you want to change who benefits from a future, reduce the original player's number to zero, then increase the new player's figure.

Upon accepting the information, the overlay will disappear and the grid will be updated with an "F" for future or an "I" for immunity.

Summary Window

Once you have set up a trade, you will be taken to the summary window, which contains the following information:

- Title Deed icons of properties to be given
- Title Deed icons of properties to be received
- Details of who is giving or receiving money
- List of futures or immunities given
- List of futures of immunities received

If there is more information than can fit on one screen, use the up and down directional buttons to scroll through the information.

Each property that is involved in the deal from your standpoint will be shown on the *MONOPOLY* board with a star containing the letter "T." In addition to this, icons will be placed on the board to show what is happening to that property.

A "thumbs up" icon will be placed on properties that you will gain. A "thumbs down" icon will be placed on properties that you are giving up. Any properties on which you are receiving or giving a future or immunity will also be indicated by using stars containing an "F" or "I."

To proceed, select Propose or Cancel.
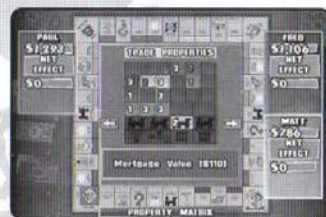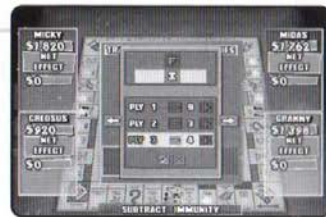
Closing the Deal

In order to conclude the trade, all players involved with the trade must accept it. Once you have set up the deal, select the Propose button. Control is now passed to the next player in the trade (in clockwise order starting from the initiating player). That player will be prompted to respond to the deal.

The buttons on the Summary window will change to Accept, Counter and Reject. If the player selects the Accept button, control is passed to the next player in the list. That player can then Accept, Reject or Counter the offer. If all players involved in the deal accept it, the deal will take effect.

If someone selects the Reject button, control passes back to the player initiating the trade, who can either abandon the trade or change it and re-propose. Once the initiator has revamped the deal, all participants in the trade must accept it or reject it once again.

If a player wants to counter a deal, he or she can alter the terms of the trade by either moving directly to the appropriate window and making changes or selecting the Counter button, which will take that player directly to the Select Properties window.

As soon as a change is made to any part of the deal, the Accept button in the summary window is grayed out, the Counter button becomes Propose and Reject becomes Undo. If the player wishes to cancel the changes he or she has made to the trade, that player must select the Undo button.

Pressing the Propose button will send a counter offer to the other players. Starting with the original trade initiator, the players must then review the deal again and either accept, counter or reject it.

Housing Shortages

A housing shortage occurs when the number of available houses or hotels in the bank reaches one quarter of the total number of houses or hotels available in the game. For example, the default number of houses and hotels is 32 and 12, respectively. Therefore, a housing shortage is in effect when the bank has eight or fewer houses and three or fewer hotels.

In Party mode, since all players are playing simultaneously, the first player to request a house or hotel gets to buy it. This makes it a race to see who can buy houses and hotels first when there is a shortage.

In Classic mode, however, if a player wants to buy a house or hotel during a housing shortage, an auction system is used. The game first determines which players are in a position to buy a house. If more than one player is eligible to buy houses, each eligible player is asked in turn whether he or she wants to buy a house.

If at least two players wish to buy houses, then a house auction is held and conducted in the same way as a property auction. When the auction is over, the winning player must decide on which of their properties the house will be placed.

If no other players are eligible to buy houses, or no one wishes to buy one, the original player is allowed to purchase the house in the usual way.

Futures and Immunities

A future is where the owner grants the rental income for an agreed number of times to another player. For example, if Player 1 owns Boardwalk but grants a future to Player 2 for three times, then the next three times that a tenant lands on Boardwalk, Player 2 receives the rental income. If Player 2 lands on the property, then he pays no money (as he would be paying himself), however if Player 1 lands on the property, he must pay rent to Player 2.

An immunity is when a player is allowed to land on a property a certain number of times without having to pay rent. For example, Player 1 owns Boardwalk and offers a three-time immunity to Player 2. The next three times Player 2 lands on Boardwalk, he will pay no rent to Player 1.

General Rules

- A future or immunity can only be granted on an unmortgaged property.
- If a future or immunity exists on a property, that property cannot be mortgaged until the immunity or future lapses.
- Only one future can be granted on each property at any one time, however up to three immunities can be granted.
- Futures, immunities and mortgages are mutually exclusive.
- When a property is traded, the future or immunity moves with it.
- When an immunity or future is arranged, an "F" or "I" is marked in the colored square of the property interface. Additionally, an "F" or "I" is marked within the star shown on the board for that property.
- Details of the future or immunity are shown in the interface message box as part of the scrolling information shown when the property is highlighted in the Property window.
- A future or immunity will lapse if the player to whom it is assigned resigns or becomes bankrupt.

Infogrames Web Sites

To get the most out of your new game, visit us at:

http://www.us.infogrames.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.infogrames.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ina-community.com

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

Chat Messages: Infogrames does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Infogrames web sites is subject to terms and conditions, which you can access at:

www.us.infogrames.com/terms_of_service.asp

Technical Support (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the FAQ.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our Interactive Voice Response and Faxback system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you 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 to 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. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

Credits

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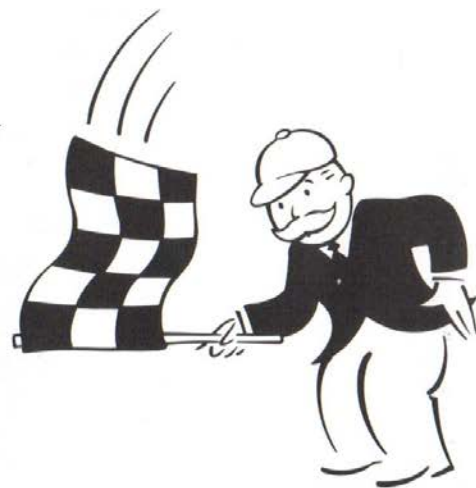
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⚠ WARNING

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A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ CAUTION
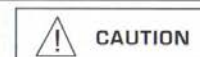
Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

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