

MONOPOLY[®]



SEGA[®]

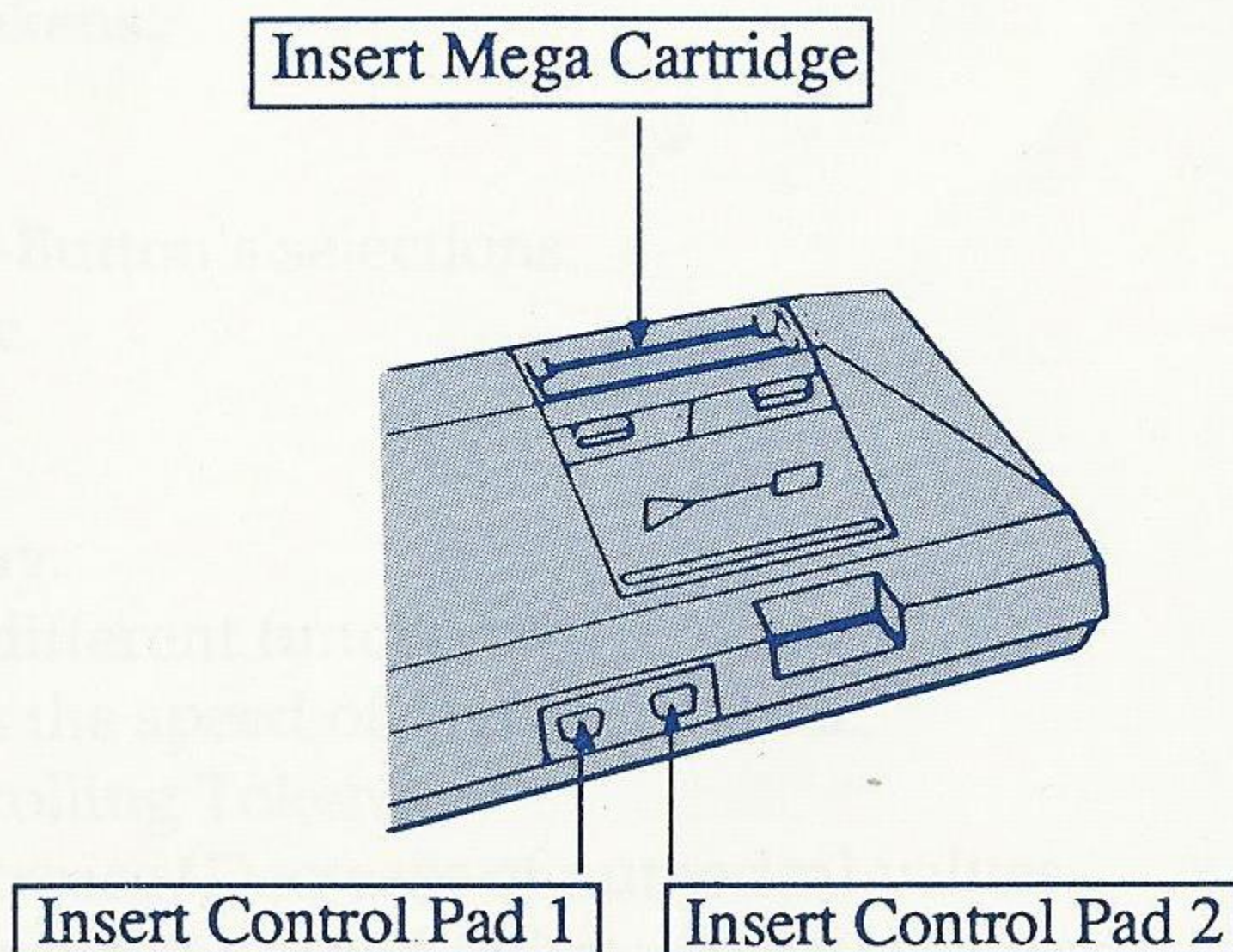
Page	Contents
1	Loading Instructions: Starting Up
2	It's Parker Brothers' MONOPOLY®
3	Taking Control... Basic Functions
4	Choose A Token
5	Name Entry... Number Entry
6	Computer Player... How to Read The Main Screen
7	Interrupt... Convert Player
8	Winner Goes First... Time Limit... Roll The Dice
9	Scrolling Tokens... Buy/Sell or Auction Property
12	Trade... Mortgage
13	Buy or Sell Houses/Hotels
14	Get Out Of Jail... Buy Get Out Of Jail Cards
15	Display A Title Deed... Save Game
16	Game Over... Illegal Moves
17	Rules Of MONOPOLY®... Object Of MONOPOLY®
17	Preparation... Bank's Responsibility...
18	Summary of Play... Buying Property
19	Paying Rent... "Chance" and "Community Chest"
19	"Income Tax"
20	Jail
21	Free Parking... Building Houses... Building Hotels
22	Building Shortages... Selling Property... Mortgages
23	Bankruptcy
24	Miscellaneous
24	The Most Commonly Asked MONOPOLY® Questions
27	Adjusting the MONOPOLY® Screen on your TV

Loading Instructions: Starting Up.

1. Make sure the power switch is OFF.
2. Insert the MONOPOLY® cartridge in the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

NOTE: This game is designed for up to ten players. Use both Control Pads and pass either one of them to the player whose turn it is.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge.™



It's Parker Brothers' MONOPOLY®

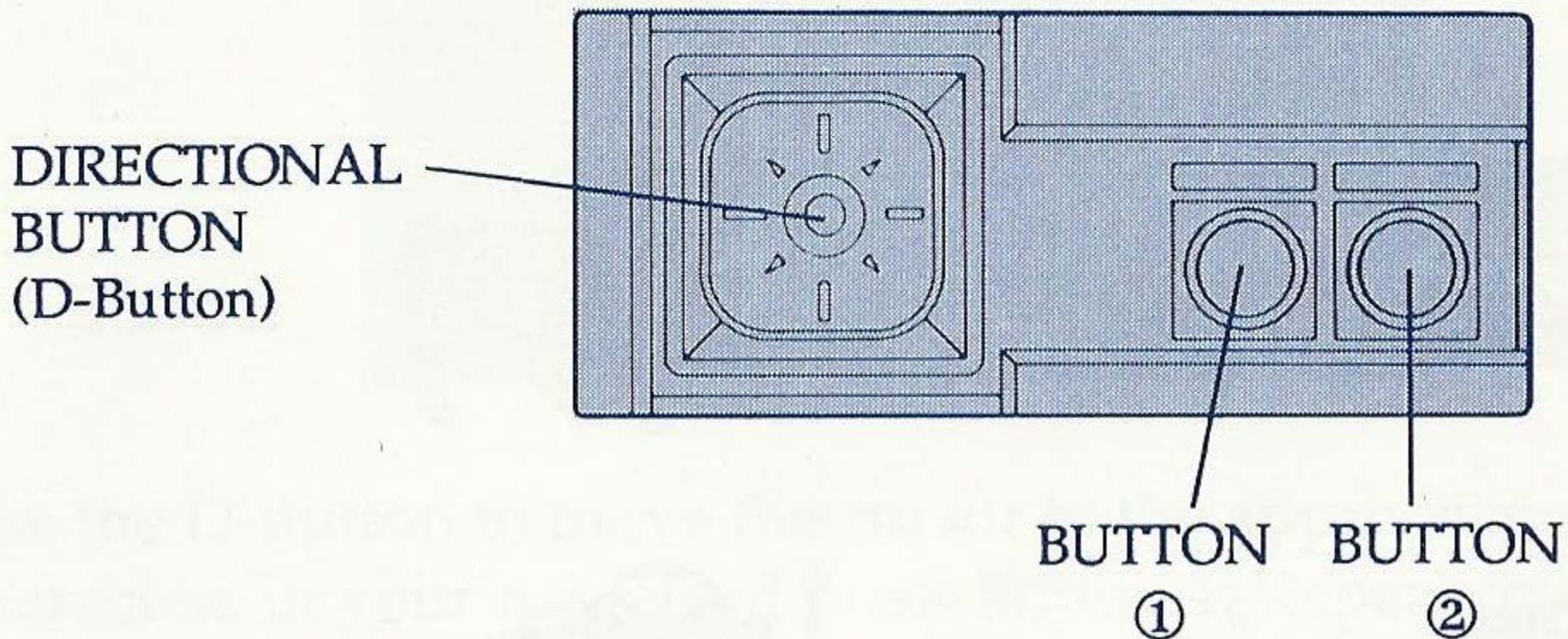
Welcome to the original real estate trading game where everything from the roll of the dice to Community Chest brings you the same action, fun and excitement as the MONOPOLY® board game. So you know this is going to be fun. There are tokens, properties and GO TO JAIL, with the opportunity to become a wealthy land baron . . . or a pauper if your luck turns bad!

The object of MONOPOLY® for the SEGA SYSTEM™ is simple: get rich and you win. But play shrewdly because the perils of a wrong move can be costly. It goes like this: bankruptcy. So roll the dice and let the winner take all.

Taking Control

Before you begin playing, learn which buttons prompt the moves and functions you'll need during play.

Basic Functions:



Your Control Pad is equipped to execute these moves.

Your Directional Button: (D-Button)

- Moves selection arrow along the game menus.
- Creates numerical values.
- Selects tokens.

Button 1:

- Enters D-Button's selections.
- Rolls dice.

Button 2:

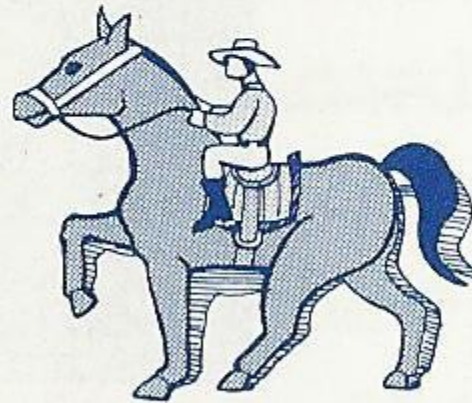
- Starts play.
- Cancels different functions.
- Increases the speed of these functions:
 - Scrolling Tokens.
 - Increase/Decrease of numerical values.
 - Movement of red indication ball.

Choose A Token

There are a total of 10 tokens to choose from. First use D-Button to preview all tokens. To select your token, choose one and press Button 1 to enter.



HAT



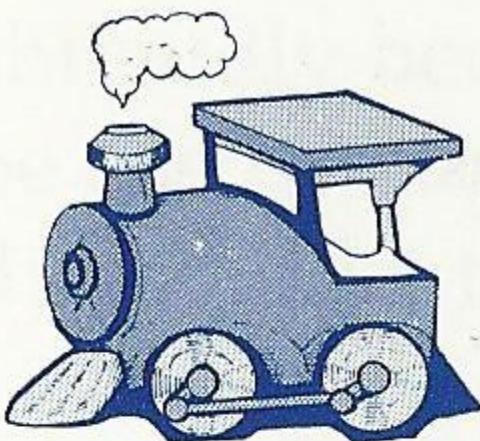
HORSE



IRON



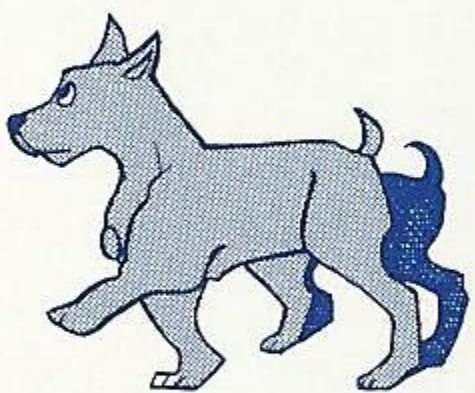
CANNON



LOCOMOTIVE



THIMBLE



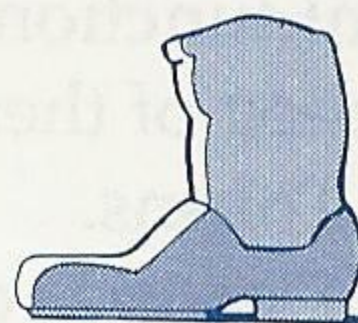
DOG



WHEELBARROW

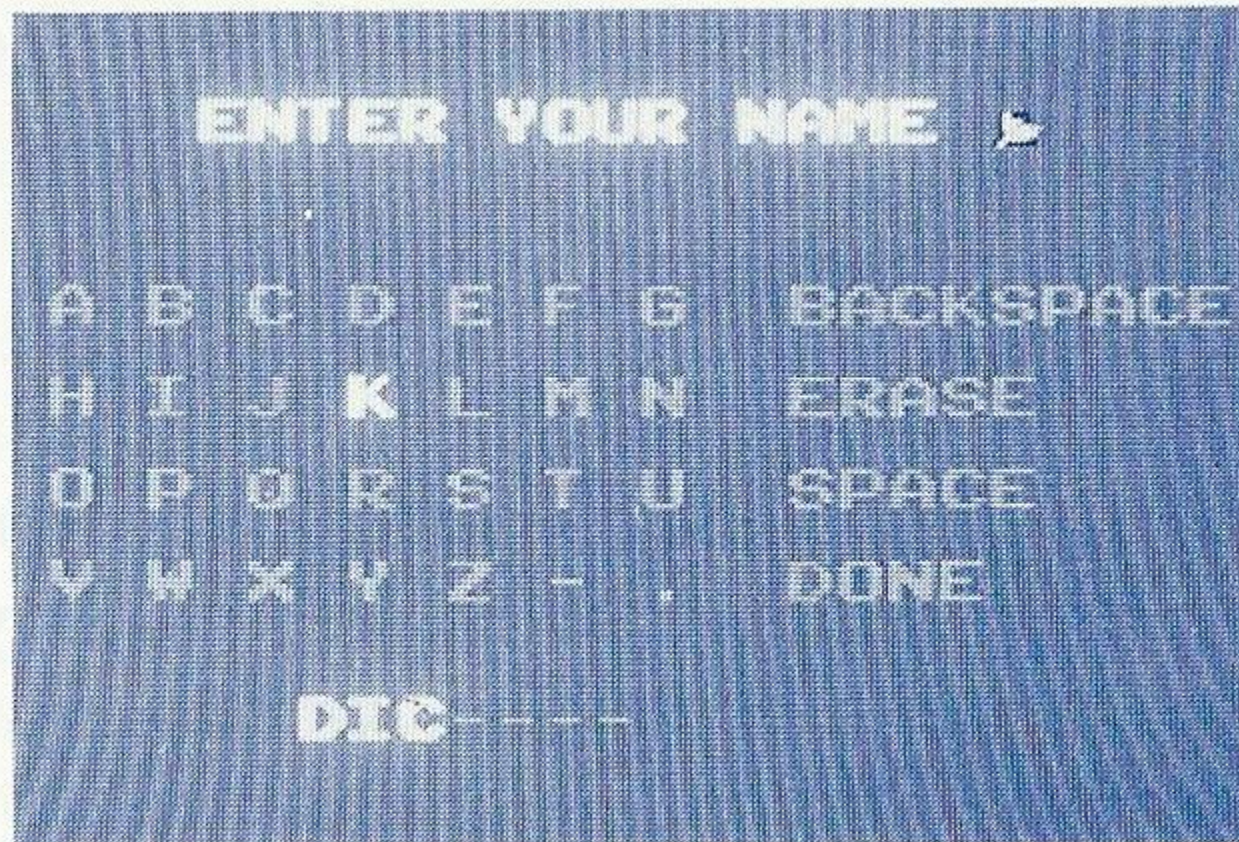


CAR



BOOT

Name Entry



Use the D-Button to move the cursor to the appropriate characters in your name and press Button 1. Repeat this until your name is spelled. Now move to "Done" with D-Button and press Button 1. To omit this procedure, press Button 2 and the cursor will move to "Done." Press Button 1 to confirm. The selected token will be identified with its given name, i.e., the car will be called "car."

Number Entry

During game play, you'll need to enter numerical values for sales prices, bids, computer level, etc. The D-Button will execute this operation. In order to increase/decrease the value by one, move the D-Button up/down respectively.

In order to increase/decrease the value by ten, move the D-Button left/right respectively. To speed the procedure along, hold down Button 2 during selection. Press Button 1 to enter the final value. To cancel any transaction, enter a zero value and press Button 1. To cancel any auction bid, enter the current highest bid, then press Button 1.

Computer Player

The computer player has three levels of intelligence:

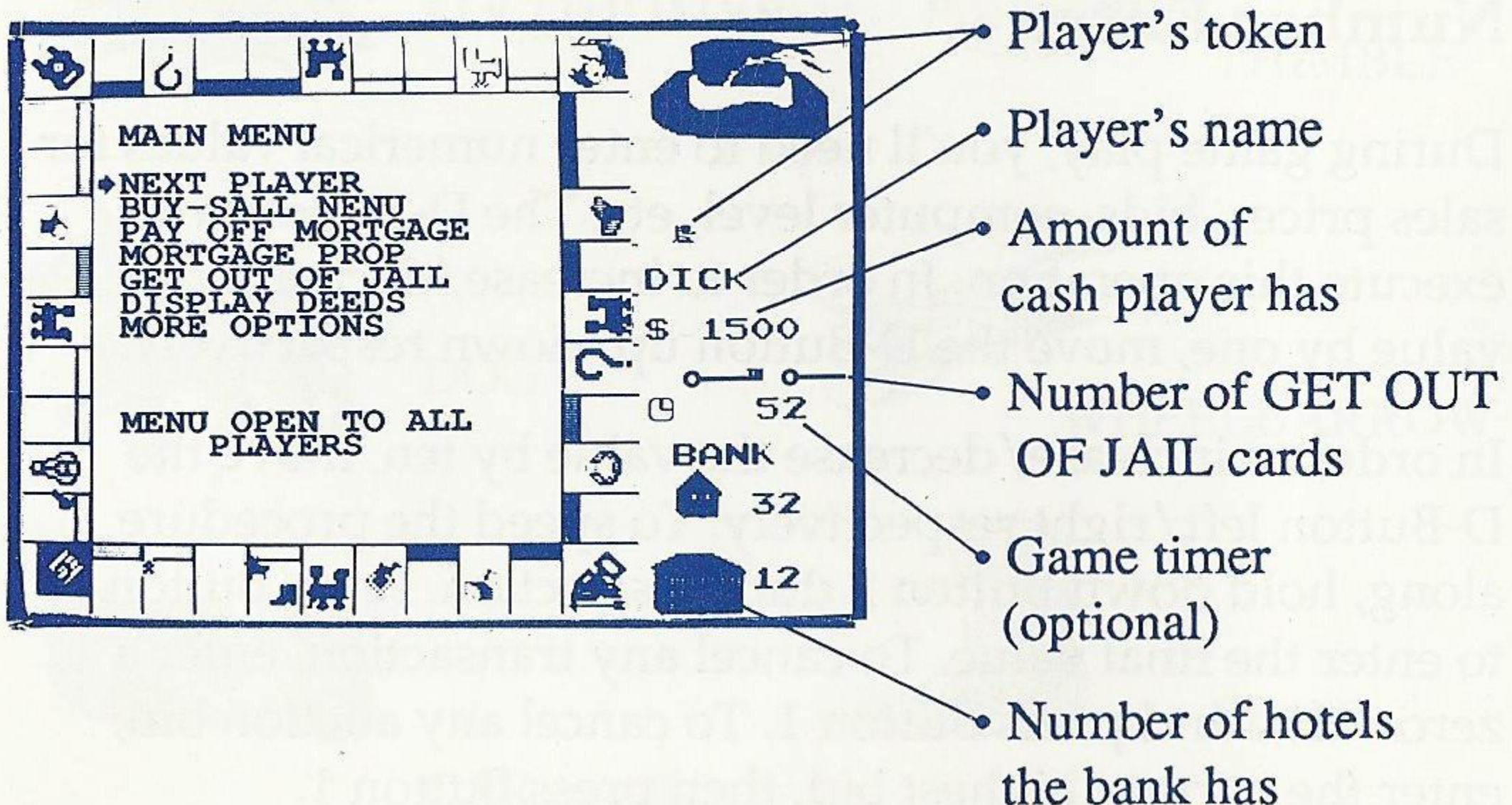
1. BEGINNER
2. INTERMEDIATE
3. EXPERT

If you play against the computer, you'll have to select its token although the computer will name itself by the player number it occupies and the level of skill. This will distinguish one computer player from the next, since you're allowed as many as ten computer players in all.

Use the D-Button to select the computer player and press Button 1 to enter.

How to Read The Main Screen

In the course of playing MONOPOLY, this is the central screen around which the game play will center.



Interrupt

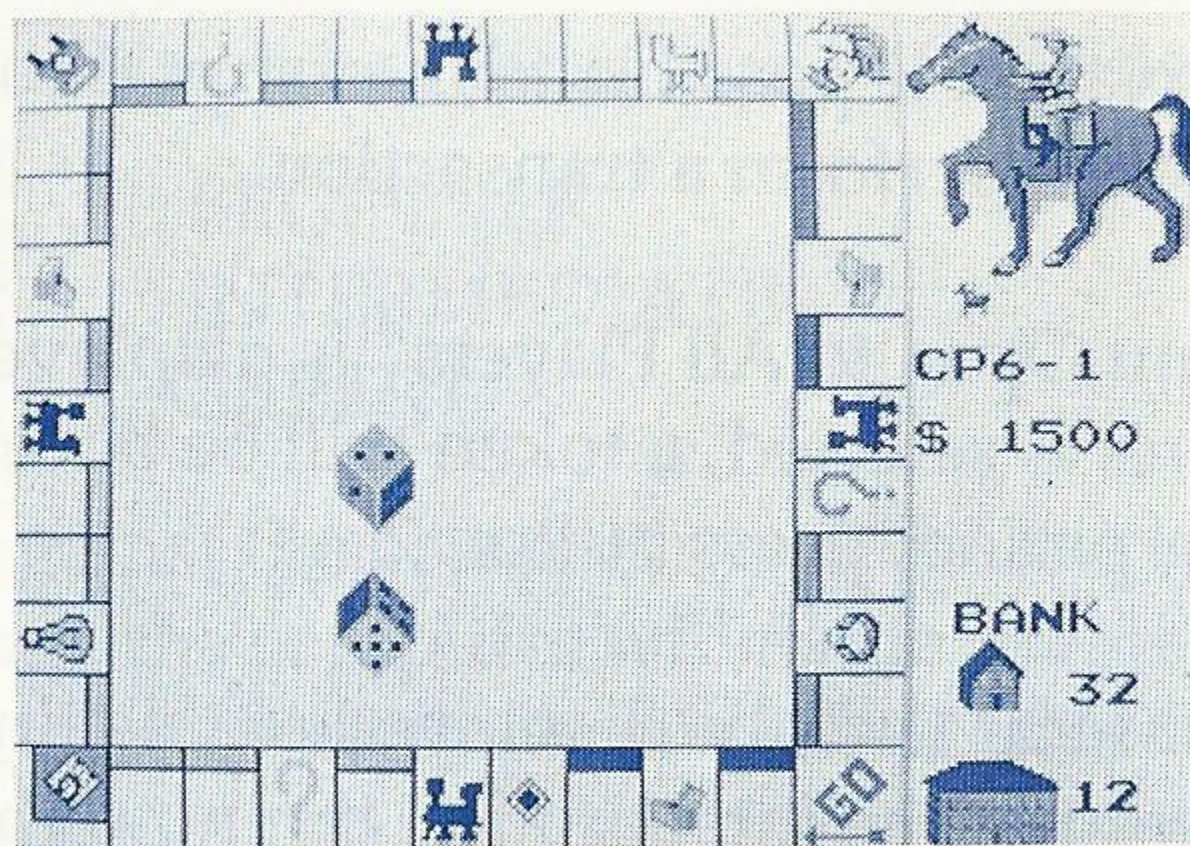
During game play, it is possible to interrupt the computer players in order to perform a transaction.

- When "Menu Open to All Players" is displayed, as soon as next player is selected, a token will be blinking. During the blinking period, press button 2.
- The "Main Menu" will be displayed at this time and the player requesting the interruption can now choose the option he is interested in. Game play will follow by the usual rules and requirements.
- Many players can participate in turns once the "interrupt" has been activated. When you're finished interrupting the computer players, choose "next player" to proceed with the game.

Convert Player

During game play it is also possible to convert any human players to computer players and vice versa. Simply select this item from the "More Options" menu and you will have the opportunity to change any players you're interested in by following the procedure indicated in the screen messages.

Winner Goes First



Each player rolls the dice to see who goes first. Press Button 1 to roll. The player with the highest roll goes first.

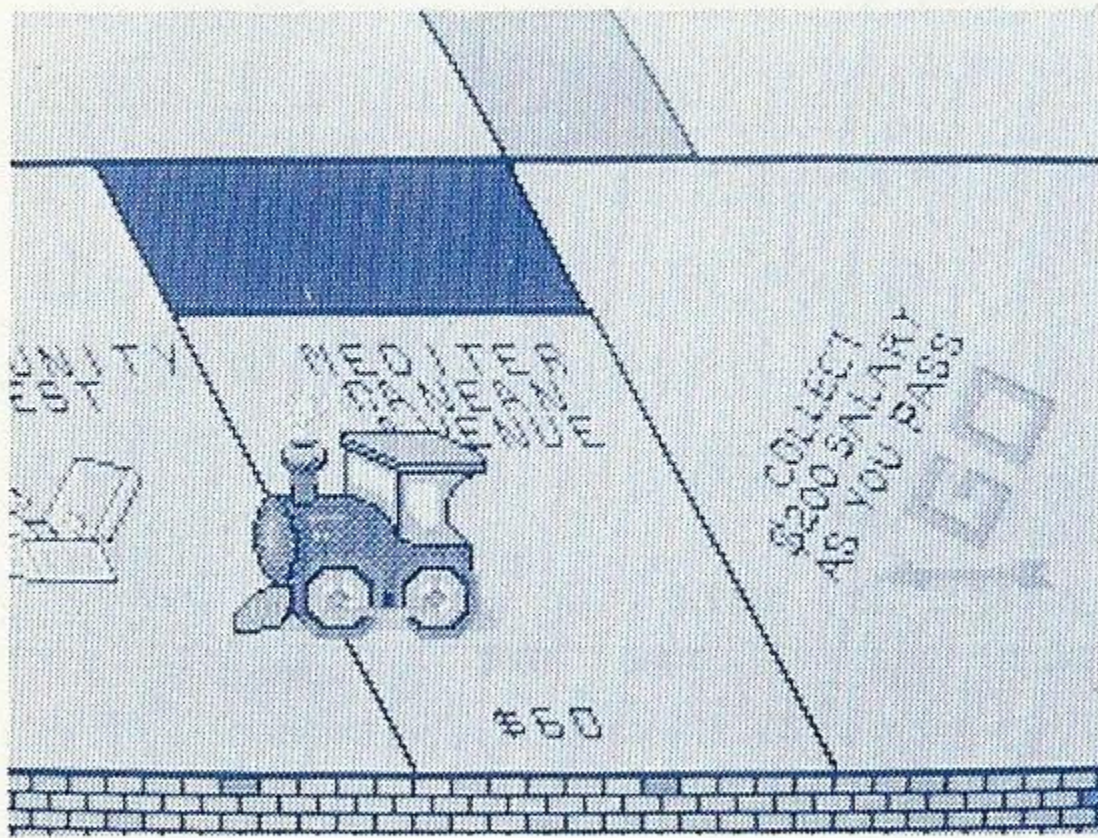
Time Limit

To choose a time limit, answer "Yes" to the question and use the D-Button to set the limit (minutes). Then press Button 1 to enter. When the time expires, the game will end and the winner will be displayed. If the time limit is not established at the start of the game, it can also be selected from "More Options" menu at any time during play and then set.

Roll The Dice

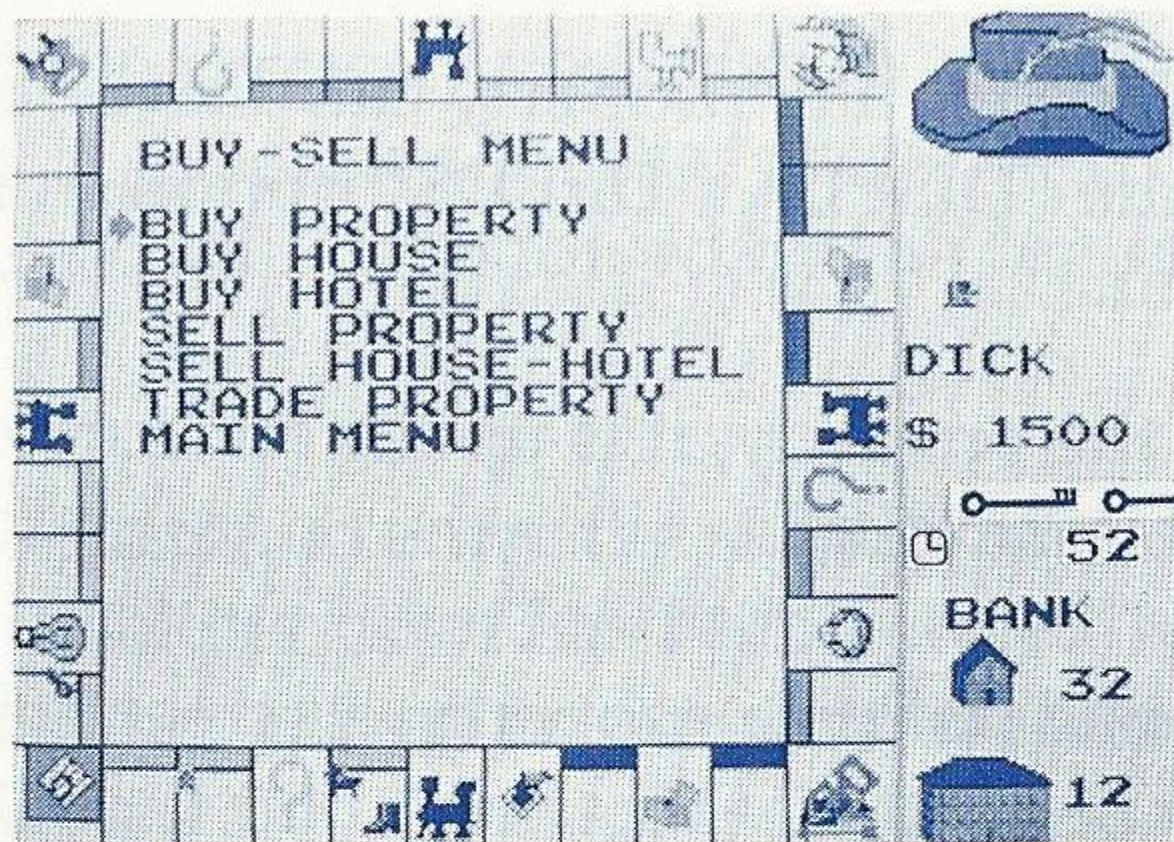
Now it's time to play. After the first player rolls, the token will automatically move the number of spaces indicated by the dice.

Scrolling Tokens



Every time the dice are rolled, you will see the player's token move around the board to a different position. To turn the "Scroll" on or off, select "More Options" from the main menu. To speed up the movement of the token, press and hold Button 2.

Buy/ Sell or Auction Property



When you land on a property that is available for sale, you are automatically eligible to buy the property. The title deed for the property you landed on will be displayed on the screen.

Status of mortgage

- Name of property

- Price to buy property

- Rent

- Number of houses/
hotel and rent

- Statement of ownership

The screenshot shows a title deed window for 'ST. CHARLES PL.' with the following details:

Item	Price	Rent
1 HOUSE	50	10
2 HOUSES	150	10
3 HOUSES	450	10
4 HOUSES	625	10
HOTEL	750	10

Additional information shown:

- HOUSE 100 EACH
- MORTGAGE 70
- OWNED BY BOB
- CP7-1
- \$ 1500
- BANK 32
- 12

When a title deed is displayed, the ownership of the other properties on the MONOPOLY board is shown by the token of the player/owner on that property. Mortgaged properties will display a large "M."

NOTE: The title deed for any property can also be displayed by using the "DISPLAY DEEDS" option from the main menu.

If you do not buy the property, it is up for auction to any players interested in bidding.

- **To buy:** when you land on a property, a screen will appear asking you to buy or auction. Once you enter the "Buy" option, by using the D-Button to select and Button 1 to enter, the property you've landed on will automatically be sold to you and your money will be debited the amount of the property's worth.

- **To Auction:** use the D-Button to select this option and press Button 1 to enter. The first player to bid must use the D-Button to select his token and press Button 1 to enter.

Then use the D-Button to select the value of the bid and press Button 1 to enter. The timer will automatically begin to count down from ten. The other players have this time to consider the bid and press Button 1 to stop the timer and counter the bid. The next player must enter a bid following the same procedure. All players may bid and the auction ends when all players concede and allow the timer to run out. The computer automatically awards the property to the highest bidder.

- **To Sell:** Use the D-Button to select the Buy/ Sell menu option, then press Button 1. Use the D-Button to select your token and press Button 1 to enter. A menu will be displayed with Buy/Sell options. Use the D-Button to make your selection and press Button 1 to enter. Exhibited on the properties are the owners' tokens. Use the D-Button to move the red ball to the property you wish to sell. Press Button 1 to enter. A title deed card for that property will be displayed. The title deed will be followed by the "enter selling price" screen.

Use the D-Button to enter the selling price and press Button 1. After the selling price has been entered, a menu will appear to find out if there are any interested buyers. If no human players are interested, select "NO." If "YES," have the human player enter their bid and select their token. When human players are done bidding, the computer players will enter their bid and the property will be sold to the highest bidder.

If there is no buyer for the property, enter "0" and press Button 1 until an "Illegal Move" message is displayed. No transaction will be carried out and play will continue.

Trade

Properties may be traded one-for-one between players with no cash involved. To Trade, select this feature from the "More Options" Menu and follow the instructions on the screen. The player you wish to trade property with has the option to refuse your offer.

Properties can be traded . . . with cash . . . between human players. To do so, use the "Buy Property" option to purchase the property you want and enter \$1. Then have the player you are trading with buy your property for \$1, PLUS whatever additional sum that has been agreed on.

Mortgage

In order to buy additional property or to pay rent when funds are limited, you may mortgage a property that is currently owned in full to borrow money from the bank. The value of the property being mortgaged is not lent in full. The bank will pay you 50% of its overall worth. The "Mortgage Property" option can be entered from the main menu or from the "Buy/Sell" menu.

- When you've landed on a property you wish to buy, but you do not have enough money, select the "Buy" option. The "Buy/Sell" menu will appear with mortgage options. Use the D-Button to select, then press Button 1 to enter. The game board will be displayed. Use the D-Button to move the red ball to the property you want to mortgage. Press Button 1 to enter. The title deed card will be displayed. Press Button 1 to carry out the transaction.

When you're prepared to pay off a mortgage, select "Pay-Off Mortgage" from the main menu and then follow the same procedure as indicated above. After you've chosen the property you wish to pay off, and entered your selection, the transaction will occur automatically. And your money will be debited for the value of the mortgage plus 10% interest.

Buy or Sell Houses/Hotels

Use the D-Button to select the "Buy/Sell Menu" option, then press Button 1. When the Buy/Sell menu appears, select the option to "Buy/Sell Hotels/Houses." Use the D-Button to select and Button 1 to enter. The game board will be displayed. Use the D-Button to move the red ball to the property you wish to build on. Press Button 1 to enter. The title deed card of the property will be displayed. You can review the cost of each house, hotel and the number of buildings currently built on the property if any. You can build a hotel if that particular property has 4 houses and all properties in that color group have 4 houses or a hotel.

NOTE: The computer will automatically place the houses/hotels on the appropriate property of that color group. Now, use the D-Button to enter the number of houses/hotels you desire to purchase. Then press Button 1 to enter. The transaction will automatically occur and your money will be debited.

- **Anyone Else?**

This message will not appear unless there is a potential building shortage which occurs if the number of buildings allowed to be built is greater than the number of buildings the bank has. If you're interested in buying, an auction will take place for the available houses/hotel. The first player to bid and those thereafter must use the D-Button to select their token. Then press Button 1 to enter.

The auction will follow the same procedure as previously explained and the highest bidder wins.

Get Out Of Jail

Select this option when in jail. Use the D-Button to select and Button 1 to enter. You will either pay \$50.00 or give up a GET OUT OF JAIL card should you be holding one. The computer will automatically spend your card if it is in your possession or debit your money for the amount indicated.

Buy Get Out Of Jail Cards

Use the D-Button to select the "Buy/Sell Menu" option. Press Button 1 to enter. When the "Buy/Sell" menu appears, use the D-Button to select and buy the "Get out of Jail" card. Once you have selected this, then determine the "Get out of Jail" card price. Use D-Button to enter this price, then press Button 1. Use D-Button to select Buyer/Seller, then press Button 1 to finalize the deal.

Display A Title Deed

To review a property's title card, select this option from the main menu. Use the D-Button to select the property you wish to view, then press Button 1 to enter.

When the title deed is displayed, you will see:

1. Ownership of the property.
2. Number of houses/hotels and rent.
3. Mortgage/Unmortgage status.

The game board will also be displayed with properties exhibited with their owners' tokens, the number of houses/hotels on the properties and the Mortgaged/Unmortgaged status. Use the D-Button to move the red ball to the property you want to review. Press Button 1 to enter and the title deed card will be displayed. You may continue viewing properties using Button 1 until you are done. Then use Button 2, to cancel.

Save Game

This game is equipped with a lithium battery for save game capabilities. When you stop playing, select the option, "Save Game," from the More Options menu. The game will be saved at this moment and may be retrieved for further play later.

- **Play Saved Game:** Choose this option when you begin play. You may also restart a saved game during play of a new game by selecting the same option under the main menu.

Game Over

When you stop playing and you do not wish to save your current game, select this option from the main menu. Use your D-Button to select, then press Button 1 to enter. The computer will ask you, "Are You Sure?" to give you another opportunity to save. If you're sure, simply answer "Yes" by using the D-Button. Then, press Button 1. The computer will declare the winner of the game and his assets.

Illegal Moves

Whenever a move that does not follow the official MONOPOLY® rules is executed, this message will be displayed. The move will not be carried out and play will resume at the point before the illegal move was attempted.

Rules Of MONOPOLY®

The following rules are written directly from the official MONOPOLY® rule book. They have been modified to support the computer's style of play.

Object Of MONOPOLY®

The object of the game is to become the wealthiest player through buying, renting and selling property.

Preparation

Each player chooses one token manually. Before play begins, each player is automatically awarded \$1,500 by the bank. All remaining money and properties belong to the bank.

Bank's Responsibility

The computer will act as the banker and react automatically to several transactions.

- The bank holds Title Deed cards, houses and hotels prior to purchase and use by the players.
- The bank collects from each player rents, fines, purchases, etc., automatically.
- The bank pays salaries, bonuses, gifts and other awards.
- The bank never goes broke.

Summary of Play

Each player in turn throws the dice. The player with the highest roll starts the play. His token will automatically go first. He'll start at "Go" as will the players to follow. He'll throw the dice again and his token will move to the position indicated by the number rolled on the dice. Two or more tokens may rest on the same space at a time.

According to the space he moves to, the player is entitled to buy real estate or other properties, or be obliged to pay rent, taxes or draw a Chance or Community Chest card, "Go To Jail," etc. The computer will automatically select a card or place you in jail.

If the player throws doubles, he is entitled to throw again and move his token as before. If a player throws doubles three times in succession, his token will immediately be moved to "In Jail."

Each time a player's token lands on or passes "GO," whether by the throw of the dice or drawing a card, the bank will pay him \$200 in salary. The player is awarded this salary each time around the board. So even if he just passed "GO" and landed on Community Chest asking him to advance to "GO," he goes forward and will receive \$200 again.

Buying Property

Whenever a player lands on an unowned property, he may buy that property from the bank at its printed price. He will then receive the Title Deed card. If he does not wish to buy, the property is automatically up for auction. Every player may bid including the player who initiated the transaction.

Bidding may start at any price and the property goes to the player who bids the highest.

Paying Rent

When a player lands on property owned by another player, the owner is entitled to collect the rent indicated by the Title Deed card. This transaction will happen automatically. If the property is mortgaged, no rent can be collected.

“Chance” and “Community Chest”

When a player lands on either of these spaces, the computer will allow him to choose a card. The “Get Out Of Jail Free” card is held until used or sold. It will return to the pile of cards when it is used.

“Income Tax”

When a player lands on “Income Tax” he has two options: he may estimate his tax at \$200 or he may pay 10% of his total worth. His total worth is all his cash on hand, mortgaged and unmortgaged properties, and the cost price of all the buildings he owns.

The computer will deduct the correct amount depending on which option he chooses.

Jail

A player goes to Jail when:

- 1) his token lands on the space marked "Go to Jail";
- 2) he draws a card marked "Go to Jail";
- 3) he throws doubles three times in succession.

When a player is sent to Jail he cannot collect \$200 salary in that move since, regardless of where his token is on the board, he must move directly to Jail. A player's turn ends when he is sent to Jail. If a player lands on the space marked "In Jail" during the course of play, he is "Just Visiting" and does not incur any penalties against him.

A player gets out of Jail by:

- 1) throwing doubles on any of his next three moves. If he succeeds, he moves forward the number of spaces indicated by his throw. He is not allowed a second turn, however, even though he has thrown doubles.
- 2) using the "Get Out of Jail Free" card if he has it.
- 3) purchasing the "Get Out of Jail Free" card from another player and using it.
- 4) paying a fine of \$50 before he rolls the dice on either of his next two turns. If the player does **not** throw doubles by his third turn, he must pay the fine **or use** his "Get Out of Jail Free" card, if he has any. He then gets out of jail and is allowed to move the number of spaces his last throw indicates.

Even though a player is in Jail, he may buy or sell property, buy or sell houses and collect rents.

Free Parking

A player landing on this space does not receive any money, property or reward of any kind. This is just a "free" space to land on.

Building Houses

When the player owns all the properties in a color group, he may buy houses from the bank and erect them on those properties. If he buys one house, he may put it on any one of those properties. The next house he buys must be erected on one of the unimproved properties of this or any other complete color group he may own.

The price he must pay the bank for each house is shown on the Title Deed card for the property he wants to build on. The owner can still collect double rent from an opponent who lands on the unimproved properties of his complete color group. Following the above rules, a player may buy and erect at any time as many houses as his financial standing allows. He is allowed 4 houses per property. When he reaches that amount, he must begin to build hotels. As a player builds evenly, he must also break down evenly if he sells houses back to the bank.

Building Hotels

When a player has four houses on each property of a complete color group, he may buy a hotel from the bank and erect it on any property from the color group. The computer will retrieve the four houses from the property and replace it with one hotel. Only one hotel is allowed per property.

The distinctive design of the game board, as well as each of the distinctive elements of the board, the pieces, and the word MONOPOLY® are trademarks of Parker Brothers for its Real Estate Trading Game and Game Equipment.

© 1935, 1988 Parker Brothers, Division of Kenner Parker Toys Inc., (KPT), Beverly, MA 01915.

Sega Customer Service, 573 Forbes Blvd., South San Francisco, CA 94080

Outside California (800) USA SEGA
Inside California (415) 742-9300

Distributed by Tonka™ Corporation
6000 Clearwater Drive,
Minnetonka, MN 55343

Sega is a trademark of Sega Enterprises, Ltd., a CSK Group Company.

PRINTED IN JAPAN

SEGA®
F R O M T O N K A

© 1988 Tonka Corp. All Rights Reserved.