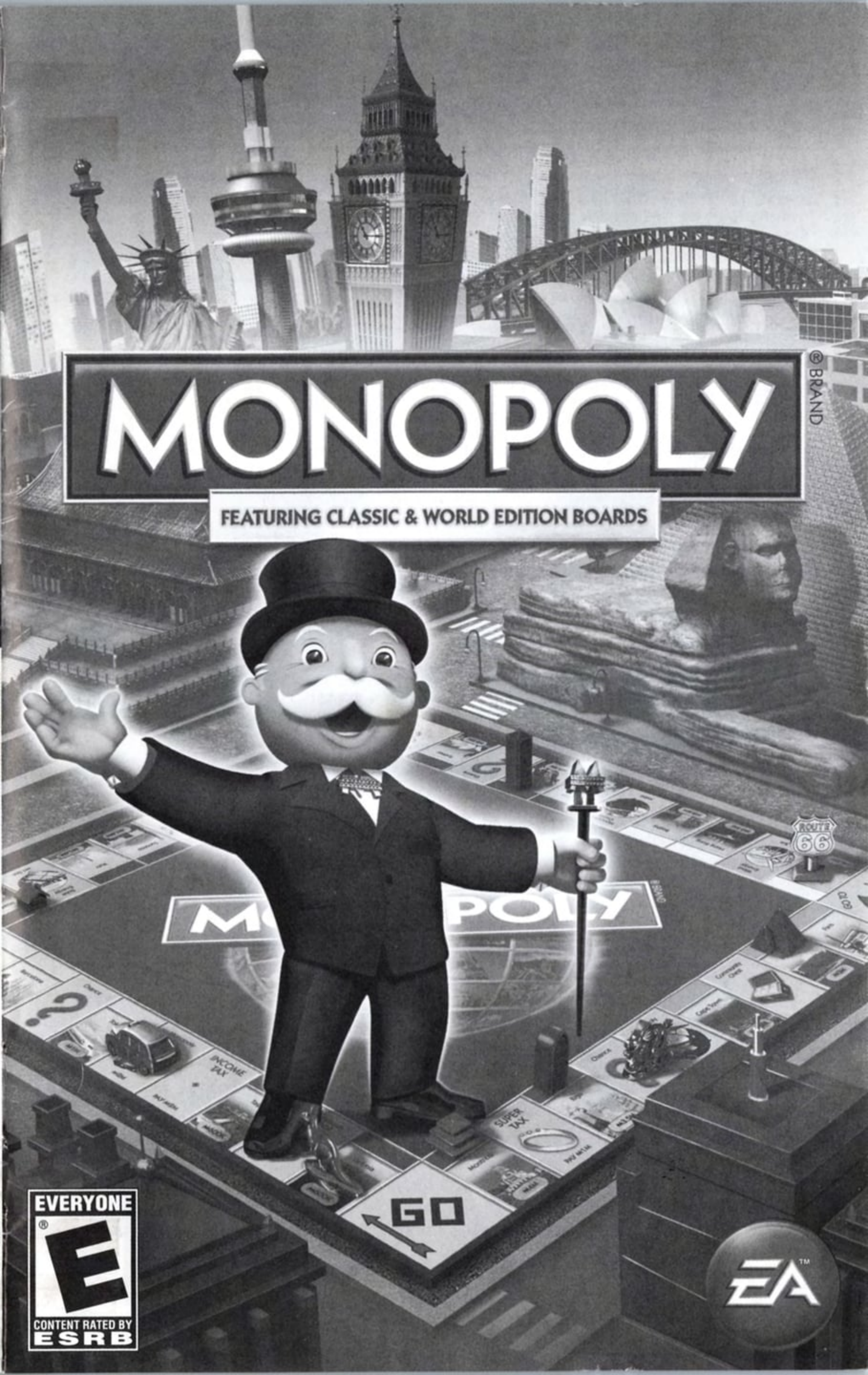




MONOPOLY

FEATURING CLASSIC & WORLD EDITION BOARDS

® BRAND

EVERYONE
E
CONTENT RATED BY
ESRB

EA™

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system.
 - Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.

CONTENTS

GAMEPLAY CONTROLS.....	1
GETTING STARTED.....	2
STARTING UP.....	3
PLAYING THE GAME.....	3
MONOPOLY EDITION.....	5
RICHEST EDITION.....	8
HINTS AND TIPS.....	11
LIMITED 90-DAY WARRANTY.....	13

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

GAMEPLAY CONTROLS

Roll the dice	⊗ button
Menu selection	Move the left stick or Directional Button to highlight an option and press the ⊗ button
Pause	START button

For minigame controls, see the minigame section, and for trading controls, see the trading section.

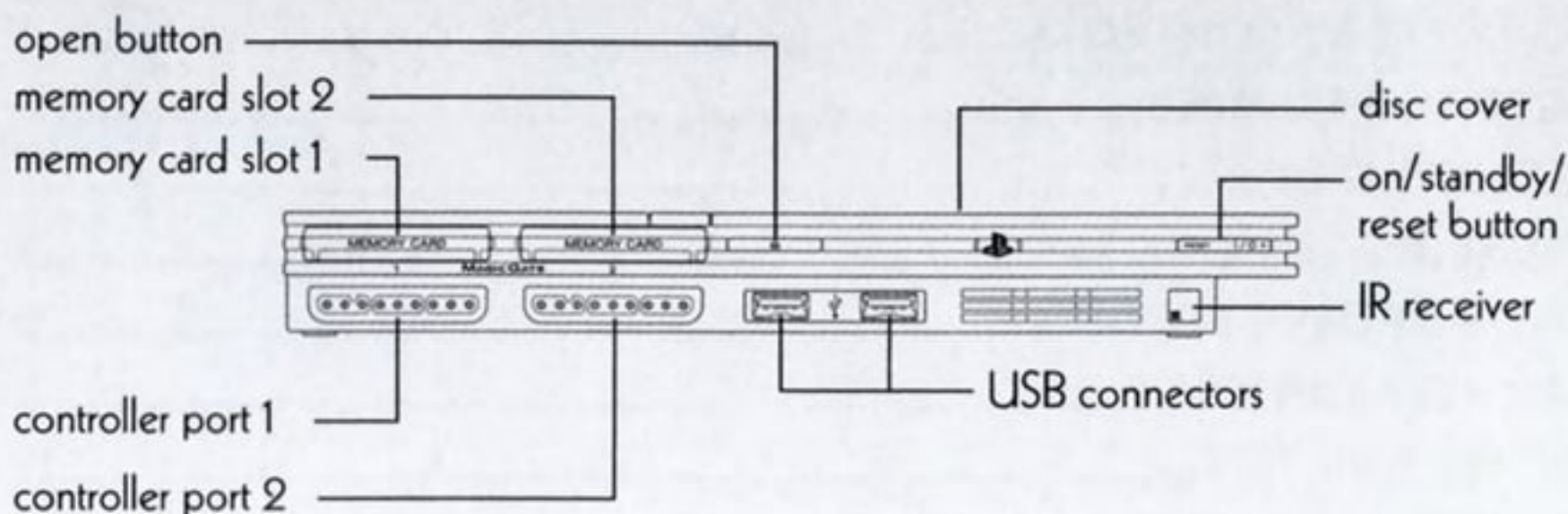


WWW.MONOPOLY.EA.COM



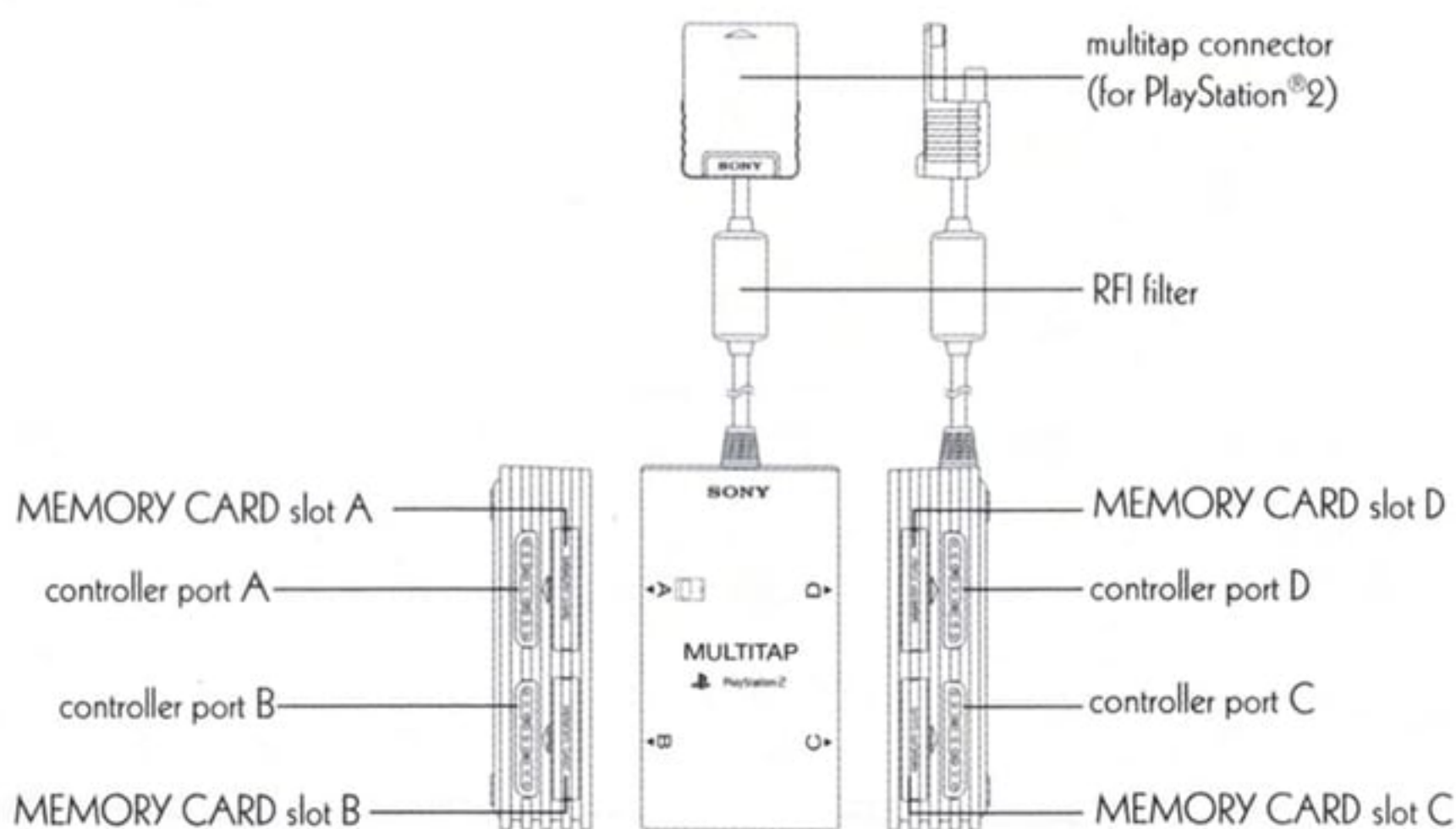


GETTING STARTED



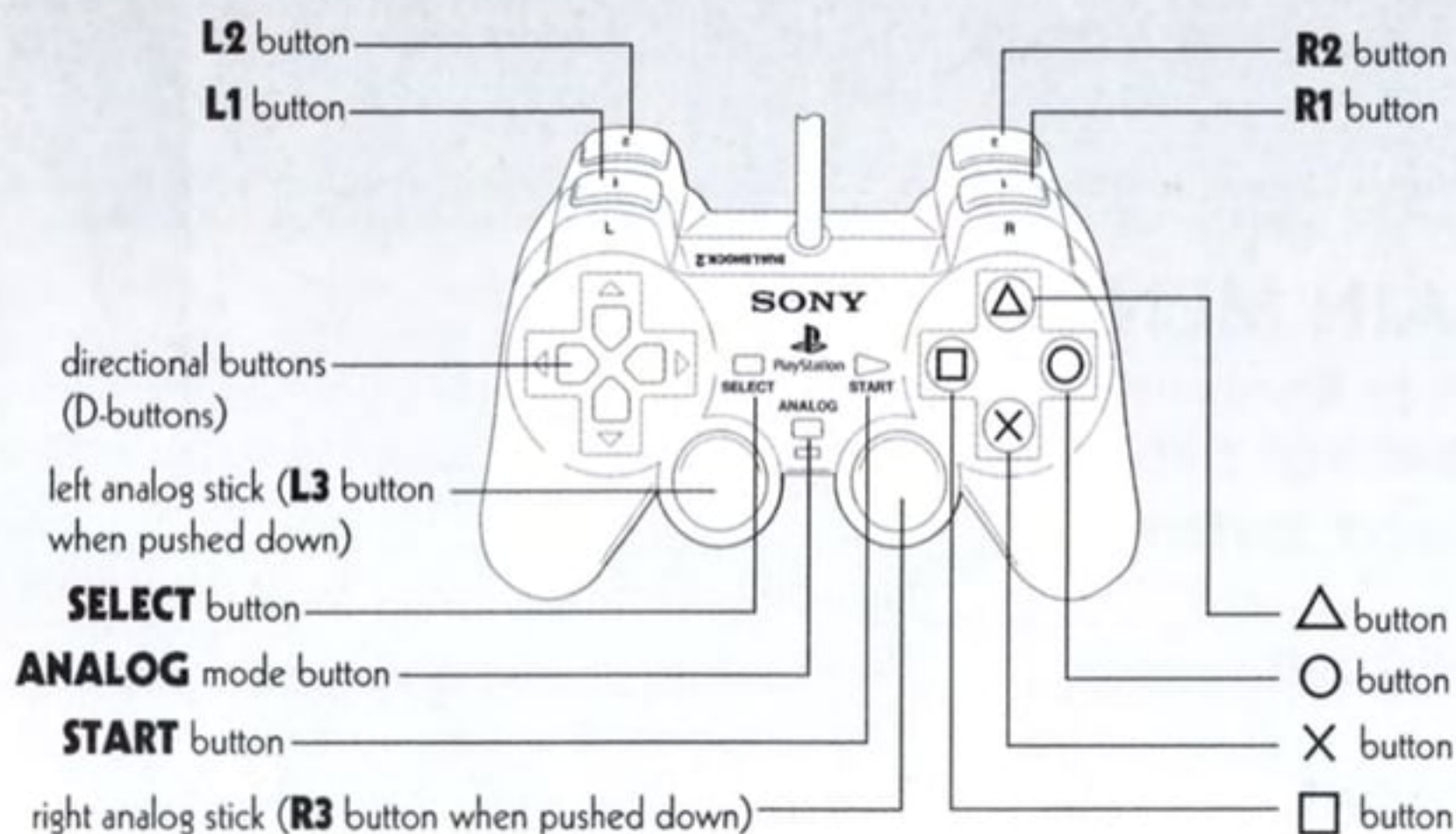
1. Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *MONOPOLY* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation[®]2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PLAYING THE GAME

The world's favorite board game is now available with an entirely new way to play! In addition to wheeling and dealing with the classic real estate tycoon battle, you can now play a super-fast version of *MONOPOLY* in the new Richest Edition mode. Choose one of three different settings to compete in a variety of fun minigames, acquiring properties on the board along the way, to see who can get rich the quickest. With each game you play, you'll get stamps in your passport. Fill your passport to unlock and play cool new boards. Get ready for a whirlwind of buying, selling, and squeezing every last cent out of your opponents!

To start, choose the flag that corresponds to the country whose language you'd like to use.





Your Passport

Two of the nine themed boards are available from the start of the game, and each time you add a property to your portfolio, your passport gets a stamp. Once you've earned enough stamps, you earn a brand-new board to play on. Soon you'll be visiting the next century on the future board, or dining out on the cheese board! As you advance, you will need to acquire more and more stamps in order to earn later boards. So, make sure you remember to review your passport in the Choose Board screen to check on your progress and see those properties you've yet to earn stamps for!

MAIN MENU

Press the **X** button to access the main menu.

MONOPOLY EDITION

Play the classic board game.

RICHEST EDITION

This new mode delivers big on fun in a fast, high-stakes battle to become the Richest!

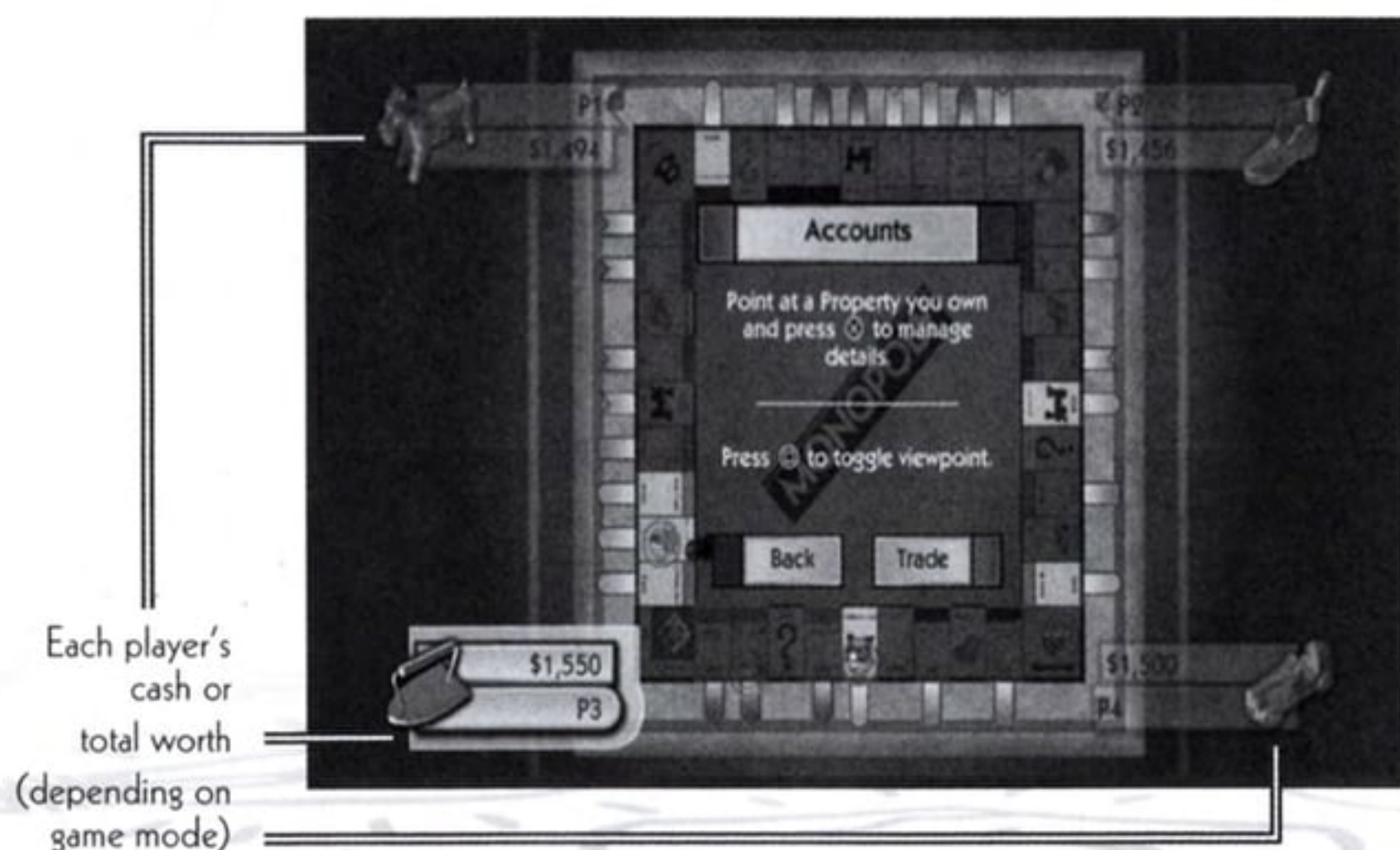
MINIGAMES

Practice all the minigames you've unlocked in the Richest Edition.

OPTIONS

Turn subtitles on or off, change the vibration settings, or view the game credits.

GAME SCREEN



Each player has their own unique color and tab shape to identify them throughout the game.

Tabs on the board match the players' unique color and shape to indicate which player owns each property. When a player owns all the properties in a group, the properties and tabs in the monopoly have gold edges.

Saving and Loading

Once a save game is created, the game auto-saves by default at the end of each round. You automatically have the option to load the save file the next time you play.

MONOPOLY EDITION

Play *MONOPOLY* just like you remember it! The rules for this mode are the same as the classic board game, or customize your play with the different house rules available. On your turn, roll the dice by pressing the  button. Your token moves clockwise the number of spaces corresponding to your dice roll. If you roll doubles, you get to go again, but if you roll three doubles in a row, you'll be sent to jail! Players start with a small fortune to pay their way around the board. As you move, you pass GO and collect your salary, buy properties, charge rent, or trade with competitors to amass monopolies. If you have a monopoly, you can build houses or hotels in order to charge the highest rent possible and drive your opponents out of business. If you're the last player with money after all the others have gone bankrupt, you win!

NOTE: The M in Monopoly Edition represents millions, while the K represents thousands.

CHOOSE BOARD

Any themed boards you've unlocked with your Passport are available to use. Press the  button on PASSPORT to see how many stamps you need to reach your next renewal.

CHOOSE HOW MANY CONTROLLERS YOU WANT TO USE PLAYER SETUP

You can play "hotseat" style with just one controller, or each player can play with their own controller, up to a maximum of four.

Choose to enter your player name and select your token. Then set opponents to either CPUs of various difficulty or humans.





House Rules

Should tax money go into the Free Parking pot? Do players have to evenly distribute houses among the properties in a monopoly before building hotels? Play how you like by tweaking the list of **HOUSE RULES**, accessible via the *Who's Playing?* summary screen. Simply highlight your choice and move the left stick or press the Directional Buttons **←** or **→** for options that sound good. Select **OK** to confirm.

NOTE: House Rules reset with each new game, but are retained if you save a game mid-way through.

WHEN YOU LAND ON...

Most of the spaces around the board are properties you can buy or sell in your quest for real estate domination, but some have other effects. The list below explains the possible outcomes depending on where your playing piece stops. Note that this list does not include spaces where nothing happens. Free Parking, for example, only has an effect if you add a specific House Rule.

UNOWNED PROPERTY

You can choose to buy the property or put it up for auction. When someone else passes on a purchase, you can bid in the auction by pressing the **⊗** button. The more property you own, the more rent you can collect!

OWNED PROPERTY

You owe rent, which can be very expensive if the property is part of a monopoly improved with houses or a hotel.

YOUR OWN PROPERTY

You do not have to take any action—however, at the end of your turn, you may go to your *Accounts* screen and purchase houses or hotels for monopolies. Improving your lot with buildings increases the rent other players have to pay when they land there.

NOTE: You need four houses per property in a monopoly before you can buy a hotel. The rent on transport properties (e.g., train stations) goes up as you gain control over more of them. Utility charges are multiples of die rolls with extra rent if you own both of them.



You Played the Game. Now Play the Music.

EA Soundtracks and Ringtones
Available at www.ea.com/eatrax/

FREE PARKING

It's free! Nothing to buy, nothing to pay—it's just a free place to park. And if you're playing with house rules, you may even get a windfall payout from the bank!

GO TO JAIL

Go directly to jail, and do not pass GO! Spend three turns languishing behind bars unless you roll doubles, use a Get Out of Jail Free card, or pay the bail.

GO TAXES

Pass or land on this space to earn your salary.

Sorry but everyone has to pay taxes at some point. Give the corresponding amount to the bank.

COMMUNITY CHEST CHANCE

Draw a Community Chest card, and anything can happen. These cards can really shake up the game.

Draw a Chance card. You might get lucky and pull out a Get Out of Jail Free card.

ACCOUNTS

At the end of your turn you can choose to review your accounts. This screen shows the board with the properties you own highlighted. If you want to mortgage or build on your properties, select them and press the  button to see your options. To enter trading mode, select the TRADE option and press the  button.

TRADING

If you notice another player owns a property you'd like to have for yourself, see if you can make it worth their while to do business with you.

Select any properties you wish to include in the trade by moving the left stick to highlight the property squares on the board and pressing the  button. A checkmark means the property will be included in the trade.

If you wish to include money, point at the ADD CASH or REQUEST CASH options next to the player icons and press the  button. You can now adjust the amount that is included in the deal.

You can also include Get Out of Jail Free cards. Simply select the card near your name and press the  button to include it in the deal.

To close the deal, select the PROPOSE option and press the  button.

If you want to cancel the trade, select the CANCEL option and press the  button.





RICHEST EDITION

Don't have time for a full game of MONOPOLY? Richest Edition takes the cash out of the equation and features streamlined, minigame-oriented play that you can finish in just 30 minutes.

Choose a mode based on how much time you want to spend playing:

DEVELOPER

The quickest fix. Just six rounds, no trading. Who can become the richest player in just 30 minutes of play? This one is all about the property—who can amass and hold onto the biggest property empire?

INDUSTRIALIST

This version of Richest Edition is slightly longer, with nine rounds of play, lasting about 45 minutes. Community Chest cards could really affect the state of play, and special spaces, such as Free Parking and Go to Jail, help keep you out of (or in) trouble!

TYCOON

You'll need about an hour to play this longest Richest Edition game at twelve rounds. All Community Chest events and special spaces are fully active, and every three rounds, a trading session occurs.

NOTE: Each player must have their own controller to play Richest Edition.

HOW TO PLAY

Forget what you know about playing classic *Monopoly*—Richest Edition is something completely different! The aim of the game is to acquire the most assets at the end of the allocated number of rounds. Each round starts off with four dice being automatically rolled. All players then take part in a minigame, and the winner of the minigame is granted first choice of the four pre-rolled dice.

Once you've selected your pre-rolled die, you don't move one token around the board like you might expect. Instead, the number you've picked determines the amount of tokens you get placed randomly around the board for that turn. The spaces you ended up landing on are displayed like a hand of cards and disappear when the tokens are placed. Once each player has chosen a die and received their tokens, the rest of the action starts.

Mr. Monopoly runs clockwise around the board, starting at GO. Every time he reaches a player's token, he lets you know what happens next. The various results of landing on each space are explained below.

No money at all is used in Richest Edition, as you acquire properties simply by landing on them. If you land on someone else's property, you'll need to give up one of your own to pay them rent. Your wealth is determined by the total value of your properties, including multipliers for owning a monopoly or houses. Your total net worth is shown in your corner of the screen as your

score. In practice, the economy is entirely barter-based. Watch out for quick shifts of fortune caused by Community Chest and Chance cards, and try your hardest to get a monopoly and start building houses. Whoever is richest at the end of the game wins.

NOTE: To skip the Richest Edition introduction, press the  button.

WHEN YOU LAND ON...

UNOWNED

The property is automatically yours. Get as many as you can!

OWNED PROPERTY

You owe rent, which you pay by handing over over one or more of your own properties, or giving up a set of houses. The more developed the property you landed on, the higher the rent.

YOUR OWN PROPERTY

Nothing happens, unless that property is part of a monopoly. If it is a monopoly, then a set of houses or hotels is built across the whole monopoly and if you've already got a set of houses, then you'll build hotels! Once you've built hotels, the property is locked as yours. They are immune from being paid as rent, but they can be destroyed in a Community Chest event.

JUST VISITING

Skip out on rent for the rest of this round, even if one of your other tokens lands on someone's space. Your property is safe.

FREE PARKING

You can move one of your remaining tokens to another unoccupied square, to either avoid paying rent or perhaps pick up another property!

GO TO JAIL GO TAXES

Pay the bail of three properties to get out of jail.

Choose any unowned property to add to your portfolio.

Return a property as tax, or in the case of an Income Tax, you'll need to give back one property for every four you own.

COMMUNITY CHEST

Different effects occur depending on which variant of Richest Edition you're playing. In Developer mode, for example, the poorest player can steal their pick of three properties from the other players.

CHANCE

Steal a property from someone richer than you or build houses on a monopoly you own.





TRADING

Trading in Richest Edition's Tycoon mode is slightly different than in Monopoly Edition, since there isn't any cash. To make a trade, select the player you'd like to trade with and then choose the properties (yours and theirs) to include in the trade. To propose the trade, select the PROPOSE option and press the ☐ button. To accept another player's trade, select the DEAL option and press the ☐ button, or decline it by selecting the NO DEAL option and pressing the ☐ button. Every player gets a shot at making a trade, so you can always try to get the right deal for you.

MINIGAMES

You can access the 12 quick, competitive Richest Edition minigames from the main menu once you've played them in a regular game. The instructions for each minigame also appear on-screen, but here they are for quick reference:

Get Out of Jail

The first person to escape wins. Saw through the bars of your cell window by moving the left stick quickly up and down. Press the ☐ button to switch between sawing horizontally or vertically, depending on the orientation of the bars.

Go to Jail

Make a get-away with your money bag by moving the left stick left and right to run. Press the ☐ button to jump over obstacles.

Pay Hospital Bill

Somehow Mr. Monopoly managed to fall out of his ambulance. Be the first player to chase it down by moving the left stick left and right as fast as you can.

Pay Doctor's Fee

Be the quickest X-ray technician to win. Move left stick to guide the X-Ray target to the body parts listed in your corner of the screen. Press and hold the ☐ button until the circle's rim fills to take an X-Ray.

Take a Ride on the Reading

Make all your stops in the least amount of time to win. Hold the ☐ button to accelerate, and ☐ to brake. Your train needs to pull up right in front of the station for the stop to count.

Elected Chairperson of the Board

Collect the ballots that correspond to your color as they fly across the screen. Move the left stick to guide the hand cursor over a ballot and then quickly press the ☐ button to make the vote count. Whoever captures the most votes, wins. Be careful not to vote for your rivals!

Sale of Stock

Be a master market predictor to win. Move the left stick to point your arrow above or below the current stock price line to guess whether it will go up or down. Careful, just because it looks like there's a good chance the stock will go up, doesn't mean it will!

Advance to GO

Race your truckload of money to the GO space. Steer with the left stick to avoid obstacles in the road. Watch out for the warning signs!

Christmas Fund Matures

Stuff your stocking faster than the other players. Guide your hand with the left stick. Then press and hold the  button to grab any present. Drag it above your stocking and drop it in. Once your stocking is overflowing with presents, press the  button repeatedly to tap the top present inside.

Pay School Tax

Pack up your book bag before everyone else to win. Guide your hand with the left stick and press the  button over a book of your color to pick it up. Drag it to the arrow above your book bag to drop it in automatically. Once your bag is overflowing, move the left stick  and  to tap the top book inside.

Bank Pays You Dividends

Throw all your moneybags in your vault first to win. Guide your hand with the left stick and hold the  button to grab one of the money bags that matches your color. Then drag the colored arrow to point at your vault and let go of the  button to throw the bag in.

Advance to the Nearest Railroad

Race to the railroad on a pump-handled cart. Move the left stick  and  to pick up speed. If you pump too quickly, your wheels lose traction and spin in place, so start slow and build up the pace gradually.

HINTS AND TIPS

- In Richest Edition, choosing the die number can be pretty important. In the beginning of the game, take the highest number in order to land on and acquire as many properties as possible. Later, your strategy depends on how much property you already own. Taking a six when you don't have much property increases your risk of paying rent and losing what little you have, while taking a six if you have a lot of property means you'll have more chances to improve your lots with houses or hotels.
- The minigame difficulty is skewed dynamically in favor of the poorer players. Richer players need quicker reflexes to overcome extra obstacles. For instance, in the Get Out of Jail game, the richer you are, the more bars you have to cut through to escape.
- You can skip Mr. Monopoly's speech by pressing the  button.

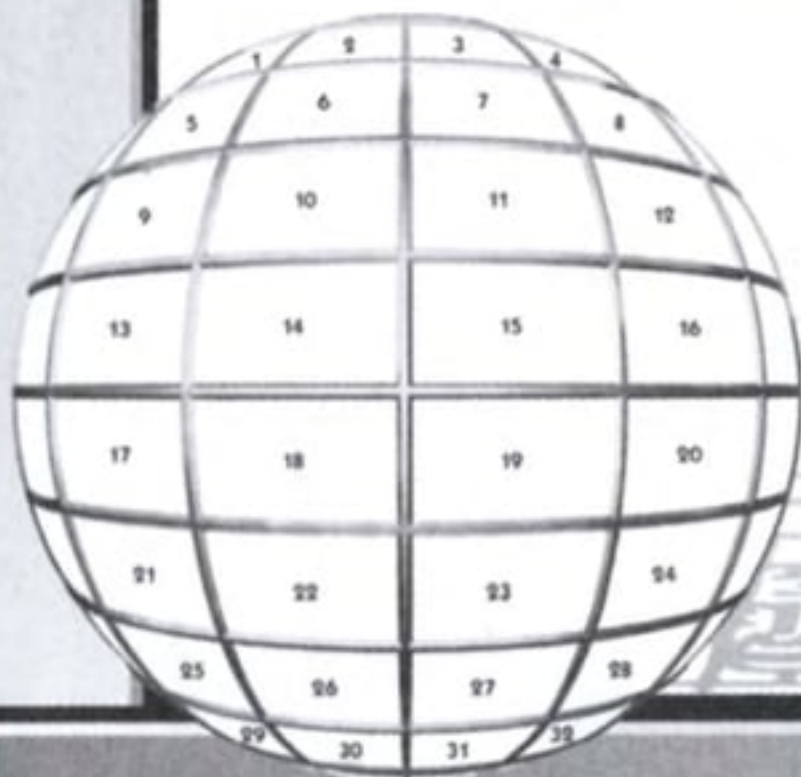




1. Gdynia:
Urzd Miasta Gdyni.
2. Taipei:
© Jose Fuste Raga/
CORBIS
3. Tokyo:
Bullet Train: 協力
Central Japan Railway
Company
© JR 東海
★ TOKYO TOWER
© Michele Falzone/
Corbis
4. Barcelona:
© Jose Fuste Raga/
Corbis
Oriol Alamy/Corbis.
Casa Mila: La Pedrera:
Property of
the Fundació Caixa
Catalunya.
5. Athens:
© Mr Kontos/Studio
Kontos-Photostock
6. Istanbul:
© David Sutherland/
Corbis
7. Kyiv:
© Maxim Gorpenyuk
8. Toronto:
© Rudy Sulgan/Corbis
© Nik Wheeler/Corbis
© Brownie Harris/
Corbis
Rogers Centre TM
9. Rome:
© Peter M. Wilson/
Corbis
© Steven Vidler/Corbis
10. Shanghai:
© Angelo Cavalli/
Corbis
11. Vancouver
12. Sydney:
Image of Sydney Opera
House
appears with permission
of Sydney
Opera House Trust
© Dallas and John
Heaton/Corbis
© David Ball/Corbis
13. New York:
The Empire State
Building design
is a trademark of ESBC
© Andrea Jemolo/
Corbis
© Bernd Obermann/
Corbis
© Alan Schein
Photography/Corbis
14. London:
© Douglas Pearson/
Corbis
© Pawel Libera/Corbis
© Angelo Hornak/
Corbis
© Adina Tovy/Corbis
15. Beijing:
© Frank Lukasseck/
Corbis.
16. Hong Kong:
The Peak Tram:
Peak Tramways
Company, Limited
17. Jerusalem
18. Paris:
© Paul Seheult/Corbis
© Alan Copson/JAI/
Corbis
19. Belgrade:
© Otto Lang/Corbis
20. Cape Town:
© Randy Faris/Corbis
© Peter Adams/JAI/
Corbis
© Otto Lang/Corbis
21. Riga:
Dallas and John
Heaton/Corbis
© Tibor Bognár/Corbis
22. Montreal:
© Ann Purcell/Corbis



1. Copenhagen:
© Hans Strand/Corbis
2. Los Angeles:
© Richard Cummins/
Corbis
3. Amsterdam:
© Larry Lee
Photography/
Corbis
4. Cairo:
© Wolfgang Kaehler/
Corbis
5. Prague:
© Peter Adams/Corbis
© David Keaton/Corbis
6. Rome:
© Steven Vidler/Corbis
7. Santiago:
© Bob Krist/Corbis
8. Delhi:
© Michael Freeman/
Corbis
9. Brussels:
The Atomium at Dusk:
© asbl Atomium:
SABAM Belgium 2008
© Eberhard Streichan/
Corbis
10. Tokyo:
© Michele Falzone/
Corbis
11. Toronto:
© Rudy Sulgan/Corbis
12. Cape Town
13. Copenhagen:
© Hans Strand/Corbis
© Peter Adams/JAI/
Corbis
14. Zurich:
© Jose Fuste Raga/
Corbis
15. Cairo:
© Wolfgang Kaehler/
Corbis
16. Hong Kong:
The Peak Tram: Peak
Tramways Company,
Limited
17. Oslo:
© Douglas Pearson/
Corbis
18. Cape Town:
© Randy Faris/Corbis
19. Warsaw:
© Dallas and John
Heaton/Corbis
© Jon Hicks/Corbis
20. Kuala Lumpur:
© Nik Wheeler/Corbis
21. Sydney:
Image of Sydney Opera
House appears with
permission of Sydney
Opera House Trust
© Dallas and John
Heaton/Corbis
22. New York:
© Bernd Obermann/
Corbis
23. Paris:
© Paul Seheult/Corbis
24. Machu Picchu:
© Laurie Chamberlain/
Corbis
25. Copenhagen:
© Hans Peter Merten/
Corbis
26. London:
© Douglas Pearson/
Corbis
27. Berlin:
© Eberhard Streichan/
Corbis
28. Beijing:
© Dallas and John
Heaton/Corbis
29. Prague:
© Peter Adams/Corbis
© David Keaton/Corbis
30. Warsaw:
© Dallas and John
Heaton/Corbis
© Jon Hicks/Corbis
31. Madrid:
© Steven Vidler/Corbis
32. Santiago:
© Bob Krist/Corbis



LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

Game code and certain audio visual materials © 2008 Electronic Arts Inc. All Rights Reserved. Published by Electronic Arts Inc. under license from Hasbro, Inc. EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. HASBRO and its logo, the MONOPOLY name and logo, the distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment and are used with permission. ©1935, 2008 Hasbro. All Rights Reserved. All other trademarks are the property of their respective owners.

1905305



GET EA CHEAT CODES AND GAME HINTS

Register your game online at
ea.onlineregister.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

19053

IT'S EASY. IT'S FAST. IT'S WORTH IT!



Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights reserved.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

Proof of Purchase
MONOPOLY®
1905305

