WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE | BAD LANGUAGE | FEAR | SEXUAL CONTENT | DRUGS | DISCRIMINATION | GAMBLING

For further information visit http://www.pegi.info and pegionline.eu

CONTENTS

2 GAMEPLAY CONTROLS
3 PLAYING THE GAME
5 MONOPOLY EDITION
8 RICHEST EDITION
12 HINTS AND TIPS
13 WARRANTY

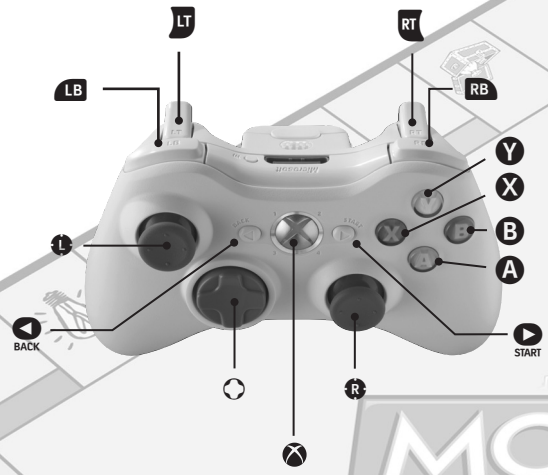
STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA. Creating an EA Member Account and registering this game is fast and easy!

Visit our website at www.gamereg.ea.com and sign up today!

WWW.MONOPOLY.EA.COM

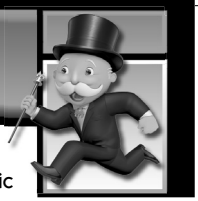
GAMEPLAY CONTROLS



Roll the dice	A
Menu selection	Move the L to choose an option and press A
Pause	START

For minigame controls, see the *Minigame Section*, and for trading controls, see the *Trading Section* of this manual.

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.

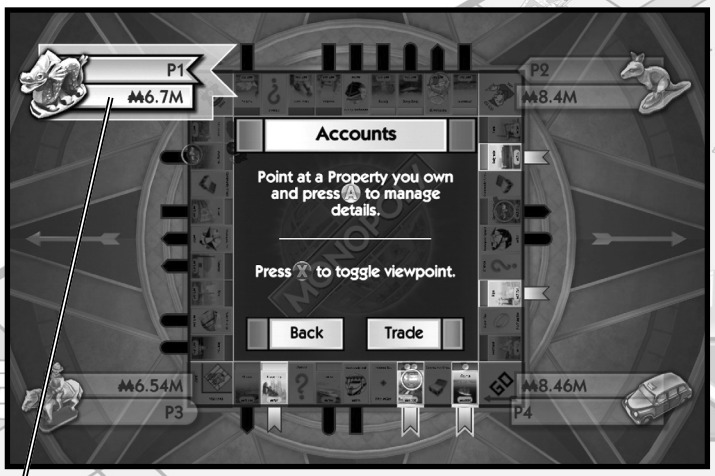
So, make sure you remember to review your passport in the Choose Board screen to check on your progress and see those properties you've yet to earn stamps for!

MAIN MENU

Press the START 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.

GAME SCREEN



Each player's cash or total worth (depending on game mode).

Quickly see who's in the lead by the amount of coins in their corner.

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

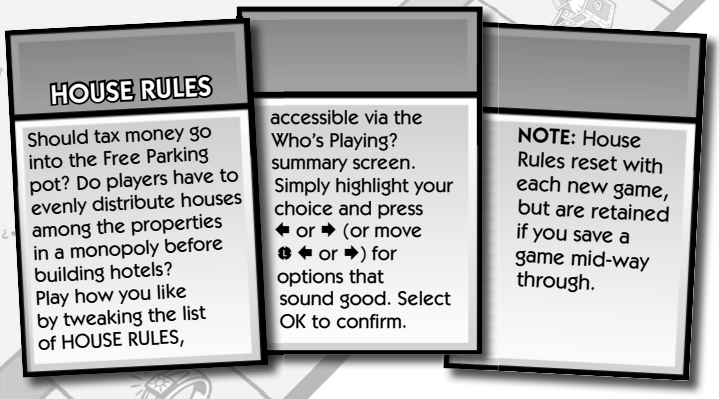
Once a save game is created, the game auto-saves by default at the end of each round. You automatically have the option to load the save file the next time you play.

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 Ⓐ. 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 Ⓐ on PASSPORT to see how many stamps you need to reach your next renewal.
Choose How Many Controllers You Want To Use	You can play "hotseat" style with just one controller, or each player can play with their own controller, up to a maximum of four.
Player Setup	Choose to enter your player name and select your token. Then set opponents to either CPUs of various difficulty or humans.



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 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.

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 — Pass or land on this space to earn your salary.

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

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

Chance — 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 view your current 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 Ⓐ to see your options. To enter trading mode, select the TRADE option and press Ⓐ.

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 Ⓛ to highlight the property squares on the board and pressing Ⓐ. A checkmark means the property will be included in the trade.

If you wish to include money, select the ADD CASH or REQUEST CASH options next to the player icons and press Ⓐ. 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 Ⓐ to include it in the deal.

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

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

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:

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 Ⓐ.

WHEN YOU LAND ON...

Unowned property	The property is automatically yours. Get as many as you can!
Owned property	You owe rent, which you pay by handing over one 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	Pay the bail of three properties to get out of jail.
GO	Choose any unowned property to add to your portfolio.
Taxes	Return a property as tax, or in the case of a Super 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. 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 Strategic 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 Ⓐ. To accept another player's trade, select the DEAL option and press Ⓐ, or decline it by selecting the CANCEL option and pressing Ⓐ. 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 on your cell window by moving Ⓛ quickly ↑ and ↓. Press Ⓐ 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 Ⓛ ← and → to run. Press Ⓐ 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 Ⓛ ← and → as fast as you can.

Pay Doctor's Fee

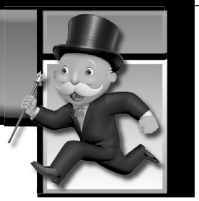
Be the quickest X-ray technician to win. Use Ⓛ to guide the X-Ray target to the body parts listed in your corner of the screen. When the controller vibrates, press and hold Ⓐ until the circle's rim fills to take an X-Ray.

Take a Ride on the Reading

Make all your stops in the least amount of time to win. Hold Ⓐ to accelerate, and press Ⓑ 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 Ⓛ to guide the hand cursor over a ballot and then quickly press Ⓐ 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 L 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 L 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 L. Then press and hold A to grab any present. Drag it above your stocking and drop it in. Once your stocking is overflowing with presents, press A repeatedly to tap the top present inside.

Pay School Tax

Pack up your book bag before everyone else to win. Guide your hand with L and press A 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 L ↑ 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 L stick and hold A 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 A to throw the bag in.

Advance to the Nearest Railroad

Race to the railroad on a pump-handled cart. Move L ↑ 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 Ⓨ.

CUSTOMER SUPPORT – HERE TO HELP YOU!

If you're having trouble with your game, visit **http://support.electronicarts.co.uk** to visit our Support Centre. Here you can view the latest top FAQs for our games, or click GET HELP to view our knowledge base. The solutions you'll find here are the same as those used by our Customer Support staff, so you can be sure they're accurate and up-to-date. To ensure you find the answer to your question, choose the format, game type and title carefully. If you can't find an answer, click ASK EA to ask a Customer Support Technician who will answer your query as soon as possible.

If you don't have Internet access, or would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

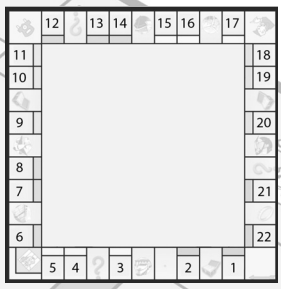
Telephone: **0870 2432435** Fax: **0870 2413231**

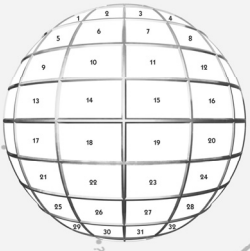
NOTE: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

NOTE: Customer Support cannot provide gameplay hints or tips.

NOTE: If you need gameplay help please see the back of this manual for details of our official EA Hintline.

1. Gdynia:
   Urzd Miastra 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 Alamany/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 HeatonCorbis
    © 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
   © EberhardStreichan/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 JohnHeaton/ 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:
    © EberhardStreichan/ 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

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. RenderWare is a trademark or registered trademark of Criterion Software Ltd. Portions of this software are Copyright 1998-2008 Criterion Software Ltd. and its Licensors.
MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and THOMSON multimedia.

EAE07606239MT