

## Welcome!

Congratulations on purchasing the best-selling board game of all time! Now experience the thrill of owning it all right in the palm of your hand! Buy, sell, rent, and auction property with up to 4 players!

This booklet will help you get started playing Handmark Monopoly in no time. The first section outlines the easy installation process – how to Put it in Your Palm™. The next sections describe registration, support, and easy step-by-step instructions on how to launch each game. When you finish installation, simply use the HotSync™ application to sync your Palm OS device and you're ready to play. If you find you need help, simply tap the Information icon found on many application screens to view additional instructions and tips, as well as game rules.

## Installation – How to Put it in Your Palm™

### Registering Handmark Monopoly

There are two ways to register your new software with Handmark. Registering makes you eligible for technical support and for early notification when new product releases become available.

- Fill out the registration card included with your software and drop it in the mail.
- Register online at our web site: [www.handmark.com/register](http://www.handmark.com/register)

### Technical Support

If you have a software problem you can't solve, please visit our web site and check out our FAQ section (Frequently Asked Questions). If you can't find the answer you're looking for, email us at [support@handmark.com](mailto:support@handmark.com) and we'll get you a solution right away.

### Getting Started

Handmark Monopoly is easy to play. To get started, simply tap the Monopoly icon on your application screen, enter the product serial number, and the Monopoly game board appears.

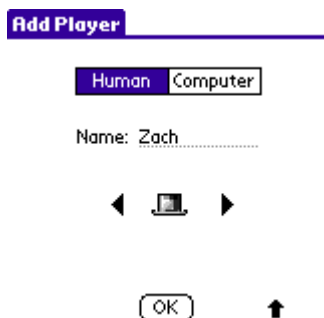
To set up a new Monopoly game:

1. Tap the menu icon, then tap New Game on the Game menu. The Setup Players dialog box appears.



2. Tap Add Player. The Add Player screen appears.
3. Tap to select either Human or Computer player.
4. If you tapped Human player, enter the player's name in the Name text line. If you selected Computer, tap a player's name on the computer player drop-down list. Each of the computer players has their own style of playing and "personality".

5. After enter the player name or selecting a computer player, tap the left or right arrow keys next to the game token image to select a game token for that player, then tap OK.



6. Continue to add up to four players. You must have at least two players added to begin the game.



7. When finished, tap Play and the game board appears.



### To begin playing Handmark Monopoly

Once you have set up players for the game, simply tap the dice image to shake the dice, then tap again to roll. The game token is automatically advanced to the appropriate space on the board. According to the space your token reaches, you may be entitled to buy real estate or other properties; or obliged to pay rent, pay taxes, draw a Chance or Community Chest card (which is automatically drawn and displayed on the screen), "Go to Jail®," and so on.

### Setting Monopoly Preferences

There are several preferences you can select that define additional “rules” when playing Monopoly. To access the Preferences screen, simply tap Preferences on the Game menu.

**Preferences**

Animation: **Scroll** Flip None

☒ Display destination

☒ Display info dialog

☒ Shake then roll

☐ Beamable game

☒ Confirm receive

☐ Show dice on right

☐ Sound

OK

**Animation** Tap Scroll, Flip, or None to select the method in which the spaces are displayed after the dice are rolled.

**Display destination** If this option is checked, the space to where the token is advanced is displayed on the screen after the dice is rolled.

**Display info dialog** If this option is unchecked, less important dialog boxes such as when a computer player pays rents, are not displayed. Leave this option checked if you want to know the details of each player's move.

**Shake then roll** If this option is checked, you must tap the dice two times – once to shake the dice and once to roll.

**Beamable game** Check this option if you want to play multiple players via the infrared port, beaming the game.

**Confirm Receive** Check this option to display a confirmation dialog box when playing a beamable game.

**Show dice on right** If this option is checked, the dice are displayed on the right side of the game board as opposed to the default position on the left.

**Sound** Check this option to play additional game sounds, such as when the token is moved along the game board.

### Displaying Summaries, Making Deals, Selling Buildings, and Auctions

Handmark Monopoly plays just like the traditional board game – allowing you to make deals, participate in auctions, and trade properties.

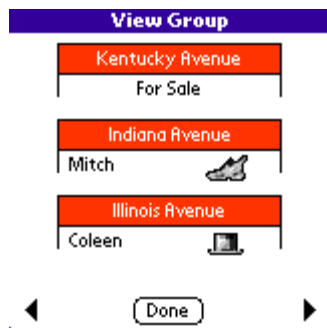
To display the current game summary, simply tap View Game Summary on the Actions menu. The game summary is displayed.

**Game Summary**

Coleen		\$678	
Zach		\$1196	
Ruprecht		\$1523	
Mitch		\$334	

View Groups Done Raise Cash

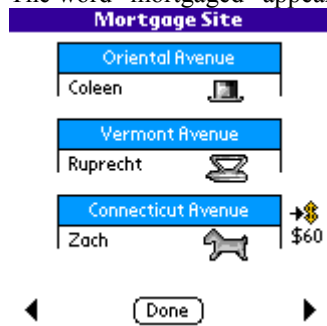
Tap View Groups on the Game Summary screen, or tap View Deed Groups on the Actions menu to display properties arranged by deed groups. The player's name that owns a particular property is also displayed. Tap the forward or backward arrows to scroll through the deed groups.



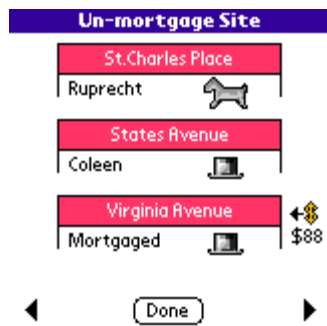
To raise additional cash by mortgaging the property, selling hotels or houses, or setup a property trade, first tap Raise Cash on the Game Summary screen, then tap the appropriate button to mortgage, sell, or trade on the Raise Money screen.



To mortgage a site, tap Mortgage Site(s) on the Raise Money screen or tap Mortgage Site on the Actions menu, then scroll through the properties until you find the site you want to mortgage. When the site you want to mortgage is displayed, tap the dollar sign to the right of the property listing to mortgage the site. The word “mortgaged” appears on the property card when the mortgage is complete.

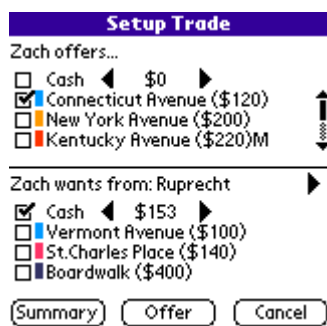


To unmortgage a property, tap Unmortgage Site on the Actions menu, the Unmortgage site screen appears. Scroll through the properties, then tap the dollar sign next to the property you want to unmortgage.



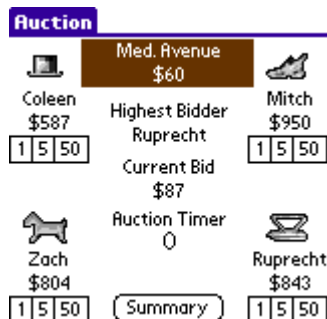
To sell hotels and/or houses, tap Sell Hotels/Houses on the Raise money screen, scroll through the property cards, and tap the property to sell hotels or houses just like mortgaging a property.

To arrange a trade, tap Setup Trade on the Raise Money screen. The Setup Trade screen appears.



Tap to check the property you want to trade, or tap the Cash checkbox, then use the arrow buttons to advance to the appropriate dollar amount. Tap the trade details for the player you want to trade with, then tap Offer. A dialog box is displayed noting whether the trade was accepted or rejected.

Properties may be auctioned off to the highest bidder. When a player lands on a property, they can decide to buy it or hold an auction. Simply tap Auction, and the Auction screen appears.



The auction is timed, so quick decision making is necessary. Tap the dollar amount you want to offer, and the property goes to the highest bidder.

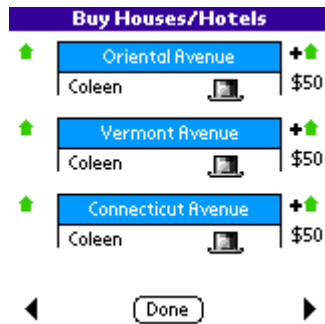
### Buying Hotels and/or Houses

Buying hotels or houses is simple. A few rules:

- You must own all properties of a complete color group before you can buy houses or hotels.
- You must build evenly, for instance, if you buy one house, you must buy a house on each of the properties in the color group before buying another house for the first property. However, you can select the rule option not to build evenly. See the Rules section of this manual for more information.

- Houses cannot be built on mortgage sites.

To buy a house or hotel, simply tap Buy Houses/Hotels on the Actions menu. The Buy Houses/Hotels screen appears. Scroll through the properties groups until you find the properties you want to build upon, then tap the house or hotel icon to the right of the property cards. Once a house or hotel is purchased, it appears on the left side of the property cards.



### Selecting the Rule Options

There are several rule you can choose to add to the normal Palm rules. To access the Rule Options page, simply tap Rules on the Game menu.



**Short Game** Check to select this rule if you want to play a shorter game than the original game.

Additional rules include: each player is randomly given two properties at the start of the game and must pay for them before beginning. Also, it is only necessary to place three houses on a property before purchasing a hotel for that property.

**Once Around Before Buying** If this rule is checked, then each player must go around the board once before being able to buy property.

**Infinite Buildings** This option provides an unlimited amount of hotels and houses. Normally there are only 32 houses and 12 hotels. Once these are purchased, no more are made available unless you check this option. (Tip: Be careful! The computer players like to purchase houses!)

**Double Bonus Landing on Go** This option awards players \$400 instead of \$200 for landing on Go.

**Pass Instead of Auction** This rule gives the players the option to Pass on unowned properties instead of putting it up for auction.

**Even Build Rule** When this option is checked, players must build evenly when buying houses or hotels. For instance, if you buy one house, you must buy a house on each of the properties in the color group before buying another house for the first property.

**Pay Rent When Mortgaged** If this option is checked, players must still pay rent to the owner of the property even if it is mortgaged.

**Free Parking Collects** If this option is checked, all money from debts and fines are sent to Free Parking. The player lucky enough to land on Free Parking collects the total.

## **Official Monopoly Playing Rules**

### **Object**

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

### **The Play**

The dice are rolled “behind the scenes” and the player with the highest roll begins the game. When it is your turn, tap the dice to shake, then tap again to roll (if you have selected Shake then Roll under Preferences. If not, just tap the dice once). The token will advance the number of spaces as indicated by the roll.

The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time. According to the space your token reaches, you may be entitled to buy real estate or other properties--or obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail®," and so on.

If you roll doubles, the token is moved as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, tap to roll again and your token is moved as before. If you throw doubles three times in succession, your token is moved to the space marked "In Jail" (see JAIL).

### **"GO"**

Each time a player's token lands on or passes over GO, whether by rolling the dice or drawing a card, the player is paid a \$200 salary. The \$200 is paid only once each time around the board. However, if a player passing GO on the roll of the dice lands 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and draws the "Advance to GO" card, he/she collects \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card. The \$200 salary for passing go is automatically added to each player's dollar total and is displayed on the screen.

### **Buying Property**

Whenever you land on an unowned property you may buy that property at its full price. If you do not want to buy the property, tap Auction and it is auctioned off to the highest bidder. The selling price is deducted from the buyer's total cash amount and their name is added to the property card. Any player, including the one who declined the option to buy it at the normal price, may bid. Bidding may start at any price.

### **Paying Rent**

When you land on property owned by another player, the owner collects rent from you in accordance with the list on its Title Deed card. To view a Title Deed card list, simply tap the space on the game board and the card is displayed. If the property is mortgaged, no rent can be collected, unless you have checked the Pay Rent When Mortgaged option on the Rules page. To access the Rules page, tap Rules on the Game menu. When a property is mortgaged, the card reads Mortgaged when viewing the Deed Groups. It is advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties. When rent is due, a dialog box appears.

### **Chance and Community Chest**

When you land on either of these spaces, the card is drawn automatically and displayed. The "Get Out of Jail Free" card is held until used. If the player who draws it does not wish to use it, he/she may sell it, at any time, to another player at a price agreeable to both. This can be done through the Setup Trade screen.

### **Income Tax**

If you land here you have two options: You may estimate your tax at \$200 and pay the full amount, or you may pay 10% of your total worth. Your total worth is all your cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all buildings you own. You must decide which option you will take before you add up your total worth.

## **Jail**

You land in Jail when:

1. Your token lands on the space marked "Go to Jail"
2. You draw a card marked "Go to Jail"
3. You roll doubles three times in succession.

When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your token is on the board, you must move directly into Jail. Your turn ends when you are sent to Jail. If you are not "sent" to Jail but in the ordinary course of play land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You get out of Jail by:

1. Rolling doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles rolled; even though you had thrown doubles, you do not take another turn.
2. Using the "Get Out of Jail Free" card if you have it.
3. Purchasing or trading the "Get Out of Jail Free" card from another player and playing it. Paying a fine of \$50 before you roll the dice on either of your next two turns. If you do not throw doubles by your third turn, you must pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw. Even though you are in Jail, you may buy and sell property, buy and sell houses and hotels and collect rents.

## **Free Parking**

A player landing on this place does not receive any money, property or reward of any kind. This is just a "free" resting place, unless you select the rule Free Parking Collects. If this option is checked, all money from debts and fines are sent to Free Parking. The player lucky enough to land on Free Parking collects the total. To view the Rule page, simply tap Rules on the Game menu.

## **Houses**

When you own all the properties in a color-group you may buy houses and erect them on those properties. If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this or any other complete color-group you may own. The price you must pay for each house is shown on the Title Deed card for the property on which you erect the house. The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete color-group. Following the above rules, you may buy and erect at any time as many houses as your judgment and financial standing will allow. But you must build evenly, for instance you cannot erect more than one house on any one property of any color-group until you have built one house on every property of that group (unless you have the Even Build Rule unchecked on the Rules page). You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot build three houses on one property if you have only one house on another property of that group. As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY).

## **Hotels**

When a player has four houses on each property of a complete color-group, he/she may buy a hotel from the Bank and erect it on any property of the color-group. He/she returns the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.

## **Building Shortages**

When the Bank has no houses to sell, players wanting to build must wait for some player to return or sell his/her houses before building. If there are a limited number of houses and hotels available and two or more players wish to buy more currently available, the houses or hotels must be sold at auction to the highest bidder.



**Selling Property**

Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get; however, no property can be sold to another player if buildings are standing on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group. Houses and hotels may be sold back to the Bank at any time for one-half the price paid for them. All houses on one color-group may be sold at once, or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.

**Mortgages**

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed. No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group. In order to lift the mortgage, the owner must pay the Bank the amount of mortgage plus 10% interest. When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price. The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

**Bankruptcy**

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank and cannot raise cash by selling property, houses, or through a trade with another player. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, if you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them; this cash is given to the creditor. If you have mortgaged property you also turn this property over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. The new owner who does this may then, at his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If he/she holds property in this way until a later turn, he/she must pay the interest again upon lifting the mortgage. Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

**Miscellaneous**

Money can be loaned to a player only by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.