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FIRST THINGS FIRST

THE README FILE

The Game of LIFE® CD-ROM has a ReadMe file with which you can view updated information about the game. To view this file, double-click on that file located in *The Game of LIFE*® directory found on your hard drive. You can also view the ReadMe file by clicking on the START button on your Win95 taskbar; then on Programs, then on Hasbro Interactive, then on *The Game of LIFE*®, and finally on the ReadMe file option.

MINIMUM SYSTEM REQUIREMENTS

Operating System:	Windows® 95
Processor:	Pentium® 90 or higher
Memory:	16 MB RAM
Hard Disk Space:	36 MB Free
CD-ROM Drive:	4X Speed
Video:	1 MB SVGA Adapter*
Modem:	28.8 baud modem or higher
Sound:	Sound card*
DirectX:	Requires DirectX version 5.0 (included) or higher compatible drivers

RECOMMENDED SYSTEM REQUIREMENTS

Operating System:	Windows® 95
Processor:	Pentium® 200 or higher
Memory:	32 MB RAM
Hard Disk Space:	64 MB Free
CD-ROM Drive:	8X Speed
Video:	2 MB SVGA Adapter*
Modem:	28.8 baud modem or higher
DirectX:	Requires DirectX version 5.0 (included) or higher compatible drivers

* Indicates device should be compatible with DirectX 5.0 or higher.

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SETUP AND INSTALLATION

1. Start Windows® 95.
2. Insert *The Game of LIFE*® game disc into your CD-ROM drive.
3. If auto-play is enabled, an installation screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95 desktop. Next, double-click on your CD-ROM icon and then SETUPEXE to install the game.
4. Follow the remainder of the on-screen instructions to finish installing *The Game of LIFE*®.
5. At the conclusion of the installation process, you may start the game automatically by selecting the "launch game" option when prompted. You may also start the game by clicking on *The Game of LIFE*® CD-ROM game icon. Do this by clicking on the START button on your Windows 95 taskbar, then on Programs, then on Hasbro Interactive, then on *The Game of LIFE*® item.

INSTALLATION OF DIRECT X

The Game of LIFE® CD-ROM requires DirectX 5.0 or higher in order to run. If you do not already have DirectX 5.0 (or higher) installed on your computer, click "Yes" when asked if you would like to install it.



GET A LIFE!

Pick a car, hop in and take a spin through life!

Steer clear of trouble, make all the right choices and you could retire in riches! Drive around the board, picking up cash, valuable *LIFE* tiles and maybe a family! Land on the wrong space and it could cost you your fortune!

Every game is different. Where will life lead you this time? Will you win the lottery? Save the planet? Or will you lose all your money in the Stock Market crash? Take a spin and find out!

HOW DO YOU WIN?

The player with the most money, after all players have retired, is the winner. Money can consist of actual cash on hand and, in the case of the Classic game, *LIFE* tiles.

THE MAIN MENU

This is where you start games, save games, set gameplay options, and get help.

Start New Game – Click here to start a new local game with up to 6 human or computer players.

Start Network Game – Click here to Host or Join a network game through your Internet or network connection.

Play Saved Game – Click here to start playing one of your saved games.



Save Current Game—Click here to save the game that you are currently playing.

Quit—Click here to quit *The Game of LIFE*®.

Options—Click here to set your current game's sound and display options.

Help—Click here for detailed information on how to play the game.

START NEW GAME

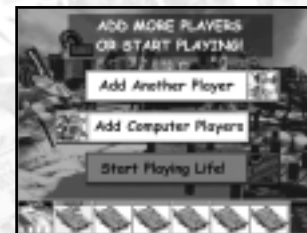
First, choose the type of game you would like to play: Classic Board Game or Enhanced Game.

Classic Board Game

The *Classic Board Game* is a faithful implementation of the rules of the original board game version of *The Game of LIFE*®. The goal is to retire with the most money. During the game you collect *LIFE* tiles that are redeemed for cash at the end of the game.

Enhanced Game

The *Enhanced Game* expands the gameplay by replacing the *LIFE* tiles from the classic game with "Life's Little Games." These are games of chance that give you the opportunity to make money when you land on *LIFE* spaces. They also sometimes provide you with the opportunity to exact "Revenge" on the other players. Finally, you spin to determine the price of your house, which is then sold back to the bank when you retire at a gain or a loss. The goal is still the same, to retire with the most money!



The Sign-in Screens

Signing in is as easy as 1, 2, 3!

1. First, type in your name (up to 8 letters), and then click on the "OKAY" button.
2. Next, choose one of the 6 car colors by first clicking on the car and then on "OKAY."
3. There are 12 characters from which to choose. Click on your character choice, and then click on "OKAY."

Now you can add additional players. (You need at least 2 players to start the game).

Add Another Player—Click here to add another human player. Repeat the three sign-in steps described above.

OR

Add Computer Players—Click here to add up to 5 computer players. There is a maximum of 6 players total in a game, so the number of computer players available will depend on the number of human players signed in.

Once you have chosen all the players, click on **Start Playing LIFE** to begin the game!



SETTING UP A NETWORK GAME

First click on **Start Network Game**. You must then choose to **Host** or **Join** a network game. The host (Player 1) sets the gameplay options and starts the network game. Players who want to join a game must know the host's IP Address. You must connect to your Internet service provider prior to starting *The Game of LIFE*™ in order to play a network game.

Note: There are no computer players available for network play.

If any player quits from a network game, they are dropped and the game continues without them (unless they are the host or it is a 2-player game).

Hosting a Game

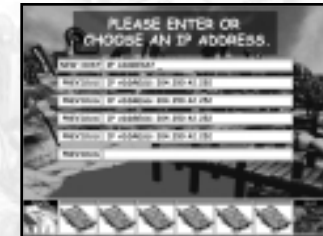
Click on **Host a Network Game**.

Your IP Address will be shown on the next screen. Players who know your address, and know that you are starting a network game, will be able to connect to you now. Wait until the players are all listed on this screen (up to 5 additional players), then click on **OKAY**. Clicking on **CANCEL** will stop the game and return you to the Game Book. The chat mode becomes active on the options screen. Set the options and click on **OKAY**. The normal sign-in sequence begins: The host chooses **Classic** or **Enhanced**, then all players sign in and the game starts. See "The Sign-In Screens" on page 7.



Joining a Network Game

Click on **Join a Network Game**. Now enter the Host's IP Address, or choose from a previously used IP Address. Then click on **OKAY**. Wait for the host to start the game. When the host is choosing the options, the chat mode becomes active.



Chat Mode

Press "Tab" to bring up a chat box.

Type in your message, then press "Enter" to send it to all other players. The Function keys (F1-F12) send preset taunt sounds to the other players. **Note:** Chat and taunt sounds are only available in network play.

Chat: Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

SAVED GAMES

You can save up to 7 games and begin exactly where you left off the next time you play. Saved games are tagged with notes and the date of the last save.

Note: Network games cannot be saved.

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Play a Saved Game

Click on **Play a Saved Game**, to see a list of saved games. (**Note:** This button is only active when there is at least one saved game). Click on the game you want to play, then click on **OKAY**. This will take you right into the game.

Save Current Game

Whenever you want, click on **GAME BOOK** from within the game. Then click on **Save Current Game**. You will see a list of 7 games. Click on any empty box, type in any notes you want to save with the game, and then click **SAVE GAME**. You will return to the Game Book, and can then **RESUME GAME**, or choose any other available option. **Note:** If you click on a used save box, you will overwrite a previously saved game.



OPTIONS

The red "X" indicates that the option is on. Click on the "X" to toggle the option on or off.

Square Results

This is the resulting animation or comic panel that occurs when landing on a space.



Travel Animations

This is the travel animation that occurs when traveling to a new space.

Host Narration

This is the voice that guides you through the game.

Background Music

This is the background music heard during game play.

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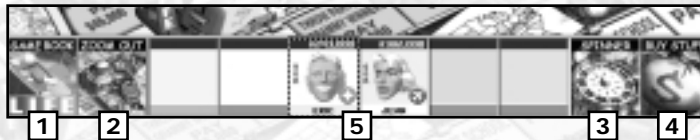
PLAYING THE GAME OF LIFE®

THE GAMEBOARD SCREEN

Along the bottom of your screen, you will see four buttons: GAME BOOK, ZOOM OUT, SPINNER, and BUY STUFF, and 2 - 6 PLAYER icons. The buttons reflect gameplay choices, while the player icons track player status during the game.



1. **Game Book**—Click here to go back to the main menu screen. See “The Main Menu” on page 5.
2. **Zoom Out**—Click here to change the view of the board and see the entire board at once. (The game is playable in this mode.) Right-clicking anywhere on the board brings up a full-size window of a small area. Clicking on ZOOM IN takes you back to the normal board view.
3. **Spinner**—Click here to spin the spinner during your turn. Right-clicking on the spinner icon centers the view of the gameboard on the actual board spinner, which can also be clicked on to spin.



4. **Buy Stuff**—Click here to buy auto insurance, house insurance (once you buy a house), and stock. Insurance protects you from financial misfortune when landing on certain spaces. Owning stock gives you the opportunity to benefit financially whenever your number is spun by any player (excluding “Life’s Little Games” spins). **Note:** Only 1 stock can be purchased per player.
5. **The “Player” Icons**—Click on an icon to bring up a window displaying that player’s status, including family, salary, cash, net worth, house value, insurance status, and debt. Click anywhere to close this window. Right-clicking on a player icon centers the view of the gameboard on that player’s car.

GETTING STARTED

SPIN TO SEE WHO GOES FIRST

Each player spins for first playing position. Highest spinner takes the first turn. In the case of a tie, those players spin to break the tie. Play order moves to the right of the first player.

CHOOSE COLLEGE OR CAREER

On your first turn, you must choose between *College* or a *Career*. How much money you can earn depends not only on the amount of your salary, but also on how often players land on your Career Spaces (spaces with symbols that match your career choice). For example, if you are an Accountant, players must pay you whenever they land on “Taxes Due” Career Spaces. Whether anyone lands on your Career Spaces is pure luck – so choose any career you like!



College—This choice costs \$40,000 (which is automatically borrowed from the bank). You will make your career and salary choices later. However, when you do make these choices, you will get to choose between three careers and three salaries, so your chance of financial success is greater.

When the time comes, pull the handle on the career machine to see your career choices. Click on the career you desire. Next push three buttons on the cash register to see your salary choices. Then click on the salary that you would like to earn. Going to college gives you career opportunities not available if you choose the career path.

Career—With this choice, you immediately start your career and earn a salary. Pull the handle on the career machine to realize your career. Next push a button on the cash register to begin earning a salary.

DRIVING DOWN THE ROAD OF LIFE

Play continues alternating between players. Your car will move along the gameboard the number of spaces that you spin on the wheel. If you land on a space that is already occupied by another player, you will automatically move to the next free space. As the game progresses, players will get married, have children, buy a home, possibly change careers, take vacations and experience "life" in a variety of ways. Eventually, all players will retire. The player who retires with the most money is the winner.

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THE GAMEPATH SPACES

As you move along the gamepath, notice the space colors – they're important! Some spaces require you to do something, while others give you choices.

PAY DAY Spaces (Green)

You are paid your salary every time you land on or pass a PAY DAY space. In the Enhanced Game, if you land on a Pay Day square, you get Revenge and can draw your salary from another player.



LIFE Spaces (Yellow)

Classic Game

You collect a LIFE Tile whenever you land on a LIFE space. (These include the baby spaces!) LIFE tiles are exchanged at the end of the game for money and thus contribute to your overall net worth.



Enhanced Game

If you land on the Baby, Married, Pension and Retire Life spaces, you spin to collect presents from other players. When you land on any other Life space, you will be directed to spin again for your fate. Each of the possible outcomes resulting from the spin has a certain message and result associated with it. This can affect you (or other players) in a positive or negative way, and thus affect the final outcome of the game. Players can win money instantly, win revenge on another player, land on a multiplier space, or land on one of "Life's Little Games."

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Life's Little Games

You play one of Life's Little Games when you land on one of these spaces. These are also the baby spaces. Life's Little Games are games which are played by the current player. The result could be greater riches...or financial demise!

- **Safecracker** – Here, you click on up to 4 items and reveal a value. You win the last single amount you click on. You may quit at any time.
- **Cannonball** – In this game, you click on up to 8 items and win the value revealed by a matching pair. Pairs that do not match are flipped back over and may be clicked on again.
- **Skunk Money** – In this game, you click until you hit a “skunk” or choose “done.” You will win the accumulated amount of all items clicked. Beware, there are two skunks out there, and if you reveal either of them you lose it all!
- **Treasure Chest** – In this game you reveal up to 6 items. Once a match is made, you automatically win that amount.
- **Get a LIFE** – Here you must reveal the letters L I F E in 6 clicks or less. If you do, you win! 4 clicks=100K, 5 clicks=75K, 6 clicks=50K.
- **Up or Down** – In this game, there is an equal amount of positive and negative amounts. Click as many as you wish and stop at any time. You win (or lose) the total accumulated amount when you stop.



- **Crane Dump** – Here you drop up to 6 balls individually into 5 slots. Any single ball in a slot is a potential winner of the value indicated. If two balls are in a slot, the balls explode and are worth nothing. You may quit at any time.
- **Trash Can** – The challenge here is to move a trash can in the slots to try and catch up to 6 falling balls.

Other things that can happen in Life's Little Games are:

- **Revenge** – If you land on this space, you may take the value of the winnings from another player instead of the bank. This allows you to get “revenge” on a player that is in the lead.
- **Double (Triple, Quadruple, etc.)** – If you land on this space once, the value of the winnings will be doubled. If you land on this space again, the winnings will be tripled! You can win enormous amounts if you're really lucky!

Stop Spaces (Red)

These spaces (Job Search, Get Married, and Buy a House) require you to stop and do something. Once the event is finished, spin again and continue down the gamepath.



Choice Spaces (Blue)

You can choose whether or not to act on these opportunities (Night School, Trade Salary).

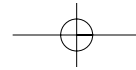


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Collect and Pay Spaces (Orange)

These spaces are where you experience life's ups and downs.

Career Spaces (Symbol Spaces)

Players earn money from opponents who land on their Career Spaces (spaces with corresponding Career Symbols next to them). When you land on a Career Space, the following will take place:



- If you land on an opponent's Career Space, that player receives the amount shown on the space, which is deducted from your funds.
- If you land on your own Career Space, pay nothing.
- If no one owns the matching Career Card, the bank receives the amount shown on the space.

For example, the "Ski accident" space is one of the Doctor's Career Spaces. If you land there, pay \$5,000 to the Doctor (if there is one).

Taxes Due Spaces

These are the Accountant's Career Spaces. If you land on a "Taxes Due" space, pay the Accountant the taxes shown on your Salary Card. If you are the Accountant, pay nothing. If there is no Accountant, pay the bank.

Police Officer

There is only one Career Space for the Police Officer – and with good reason. Players caught speeding (spinning a 10) must pay the Police Officer \$5,000!

You're Fired & Mid-Life Crisis

When you land on either of these two spaces, you must change careers and draw a new Salary card! **Note:** If you did not attend college, you may be excluded from certain career choices.

Night School

When you land on one of these spaces, you can change careers and salaries, but only if you want to! This will cost you \$20,000.

Three Career cards will appear from which to choose. Choose one of the cards. Do the same thing with the Salary choices.



BUYING STUFF—STOCK & INSURANCE

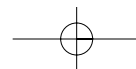
Car Insurance

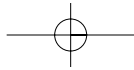
You can buy car insurance at the beginning of any of your turns. Pay \$10,000 and collect one policy certificate. Your car is now protected in case of accidents, damage and theft. During the game you may land on a space which tells you that your car has been damaged or stolen. Without insurance, you'll have to pay the penalty.

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Homeowners Insurance

You may buy homeowners insurance when you buy a house, or at the beginning of any of your subsequent turns. Pay the insurance amount shown on your House Deed card and take one policy certificate. For example: If you own the Country House, pay \$50,000. You're now protected in case of floods, gales and theft. If you land on a space that tells you your house has been damaged, you won't have to pay for repairs!

Stocks

You may only buy one stock during the game, but you can buy it before any one of your turns. Pay \$50,000 and collect your stock.

When any player (including you!) spins the number on your stock, collect \$10,000 from the bank!

If you land on the "Stock Market Boom" space, collect one stock (you don't have to pay for it) even if you already own one!

If you lose your only stock on a "Stock Market Crash" space, you can buy another one on any of your subsequent turns.

RUN OUT OF MONEY?

Bank Loans

Whenever you have to pay more money than you have, money is automatically loaned to you in \$20,000 increments. For each \$20,000 loan, you must pay back \$25,000 when you retire. (This includes \$5,000 for loan interest.) **Note:** Your net worth takes into account your loan repayment.

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OTHER LIFE EVENTS

Pay Day

Whenever you land on or pass a PAY DAY space, you will receive your salary from the bank! In the Enhanced Game, if you land directly on a Pay Day space, you get Revenge and can collect your salary from the player of your choice. In a two-player game, it is automatically deducted from the other player.

Get Married

When you reach this space, you will automatically stop – even if you have moves left. You will receive a LIFE tile and your spouse will join you in your car for the rest of your journey through life. In the Enhanced Game, spin to collect wedding gift money from the other players.

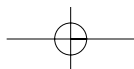


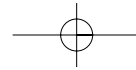
Babies

Whenever you land on a "Baby boy" or "Baby girl" space, you will receive a LIFE tile. Your new child will join you in your car for the rest of your journey. In the Enhanced Game, spin to collect baby presents from other players. If you have twins, you get to spin twice!



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Buy a House

When you reach this space you will stop— even if you have moves left. Spin to determine your house and immediately pay the bank the price of the house. If you're short of cash, you must borrow from the bank. (See "Bank Loans" on page 20.) Finally, spin the spinner and move on. In the Enhanced Game, you get to select your house! In the upper right window of the "Buy a House" screen, use the left and right arrow buttons to see a variety of homes. Then click the "BUY THIS HOUSE" button. Next click on the spinner to see how much it costs you. It could cost you a fortune...or you could inherit it for free! Finally, spin again to move on.



Retirement

When you reach the RETIRE space you will stop—even if you have moves remaining.

On the last space, turn in your career and salary, pay your debts, sell back your house, give up your insurance, and make a retirement choice: Countryside Acres or Millionaire Estates. Countryside Acres is safer, but Millionaire Estates, though risky, might get you the big win. In either case, stock certificates are still valid and you will still collect if a player spins your number.



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Classic Game

If you think you might have the most money, go to MILLIONAIRE ESTATES (any number of players may retire there). Otherwise, choose COUNTRYSIDE ACRES. Wherever you decide to retire, wait there until all other players have retired.

If you retire to MILLIONAIRE ESTATES, your LIFE tiles are not safe! If the draw pile runs out, players may take LIFE tiles from you when they land on LIFE spaces.

If you retire to the COUNTRYSIDE ACRES, collect one extra LIFE tile. Here your LIFE tiles are safe. If the draw pile runs out, players cannot take LIFE tiles from you when they land on LIFE spaces.

The player with the most money, after all players have retired, is the winner. Money consists of actual cash on hand and LIFE tiles.

Enhanced Game

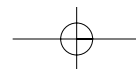
If you think you might have the most money, go to MILLIONAIRE ESTATES (any number of players may retire there). Otherwise, choose COUNTRYSIDE ACRES. Wherever you decide to retire, you will continue to spin in gameplay order and receive the results of your investments. Sometimes you'll win and other times you'll lose. Play continues for all players until the last player retires.

If you retire to MILLIONAIRE ESTATES, you are not completely protected! If a player lands on a "revenge" opportunity during one of Life's Little Games, the player can take revenge on you. In Millionaire Estates you have the chance of winning or losing large amounts of money on your aggressive investments.

If you retire to COUNTRYSIDE ACRES, you are protected from other players. If a player lands on a "revenge" opportunity during one of Life's Little Games, the player CANNOT take revenge on you. In Countryside Estates, you have a chance of winning money in relatively small amounts.

The player with the most money, after all players have retired, is the winner.

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WINNING

Classic Game

When everyone has retired, the players at Millionaire Estates count their money and the richest player gets 4 more life tiles. If there is a tie, the two richest players each take two more LIFE tiles. The cash value of the LIFE tiles is added together for each player and added to the other cash they have accumulated. The richest player wins the game!

Enhanced Game

When everyone has retired, whoever has the most cash wins!

HASBRO INTERACTIVE'S WEB SITES

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at :

<http://www.hasbro-interactive.com>

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Hints and Tips
- Player Contact Information
- Software Upgrades
- Demos
- Interaction
- Interviews
- Competitions
- Chat and Community
- Downloadable Themes
- And much more

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We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

PLAY ONLINE!

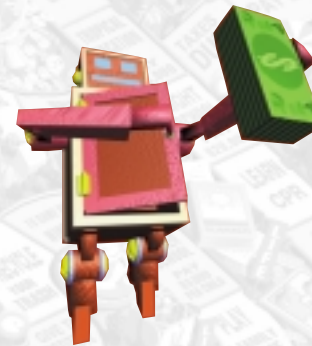
For more information on playing The Game of LIFE® online, please visit Hasbro Interactive's Online Games area at:

<http://www.games.com>

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home.

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TECHNICAL SUPPORT

If you are having technical difficulties with *The Game of LIFE*® game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 a.m., Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning *The Game of LIFE*® game to: **HI@hasbro.com**

To find out more about *The Game of LIFE*® or any other Hasbro Interactive CD-ROM game, please visit:

<http://www.hasbro-interactive.com>

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LEGAL NOTICE/LIMITED WARRANTY

LIMITED LICENSE

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software or manual to other parties in any way. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise use it on more than one computer or computer terminal at the same time, other than for network and Internet play as described in this manual.

HASBRO INTERACTIVE'S LIMITED NINETY-DAY WARRANTY

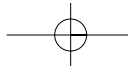
Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of *The Game of LIFE*® game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Technical Support Department at (410) 568-2377, between the hours of 8:00 a.m. and 12:00 a.m. Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

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DISC REPLACEMENT POLICY

If this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Hasbro Interactive Software Consumer Returns, 1027 Newport Avenue, Pawtucket, RI 02862, for a free replacement. This policy applies to the original purchaser only.

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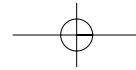
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