



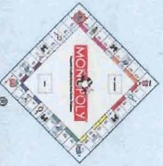
# TROPICAL TYCOON™ DVD GAME

The MONOPOLY® Tropical Tycoon™ DVD Game has been designed and engineered to be compatible with as many DVD players as possible. However, as with any software product, it is not always possible to create a disc that will work with every DVD player.

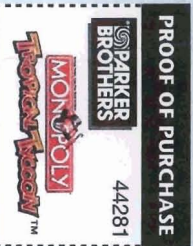
Should you experience any technical difficulties we recommend you first clean the disc by wiping it with a soft cloth in straight lines from the center of the disc. If the problem persists when you have re-inserted the disc into your DVD player, please call Hasbro Consumer Affairs at 1-888-836-7025 (toll-free) for additional assistance. You may also visit our website at HASBRO.COM for contact information.

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For 3 to 5 Players / AGES 8+

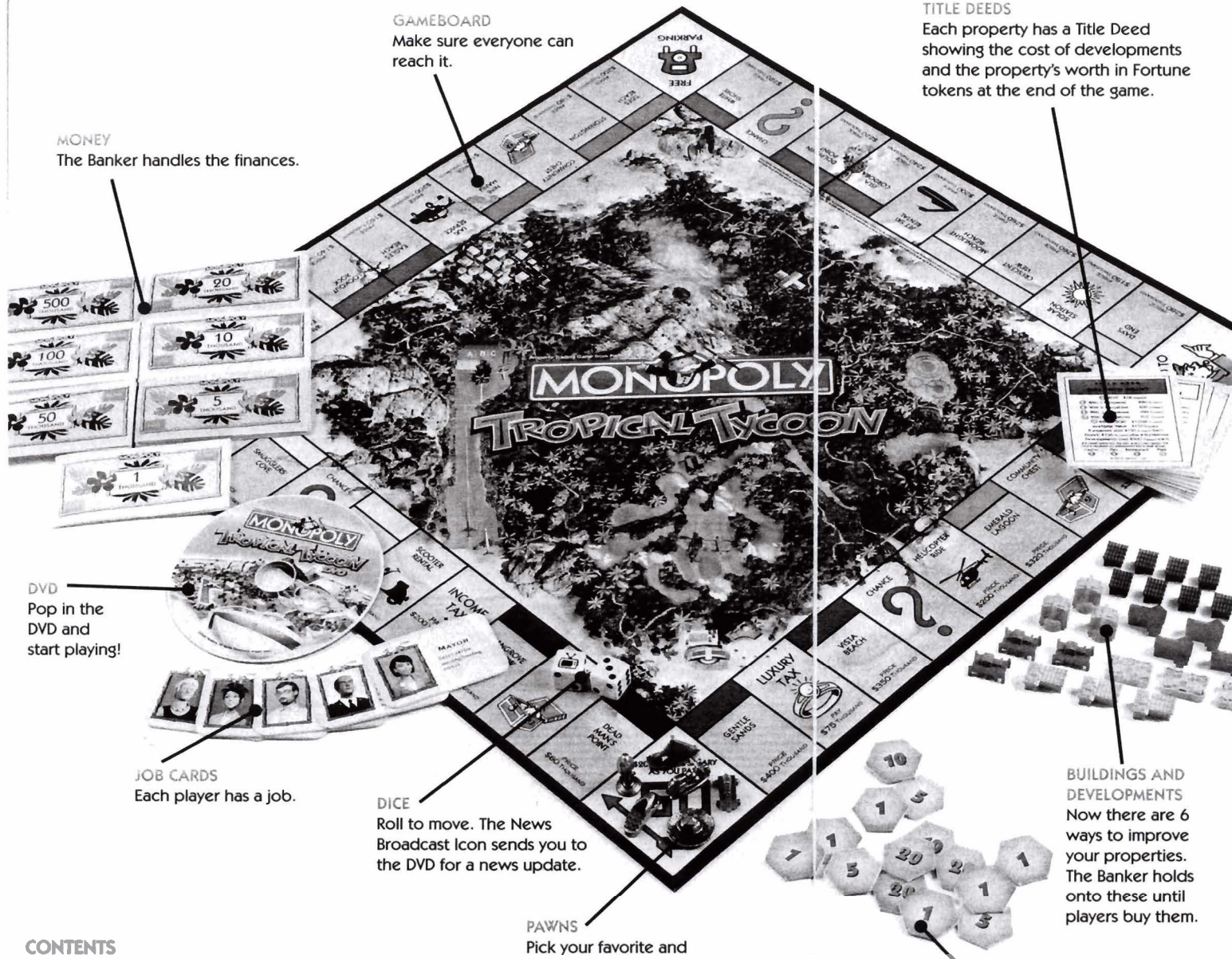


# TROPICAL TYCOON™ DVD GAME

## HANDBOOK



## A LOOK AT THE GAME...



**GAMEBOARD**  
Make sure everyone can reach it.

**MONEY**  
The Banker handles the finances.

**TITLE DEEDS**  
Each property has a Title Deed showing the cost of developments and the property's worth in Fortune tokens at the end of the game.



**DVD**  
Pop in the DVD and start playing!

**JOB CARDS**  
Each player has a job.

**DICE**  
Roll to move. The News Broadcast Icon sends you to the DVD for a news update.

**PAWNS**  
Pick your favorite and start it on GO.

**BUILDINGS AND DEVELOPMENTS**  
Now there are 6 ways to improve your properties. The Banker holds onto these until players buy them.

**FORTUNE TOKENS**  
Collect these. They're worth points at the end.

## What's New

### You'll Have A Job

Players now have jobs: Mayor, Developer, Police Chief, Artist or Surfer. Each job comes with responsibility and benefits. Page 5.

### 4 New Developments

Along with beach houses and resorts, you can now also improve your properties with parks, piers, casinos and restaurants. Each has its own benefit. Refer to **Developments** on the DVD or see Page 11.

### Fortune Tokens

Your worth is now figured in Fortune. You'll collect Fortune tokens throughout the game for buying properties from the Bank, improving your properties, making choices during News Broadcasts, as well as, through Chance & Community Chest. At the end of the game, the DVD will help you convert all of your assets to Fortune.

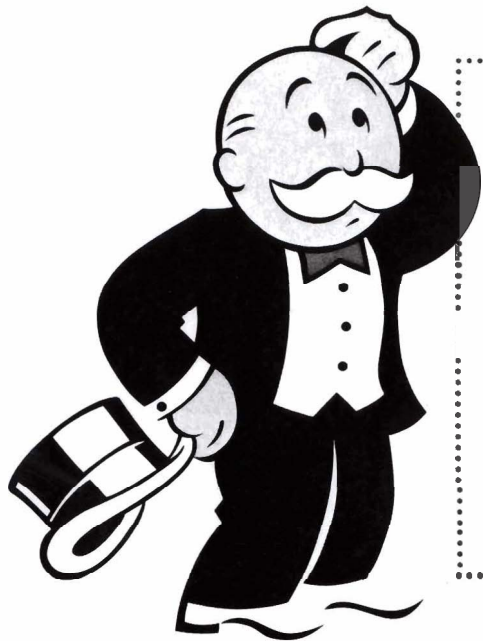
### The DVD

**The Rules:** Need help at any time. . . go to the DVD.  
**Chance/Community Chest:** Land on these spaces and go to the DVD. Then select the corresponding menu choice. Page 8.

**News Broadcast:** Roll the News Broadcast Icon and go to the DVD. Here you'll get a news story: maybe a new one or part of a continuing one. Page 9.

## CONTENTS

- Gameboard • DVD • 98 Title Deed Cards
- 6 Pawns • 32 Beach Houses • 12 Resorts • 3 Parks
- 3 Piers • 3 Casinos • 3 Restaurants • 5 Identification Cards
- 2 Dice • 60 Fortune Tokens • Money • Banker's Tray



## STOP NOW AND PUT IN THE DVD

*(Or continue reading if you would like to look through the full set of instructions before you play.)*

### HOT TIP

*If this is your first time playing Monopoly, read through these rules before you begin. If you've played Monopoly before, look for MR. MONOPOLY. He'll mark the areas you should pay special attention to. Also, look out for the Fortune Token Symbol 1. These are the sections that tell you how to collect Fortune tokens.*



### OBJECT

Build the biggest Fortune by buying, trading, renting, selling and developing island properties. The game ends when one player goes bankrupt (or before, if you like).



### SETUP

Place the gameboard where everyone can reach it. Insert the DVD into your DVD player and follow the prompts for setup.

Each player will be given a job, some cash and some starting properties.

**The Banker:** Pick a player to be the Banker. The Banker must keep his/her money separate from the Bank's... there can be no co-mingling of funds.

### THE JOBS

Each job has its own perk. It's up to you to keep track of these. If you forget and the next player takes a turn, you lose your chance.



**The Mayor** collects \$300 thousand each time she lands on or passes over "GO." She has a lot of decisions to make within the game and she is the mover and shaker of the island.



MAYOR

**The Developer** can buy buildings/developments for \$25 thousand less than the price listed on a property's Title Deed.



DEVELOPER

**The Police Chief** always gets out of Jail FREE. He also gets \$50 thousand from the Bank whenever another player (not himself), lands on "Just Visiting." And, he can choose to NOT send players to Jail when they've landed on the "Go to Jail" space.



CHIEF

**The Artist** may buy Fortune tokens 1 (as many as her money permits) for \$100 thousand each at the start of any of her turns.



ARTIST

**The Surfer** collects 1 Fortune token 1 for rolling doubles, unless the doubles send him to Jail or get him out of Jail.



SURFER

## THE BANKER

- Manages the cash;
- Holds, sells and auctions Title Deeds (properties) and buildings/developments;
- Pays salaries and bonuses
- Loans cash when properties are mortgaged. NOTE: No player may borrow from or lend cash to another player.
- Collects penalties, loans and interest;
- NEVER runs out of money. If the Bank has no more cash, the Banker may issue more by writing on a piece of paper.



## AUCTIONS

Throughout the game you'll take part in auctions. Here's how it works:

- The Banker announces what's up for auction.
- All players, at the same time, bid by putting cash in their hand. This is done secretly, out of sight. You can bid from \$0 to all the cash you have.
- When all players are ready, you, at the same time, reveal your bids.
- The highest bid wins! If there's a tie for high bid, the tied players roll the one standard die. High roll wins.
- The winner pays his/her bid to the Bank. The other players keep their bids.

## PLAY

The DVD tells you who (which job) takes the first turn. Play then passes clockwise.

## ON YOUR TURN

Roll the dice.

If you roll pips, move your pawn the full amount of your roll. Always move clockwise around the board. Then, depending on where you land, you may be able

to buy a property or you may have to pay rent, pay a penalty, "Go to Jail," etc. NOTE: More than one pawn may be on the same space at the same time.


If you roll the pips AND the News Broadcast Icon, resolve your move first, then go to the News Broadcast (see page 9).



## Unowned Property...

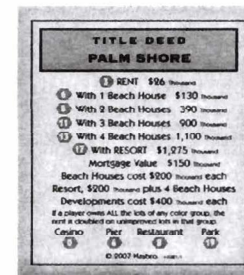
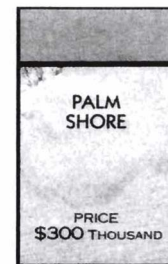
Land on a property that no one owns, and you can buy it from the Bank. Pay the amount printed on the board, then take the property's Title Deed and place it faceup in front of you.

If you don't want to buy the property for the amount on the board, the Banker immediately puts it up for auction. Go to the DVD and select Auction. You can still bid in the auction.

The player who buys the property (either immediately or through the auction) gets to collect 1 Fortune token .

## Owned Property...

Land on a property that's owned by another player and you have to pay rent. The property owner collects rent according to the list on the property's Title Deed.



## NO PAYMENT DUE

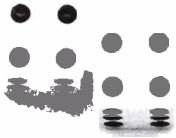
- Rent is forfeited if the owner fails to ask for it before the second player following rolls the dice.
- If the property is mortgaged (see MORTGAGES, page 14), the owner can't collect rent.

## MONOPOLIES

You want to own monopolies (all properties in a color group). If you do, then you can collect twice the rent for your unimproved properties within that group. Mortgaged properties don't generate rent.

## HOT TIP





## DOUBLES

Move your token as usual and complete any transactions based on the space you land on. Once you're done with that, roll again and move your pawn again. If you roll doubles three times in a row, you **MUST** go immediately to Jail (see JAIL, below).



### "GO"

Each time you land on or pass over "GO," the Banker pays you a salary of \$200 thousand. (REMEMBER: the Mayor collects a \$300 thousand salary.)



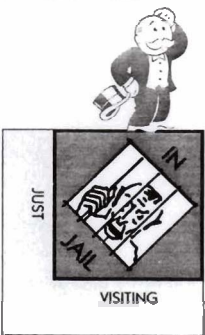
### "FREE PARKING"

Land on "Free Parking" and you can choose any one property still in the Bank and buy it for the price printed on the gameboard. If you can't raise enough money to buy the property or the Bank has no more properties to sell, do nothing and just use this space as a free resting place. REMEMBER: If you buy the property, you also get to collect a Fortune token **1**.



### "CHANCE" and "COMMUNITY CHEST"

Land on a Chance or Community Chest space and go to the DVD. Then choose the corresponding space and follow the prompts. If you make a choice at the beginning of the Chance or Community Chest, collect a Fortune token **1**.



### "JAIL"

Go to Jail when:

- you land on the "Go to Jail" space;
- you roll doubles three times in a row on one turn;
- the DVD sends you there.

When you're sent to Jail, don't collect your salary for passing GO. Your turn ends when you go to Jail. While you're there, however, you can buy and sell properties and buildings/developments and collect rents.

## GETTING OUT OF JAIL

There are two ways to get out of Jail...

- Roll doubles on one of your next three turns. Then immediately move the number of spaces indicated by your roll. Although you rolled doubles, you don't take another turn.

- Pay a \$50 thousand fine before you roll the dice on either of your next two turns.

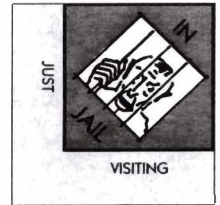
If you don't roll doubles by your third turn, you must pay the \$50 thousand fine. This gets you out. Immediately move the number of spaces indicated by your roll. If you can't raise the money to pay your fine, you go bankrupt (see BANKRUPTCY, page 15).

### "JUST VISITING"

If you aren't "sent" to Jail but simply land on that space, you're "Just Visiting," and you move ahead as usual on your next turn. (REMEMBER: The Police Chief collects \$50 thousand from the Bank each time a player lands on "Just Visiting.")

If you roll a News Broadcast, move according to the other die and resolve the space you land on. Then, go to the DVD for a new or continuing news story. If you make a choice at the start of the news segment, collect a Fortune token **1**.

**Note:** If the news channel "goes off air," there are no more news segments. From now on do nothing when rolling the News Broadcast Icon.



**IMPROVING PROPERTIES**

Once you own a monopoly, you'll want to improve the individual properties within it by buying buildings and developments. The rents are much higher for improved properties than for unimproved properties.

The rents for beach houses and resorts are on the Title Deeds. The rents for developments are determined by the DVD.

Property improvements are worth Fortune tokens at the end of the game ①

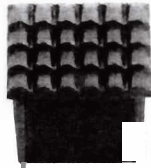
**BUILDINGS**

**Beach Houses**

Once you own a monopoly you can start improving it with beach houses.

The cost for a beach house is shown on the Title Deed for the property on which you place it. Pay this to the Banker, take a house and place it on the property.

You may buy and place, at any time, as many beach houses as you can afford. But, you must place them evenly. And if you decide to sell them back to the Bank, you must break them down evenly as well (see EVEN BUILD RULE, page 13).



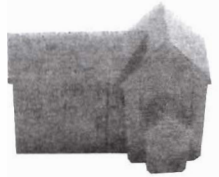
BEACH HOUSE



This player owns the orange monopoly and has improved the properties by evenly building 6 beach houses.

**Resorts**

Once you have four beach houses on a property, then you may buy a resort. Return the four beach houses to the Bank and pay the amount shown on the Title Deed. A property can only have ONE resort.



RESORT



This player has upgraded his beach houses to a resort

**DEVELOPMENTS**

You may also build a development on an unimproved property within your monopoly. The cost for developments are listed on the Title Deeds. Properties with a development, however, CANNOT be improved any further.



If you change your mind and want to build beach houses, or a different development on the property, you must first sell back the original development for half of what you paid for it. Then you may buy beach houses or a development for the full price listed on the Title Deed.

Rents for landing on developments are handled by the DVD and are not listed on the Title Deeds.

**MIXING IMPROVEMENTS**

Monopolies may have a mixture of developments and beach houses. For example, a monopoly may have a pier, a casino, and two beach houses on the three different properties.



## TYPES OF DEVELOPMENTS

Now you can improve your properties with casinos, piers, restaurants and parks. Each has its own benefit. Go to the DVD at any time throughout the game to get information on your developments. Your property's Title Deed shows how many Fortune tokens **1** each development is worth at the end of the game.



CASINO

You can collect a lot of money from players visiting your casino but watch out you may have to pay out as well.



PIER

The benefit of a pier depends on the weather and if a cruise ship is in port or not. The DVD will keep you apprised of the conditions.



PARK

Parks are worth the most Fortune tokens so their big advantage is at the end of the game.



RESTAURANT

The benefit of owning a restaurant depends on the properties around it. The better the "neighborhood," the better the restaurant will do. The DVD will ask what is to the left and right of a restaurant. This means the next improvable property to the left or right. So look for the next improvable property to the left or right. You may have to skip over a card space, a tax space, or even look around a corner.

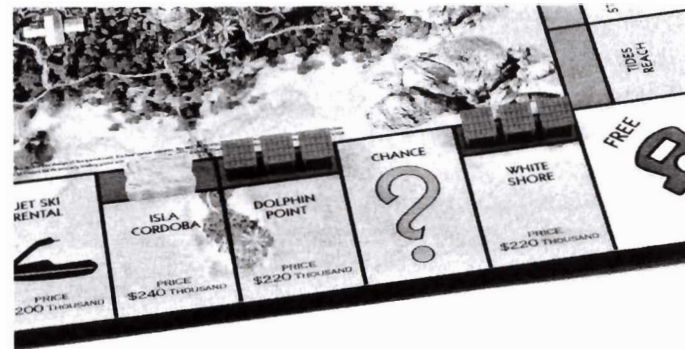
### BUILDING AND DEVELOPMENT SHORTAGES

If the Bank has no buildings/developments to sell, any player wishing to buy them must wait for another player to turn in or to sell his/hers back to the Bank. If there are a limited number of buildings/developments available and two or more players at the same time wish to buy more than the Bank has, the buildings/developments MUST be sold by auction to the highest bidder. The DVD can help you with this.

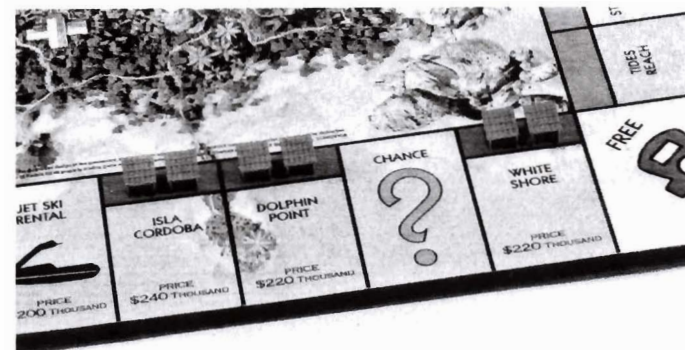
## EVEN BUILD RULE



Properties within a monopoly that are improved with beach houses must follow the Even Build Rule. This means that at no time can a property within the monopoly have more than 1 more beach house placed than are placed on the other properties of the same monopoly. Developments are exempt from this rule. If you ever sell back a development (leaving the property empty) you must immediately buy another development, or buy/sell enough beach houses to follow the Even Build Rule.



*This monopoly has one property with a park and two properties with beach houses. The beach houses must be placed evenly across the properties.*



*This player sold his park back and redistributed his beach houses evenly across his monopoly.*

## MOONLIGHT BEACH

MORTGAGED  
FOR \$260 THOUSAND

Card must be turned this side up if  
property is mortgaged.

*This player raised \$260 thousand by mortgaging this property. The Title Deed is turned over to show that it's mortgaged.*

## MORTGAGES

Sometimes you need to raise cash. One way to do this is by mortgaging properties. Unimproved properties can be mortgaged at any time. The mortgage value is printed on the Title Deed.

## RENTING MORTGAGED PROPERTIES

No rent can be collected on mortgaged properties, but rent can be collected on unmortgaged properties in the same monopoly.

### To lift the mortgage...

In order to unmortgage a property, pay the Bank the mortgage amount *plus 10% interest*. When all of the properties of a monopoly are no longer mortgaged, you can start buying back buildings/developments. (Always round up to the nearest \$1,000.)

## SELLING PROPERTIES

### (Unmortgaged & Mortgaged)

Unimproved properties (ones without buildings/developments) may be sold to another player as a private transaction for any amount you can get. However, no properties can be sold to another player if buildings/developments are on any of the properties of that monopoly. Any buildings/developments must be sold back to the Bank before you can sell any property within that monopoly.

**REMEMBER:** All buildings/developments are sold back to the Bank for half the amount you paid for them.

## HOT TIP

### TRADES

*You can negotiate a trade with another player at any time. Trades may include properties (mortgaged and unmortgaged) as well as cash.*

*Intangibles cannot be traded; for example, you cannot trade for a rent exemption.*

If you sell a mortgaged property, the new owner may lift the mortgage immediately by paying the Bank the amount of the mortgage plus 10% interest. If the new owner keeps it mortgaged, he/she immediately pays the Bank 10% interest. When he/she lifts the mortgage he/she will owe an additional 10% interest as well as the mortgage amount. (Always round up to the nearest \$1,000.)

## BANKRUPTCY

You are bankrupt if you owe another player or the Bank more than you can pay even after selling off buildings/developments and mortgaging properties. The game is over when a player goes bankrupt!

### If you owe another player ...

- Give this player all your cash and Title Deeds.
- If you own buildings/developments, sell these to the Bank for half of what you paid for them and give this cash to your creditor.
- If you have mortgaged properties, give these to your creditor also. The new owner immediately pays the Bank the amount of the interest on the loan (10% of the value of the property). The new owner may then pay the principal to unmortgage the property or may keep it mortgaged.

### If you owe the Bank ...

Turn over all your assets to the Bank.

## WINNING

The game is over whenever you want it to be! That's right! You can stop anytime or you can play it out until someone goes bankrupt.

When you're done, go to **Game Over** on the DVD. The DVD will help you calculate your fortune.

The player with the most fortune wins. Fortune is calculated in three ways:

- (1) Property improvements;
- (2) Cash in hand; and
- (3) Fortune tokens collected throughout the game.

