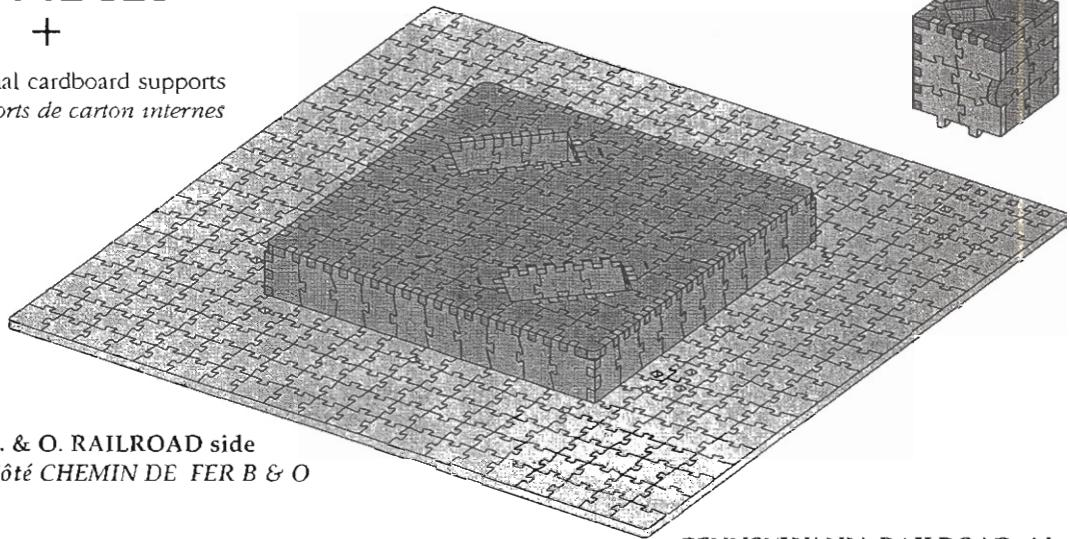




MONOPOLY®

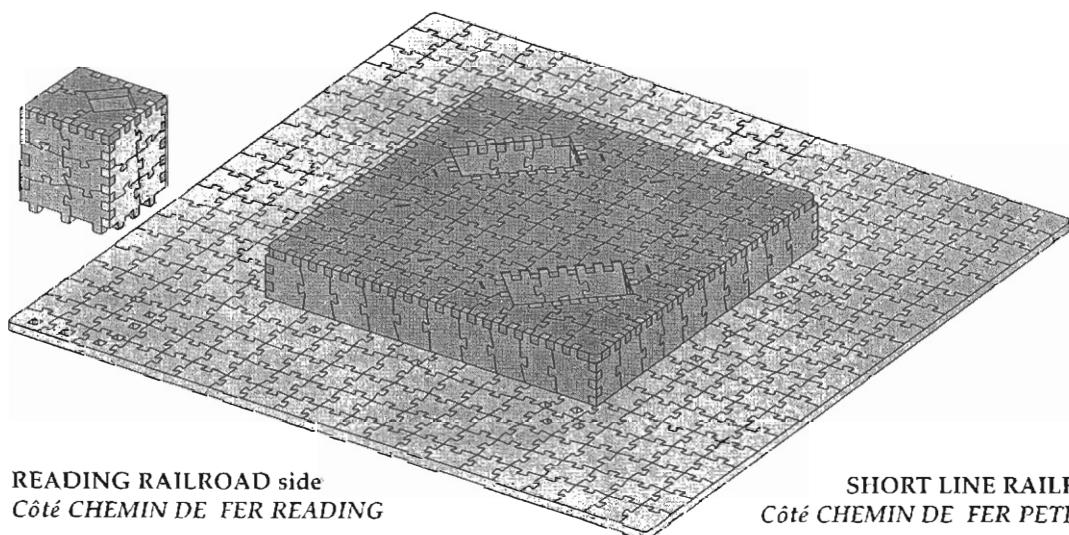
755 PIECES
+

4 Internal cardboard supports
Supports de carton internes



B. & O. RAILROAD side
Côté CHEMIN DE FER B & O

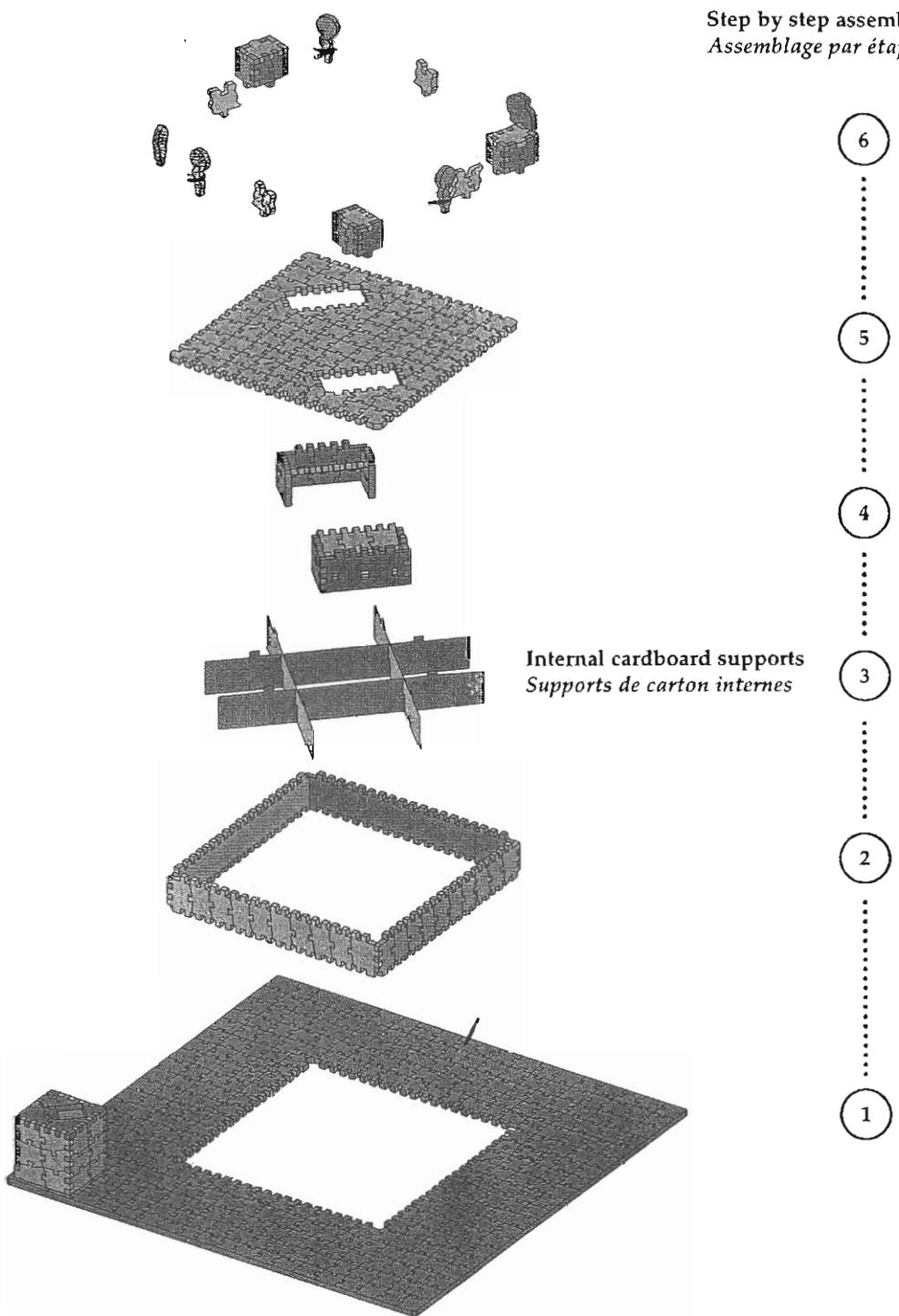
PENNSYLVANIA RAILROAD side
Côté CHEMIN DE FER PENNSYLVANIE



READING RAILROAD side
Côté CHEMIN DE FER READING

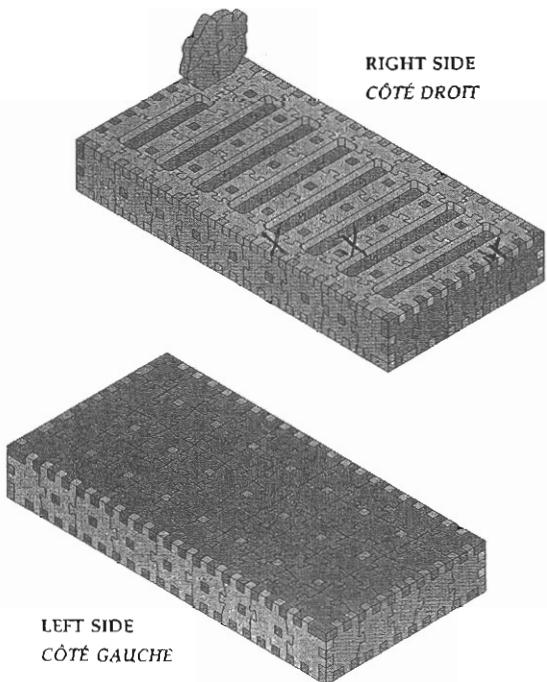
SHORT LINE RAILROAD side
Côté CHEMIN DE FER PETIT RÉSEAU

Step by step assembly
Assemblage par étapes

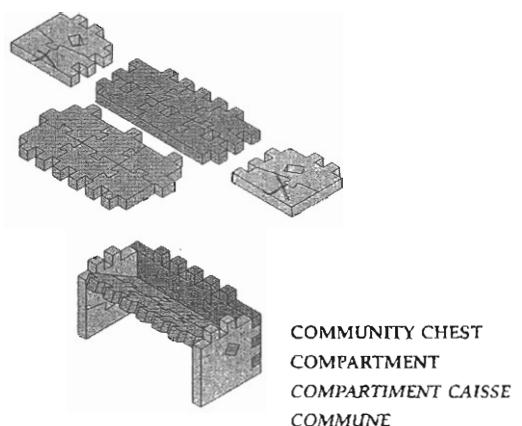
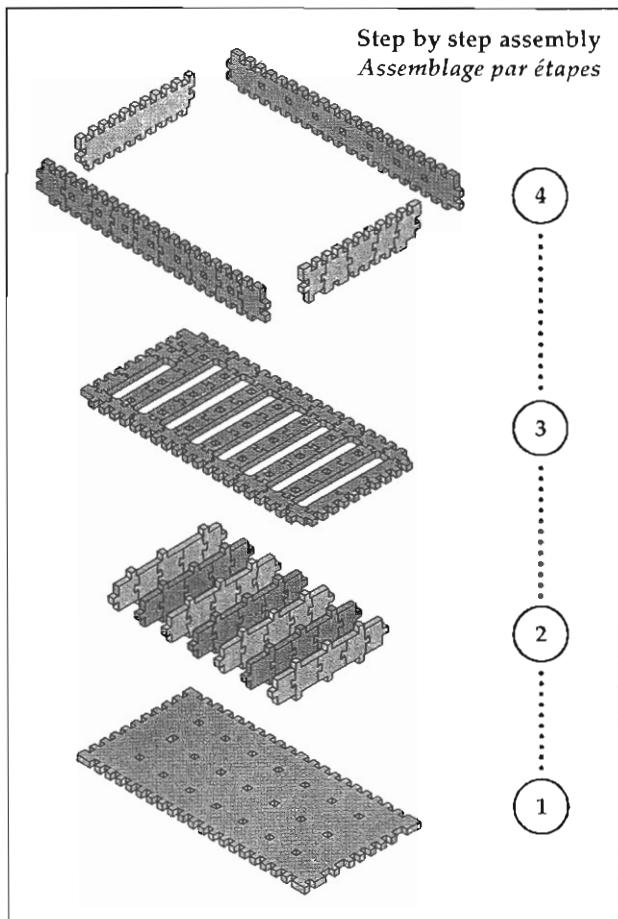
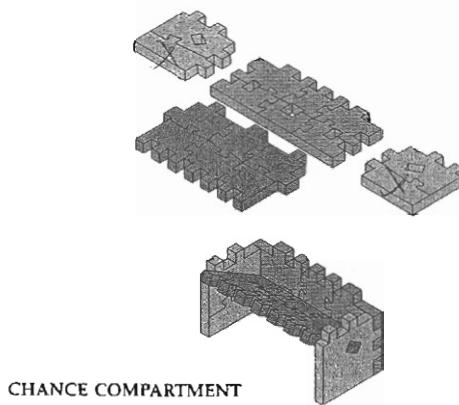


Use Puzz-3D® bank to store play money
and Title Deed cards

Utilisez la banque Puzz-3D® pour ranger
l'argent et les cartes de Titre de Propriété

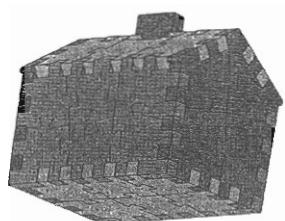
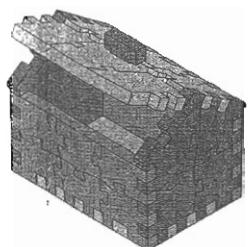


Assembly of hidden pieces
Assemblage des pièces cachées

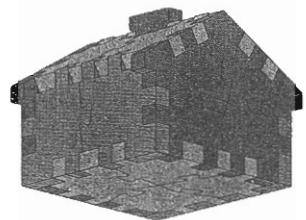
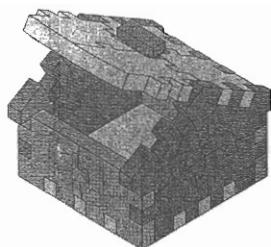
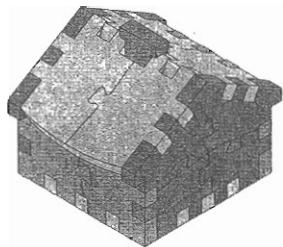


Use PUZZ-3D® hotel and house storage boxes to store hotels and houses
Utiliser l'hôtel et la maison PUZZ-3D™ pour ranger les hôtels et les maisons

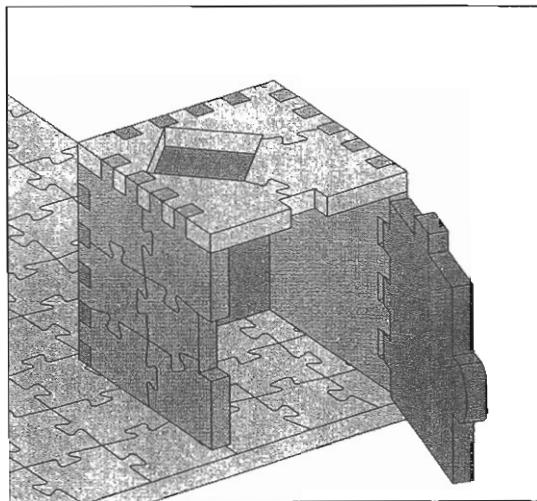
Hotel
Hôtel



House
Maison

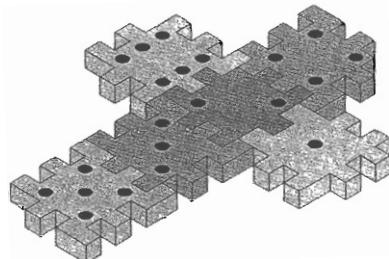
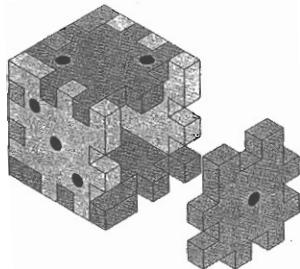


Open PUZZ-3D® jail cell gate to free token
Ouvrez la porte de la prison PUZZ-3D™ pour libérer votre pion



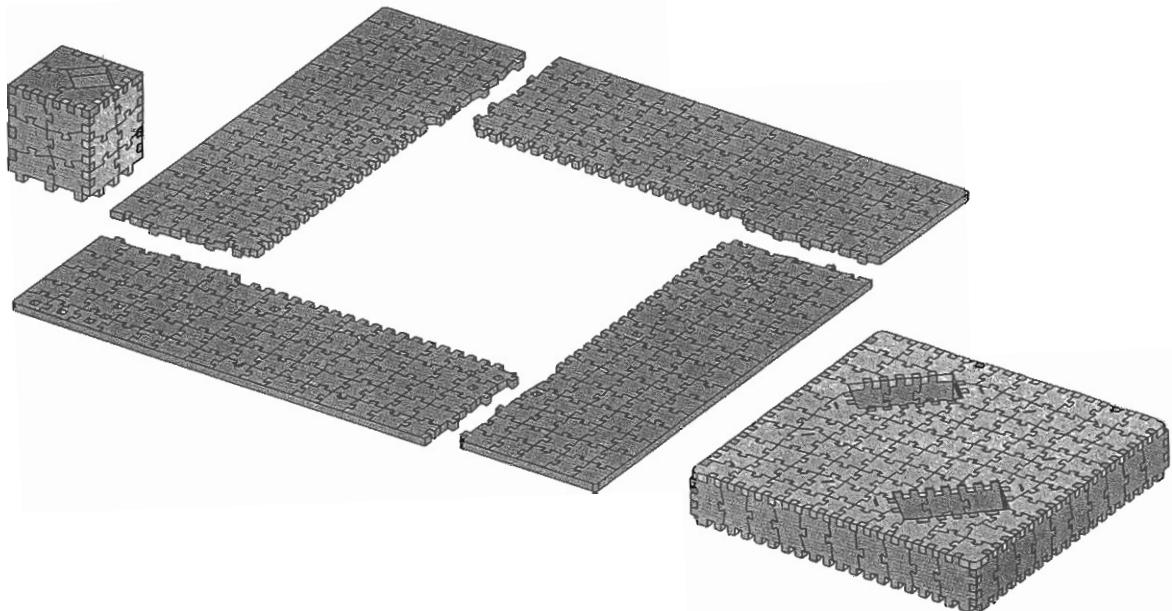
Die assembly: make sure the opposite sides add up to 7

Assemblage des dés : les côtés opposés d'un dé ont une somme de 7



To store game board in box, separate sections as shown below

Séparez la planche de jeu pour le rangement dans la boîte d'origine



If you need to move your puzzle, you should slide it on a sturdy cardboard.

Si vous désirez déplacer votre puzzle, nous vous conseillons de le glisser sur un carton rigide.

The Architect of PUZZ-3D®

First produced in 1991, this ingenious foam puzzle was the brainchild of Paul E. Gallant, the founder of Wrebbit Inc., a Canadian toy and game manufacturer. Today, Mr. Gallant and his talented staff offer a variety of PUZZ-3D® designs that will excite every puzzle builder!

Le créateur du PUZZ-3D™

C'est à Montréal, Québec (Canada), en 1991, que fut inventé PUZZ-3D™ par Paul E. Gallant, président-fondateur de Wrebbit inc. Depuis, c'est toute l'équipe de Wrebbit qui s'applique à vous satisfaire en vous proposant une variété grandissante de modèles qui sauront plaire aux petits comme aux grands.

Although Wrebbit Inc. guarantees the quality of it's products, our Customer Service Department is here to help you in any way needed. Should anything happen to a piece of your PUZZ-3D®, simply send us this technical drawing with the area circled where the problem is occurring. Do not forget to write down your name and address along with your telephone number (don't forget the area code).

Allow 2 to 4 weeks for Customer Service to process your request.

Send all requests to:

Hasbro Games

Consumer Affairs Dept.
P.O. Box 200
Pawtucket, RI 02862
Tel.: 888-836-7025 (toll free)

Wrebbit garantit la qualité de votre nouveau puzzle PUZZ-3D™. Par contre, si vous rencontrez certains problèmes au niveau de l'assemblage ou autres, n'hésitez pas à communiquer avec le département du Service à la clientèle en expliquant le plus clairement possible votre problème. Il est fortement suggéré de nous expédier le dessin technique en encerclant la partie concernée. Veuillez indiquer vos noms, adresse, numéro de téléphone ainsi que votre code régional.

Prévoyez un délai de 2 à 4 semaines pour le traitement de votre demande.

Envoyez toute réclamation à :



PUZZ-3D is a registered trademark owned by 2798140 Canada Inc., used under license by **Wrebbit** Inc.

The Wrebbit name and logos are trademarks of **Wrebbit** Inc.
All rights reserved worldwide.

© 1998 **Wrebbit** Inc.
Manufactured and printed in Canada

PUZZ-3D est une marque de commerce enregistrée détenue par 2798140 Canada inc. et utilisée sous licence par **Wrebbit** Inc.

Le nom et les logos de Wrebbit sont des marques de commerce de «**Wrebbit** inc.».
Tous droits internationaux réservés.

© 1998 **Wrebbit** inc.
Fabriqué et imprimé au Canada

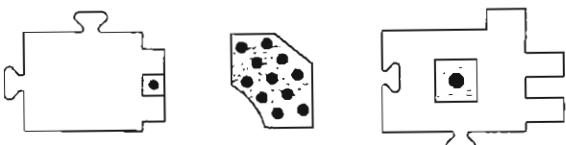
ASSEMBLY INSTRUCTIONS FOR YOUR PUZZ-3D ADVENTURE!



1 Remove and set aside waste pieces

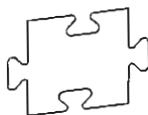
Pieces with red dots on them are not to be used in your puzzle. Remove them from your bag of puzzle pieces and set them aside. Some are very tiny — about 1/4 inch square — and you will need to remove them from the inside of puzzle pieces. **DO NOT THROW AWAY ANY RED-DOT PIECES!**

Frequently, puzzle pieces are still attached to red-dot pieces and it's easy to miss them. For now, remove all the red-dot pieces and place them in a safe place, such as a zip-top plastic bag.

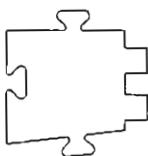


Various types of red-dot pieces

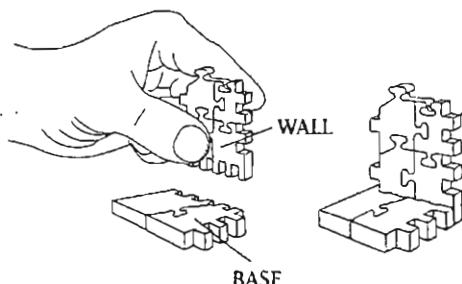
2 Examine the types of puzzle pieces



Jigsaw: These pieces have regular jigsaw cuts and are used in the middle of a wall or base. They are never used to create an edge or corner.



Square: These pieces have square cuts on one or more sides. They "dovetail" with pieces having the same type of edge to form an angle when they connect. These pieces create your puzzle's corners and are what make your Puzz-3D three-dimensional! A corner can be formed by connecting a base to a wall, a roof to a wall or a wall to another wall. See illustration.



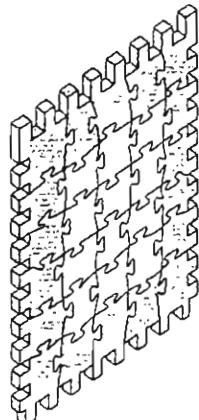
Straight edge Curved edge

Edge: These pieces have one or two straight or curved edges. The outside edge of the base of your puzzle is made up of these, but they can also create an edge of another section, such as the top of a wall.

Decorative: The remainder of your pieces are decorative and are usually added at the end to complete your puzzle. An example would be the top of a tower.

3 Assemble the sections

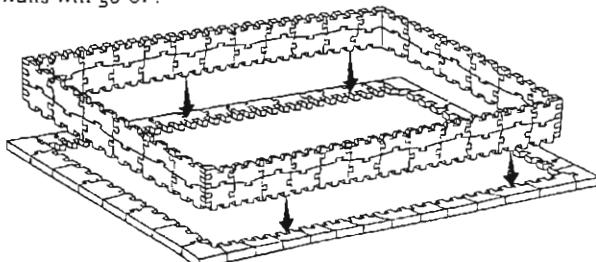
Sort pieces according to color and design, then assemble them to form flat sections of your puzzle. Since your Puzz-3D is made from foam, it's much easier to mistakenly fit the wrong pieces together than it is with cardboard! When connecting pieces, be sure the artwork on the two pieces matches perfectly. Look for subtle color, shade and design differences between pieces. In most cases, a finished section will have its perimeter entirely made up of square cut pieces, as shown here. Some sections, however, may have one or more sides that are straight or curved.



A completed section with square cut pieces in gray

4 Think vertical!

Remember, your puzzle is not just a *picture* of a landmark, but a dimensional model of it! The inside will be hollow. The vertical walls attach to the horizontal base wherever each side consists of square cut edges. The base will be flat and the walls will go UP!



A sample of a base and wall