FANDOM MONOPOLY

Natalie Chin
December 7, 2015

Object/Equipment/Preparation

The Object Of The Game: The object of this game is to get rich with galleons.

Equipment for The Game: You will need a monitor to see the game board. You will require a keyboard to enter your name, and sufficient RAM and hard disk drive space depending on how long you would like to play. Under normal circumstances, you will require about 2 GB of RAM.

Preparation: As you are playing on a Com Pewter, the most you'll have to do is open the file and run it! We will set up all your galleons and make sure you all get 2000 galleons each and we will take care of all the properties.

Roles in Playing the Game

The Com Pewter will be your banker unlike a game if you were to play it with other people.

We will make sure that you are know who will lose points and who will gain points with a frame popping up letting you know.

Our bank will never run out of money unlike a paper game. You will have no need to draw new paper money as this game is entirely electronic.

Playing the Game

Click on "roll die," and the die will tell you where you have landed.
If you land on a property which you can purchase, hurray. Click yes if you'd like to purchase it, click no if you don't. The program will then tell you how much money you have left in your Gringotts Account.

If you pass go, the Gringotts Account will automatically provide you with 200 galleons. If you land on St. Mungos, there will be no penalty because you are just visiting someone in the hospital. If you land on the Tavern, the program will give you the amount of money in the pot from room of requirement cards and camelot tax. After the user or the com pewter picks up what is in the tavern, it restarts to 0. If you land on "Go to St. Mungos," unlike the real monopoly, you have no choice of waiting in 'jail' for three turns. So right when you get in, you must pay 50 galleons to get out.

Unlike the real game, there are no houses and hotels in this program. However, if the "Com Pewter" lands on your property for the first time, the rent will stay the same. However, for the second time, the rent will double. If the "Com Pewter" land on it for a third time, the rent will triple. And lastly, if the "Com Pewter" lands on it for a fourth time, the rent will quadruple. This will be the last time it goes up.

If you would like to enlarge a property, simply do so by clicking it. The numbers at the bottom represent how much the rent is, and whether it is owned or not. This is only seeable in properties which can be bought.

You do not have to wait for the Com Pewter to go, in fact, right after your turn, the com pewter will automatically take its' own turn. The program will let you know what card the Com Pewter has picked up from Room of Requirement, and/or whether the Com Pewter has landed on your property, or purchased a property.

If you would like to find out which tile you are in a game, press "Where am I?" beside the "Roll Dice" button. This will tell you were the Com Pewter is located and where you are located.