Game's rules

THE UNIVERSITY VERSION OF THE MOST FAMOUS BOARD GAME

FOR PLAY:

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

PREPARATION:

For play are needed from 2 to 6 players, in base on the number of players in game the amount of money and the initial properties are distributed as follows:

- **2 players: $8750 and 7 properties each.**
- **3 players: $7500 and 6 properties each.**
- **4 players: $6250 and 5 properties each.**
- **5 players: $5000 and 4 properties each.**
- **6 players: $3750 and 3 properties each.**

Any property attributed to the player will decrease his/her capital by the price of that contract.

THE PLAY:

At each player's turn the player must throws dice to go on, and his/her token will move along the game board. When the movement is end eh player will have different options:

He/she can buy the properties where he/she falls on, or he/she will pay a rent if the property is in posses of another player, or again, he/she will pay a tax or do an something decided by an "Unexpected/Probability" card.

If the player makes double dice, he will have to throws the dice again, after moving; if a player do this three time in the same turn he/she will go in **jail!**

"GO"

Each time a player's token lands on or passes over GO, whether by throw of the dice or by drawing a card him/her gains a $200 salary.

The $200 is paid only once each time around the board. However, if you pass GO on the throw of the dice and land two spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and you draw the "Advance to GO" card, you collect $200 for passing GO the first time and another $200 for reaching it the second time by instructions on the card.

BUYING PROPERTY

Every player could buy a property, but only if it is not owned by any other player and only if the player is in the same position of that property on the game board.

If a player refuses to buy the property it will be auctioned, in this case each player could get ownership of that mortgage. In fact, each player will do a bet and the major receives

the title deed (Obviously if a player doesn't have money he will not be able to make any credit).

HOUSES, HOTELS & RENTS

A player who owns a mortgage has the right to collect the rental money from any player who ends up on it, the double if the owner own all contract of the same colour (only land).

When you own all the properties in a colour-group you may buy houses from the Bank and erect them on those properties. The price of each houses and hotels of any property is written on the property's card; for each house on the property the rent will increase, and the owner will be able to get richer more and more!

The maximus form of capitalism is the hotel, more than that a player will not be able to go.

Unlike the original version, which provided for a limit of houses for reasons, ehm, physical, this version allows the construction of all possible houses and hotels.

Contract worth 100 $	
VIALE MONTEROSA	
RENT	6 $
With 1 House	30 $
With 2 Houses	90 $
With 3 Houses	270 $
With 4 Houses	400 $
With HOTEL	550 $
House cost	50 $
Hotel cost	50 $
Mortgage value	50 $

TRADING

In any moment of his/her turn a player can trade, with the others, his/her properties and/or money. Obviously, the players will have to figure out from themselves whether it is a profitable trade or not. Warning! When a trade is performed, the buildings on it are automatically removed!

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 card.

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 the 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.

JAIL & FREE PARKING

You will go 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 throw doubles dice three times in a row.

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 is 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" and incur no penalty, you will move ahead in the usual manner on your next turn.

You get out of jail by:

1) throwing 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 throw; 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.

A player landed on a 'Free parking' space does not receive any money, property or reward of any kind. This is just a "free" resting place.
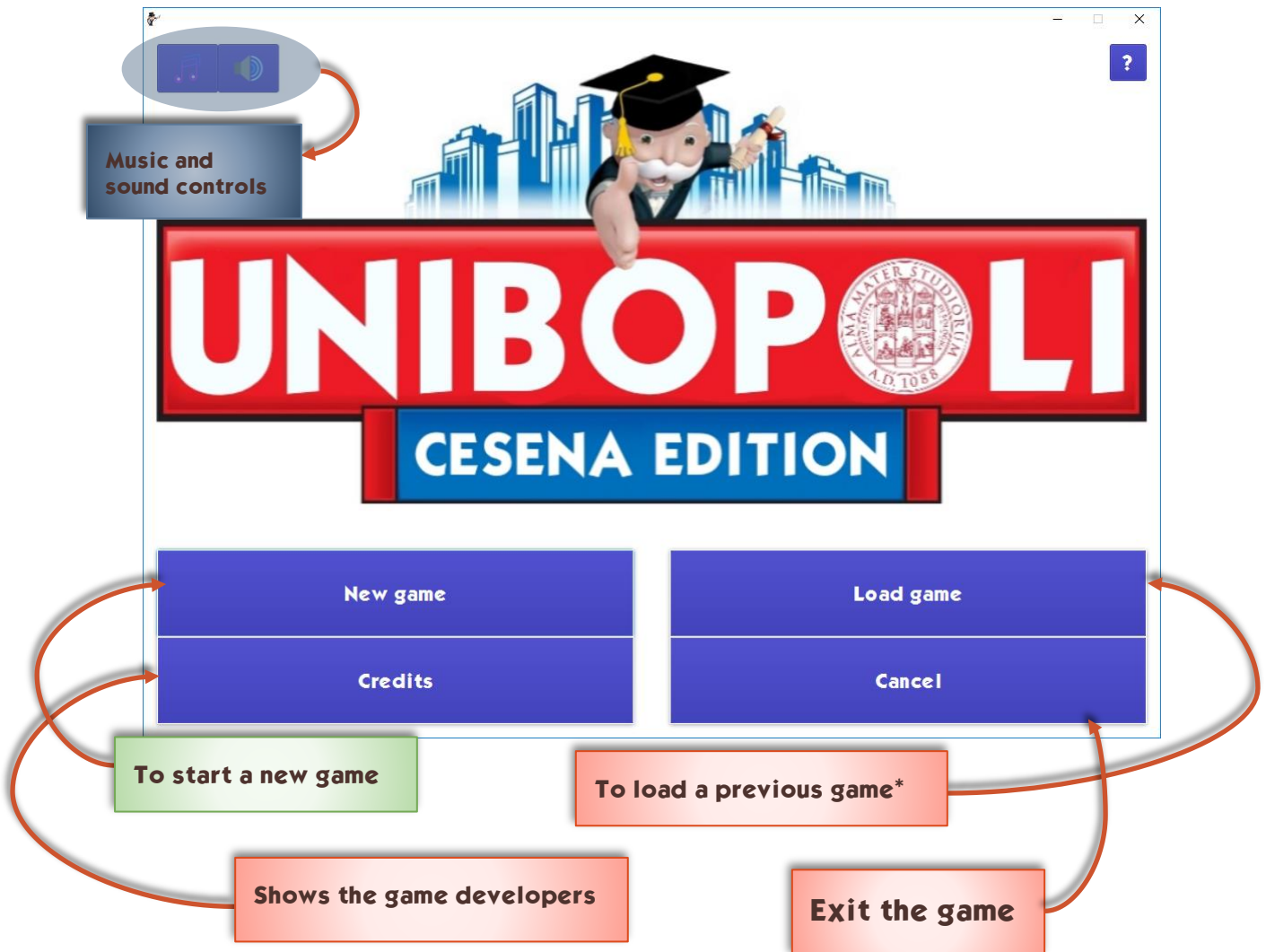
BANKRUPTCY

If a player is not able to pay a fee or a rent, he/she will be forced to mortgage some of his properties; If not even in this way he/she will be able to pay the full amount he/she will declare bankruptcy and exit the game and all his/her property will be auctioned.
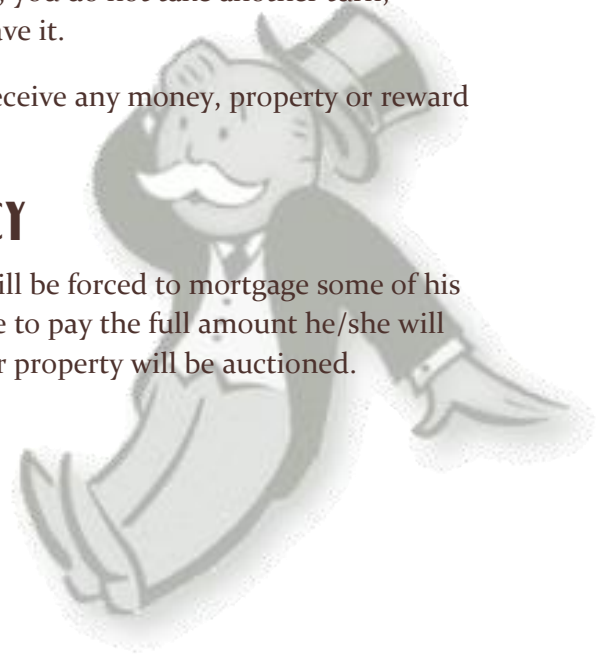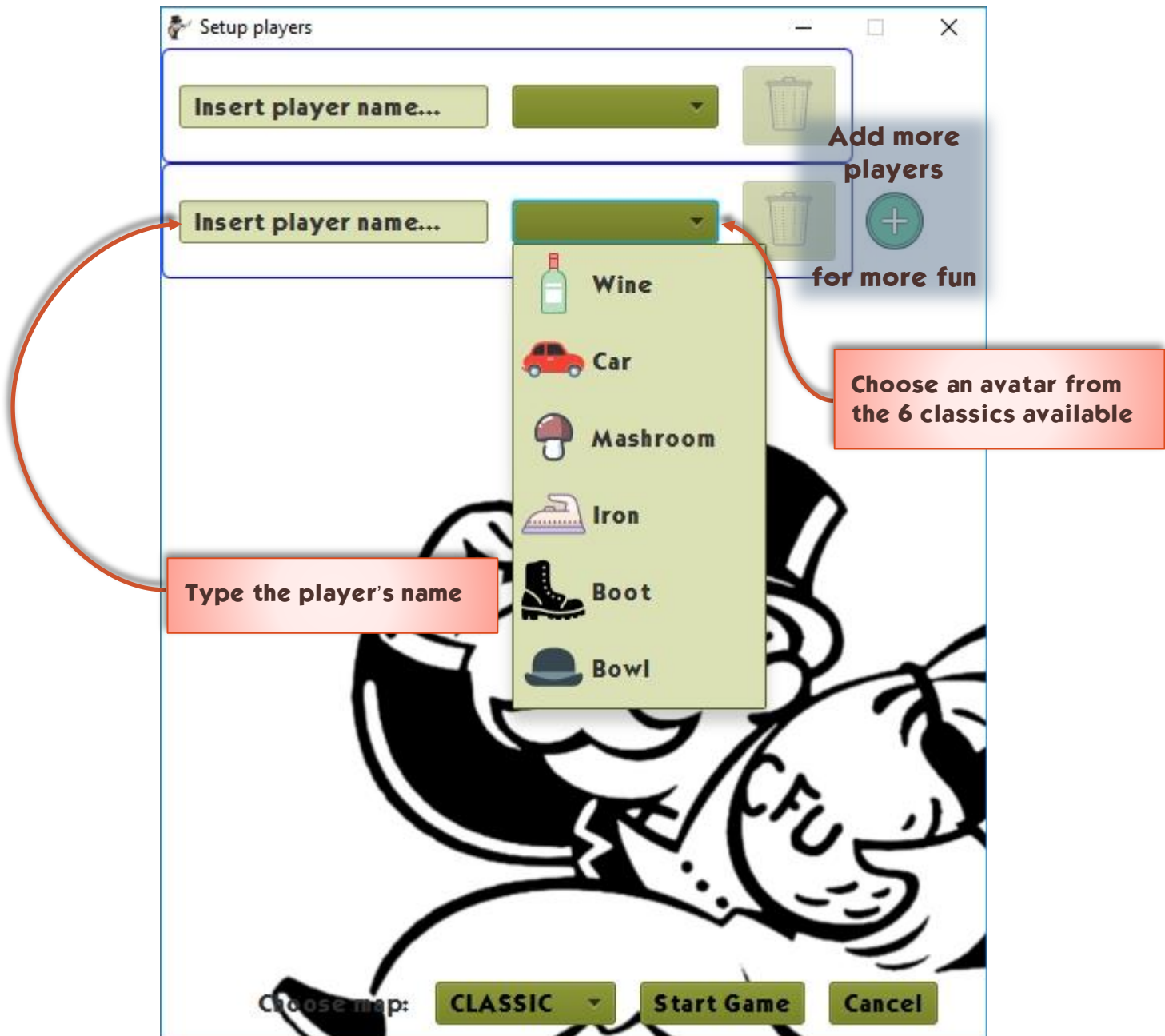
INSTRUCTIONS:

MAIN MENU

This is the first screen that will be shown to when you lunch the application:
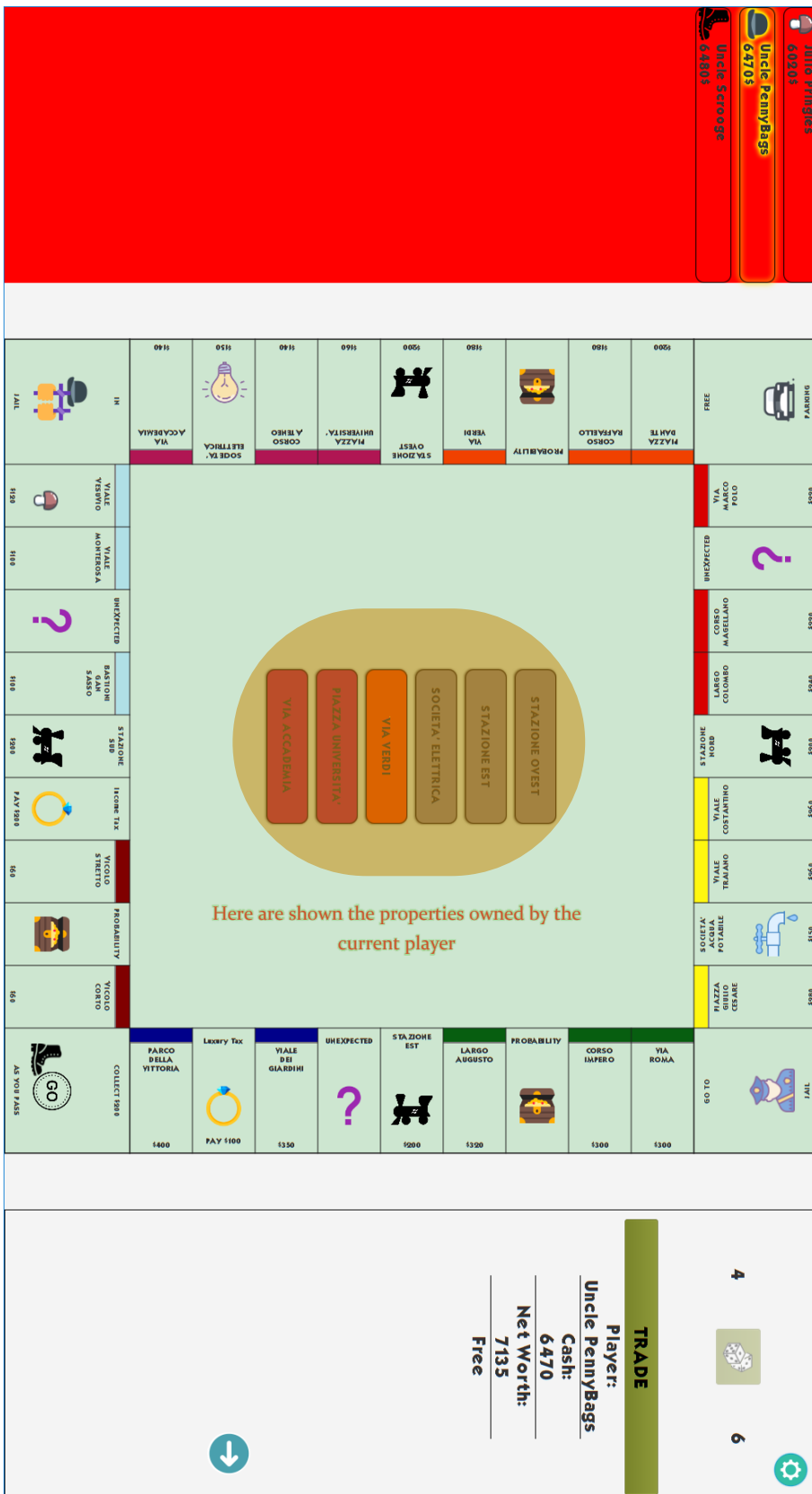

*To load an old saved game, you will have to search for an '.ubp' file on your PC

SETUP PLAYERS

This screen is dedicated to the choice of the name and the icons of each player, the rest of the preparation will be done automatically.


Add more players

for more fun

Choose an avatar from the 6 classics available

Type the player's name

BOARD GAME SCREEN

Julio Pringles 6020$

Uncle PennyBags 6470$

Uncle Scrooge 6480$

Here are shown the properties owned by the current player

VIA ACCADEMIA

PIAZZA UNIVERSITA'

VIA VERDI

SOCIETA' ELETTRICA

STAZIONE EST

STAZIONE OVEST

JAIL — IN

VIA ACCADEMIA $140

SOCIETA' ELETTRICA $150

CORSO ATENEO $140

UNIVERSITA' PIAZZA $160

STAZIONE OVEST $200

VIA VERDI $180

PROBABILITY

CORSO RAFFAELLO $180

PIAZZA DANTE $200

FREE

PARKING

VIALE VESUVIO $120

VIALE MONTEROSA $100

UNEXPECTED

BASTIONI GRAN SASSO $100

STAZIONE SUD $200

PAY $200

VICOLO STRETTO $60

PROBABILITY

VICOLO CORTO $60

COLLECT $200 — AS YOU PASS

GO

Income Tax

PARCO DELLA VITTORIA $400

Luxury Tax — PAY $100

VIALE DEI GIARDINI $350

UNEXPECTED

STAZIONE EST $200

LARGO AUGUSTO $320

PROBABILITY

CORSO IMPERO $300

VIA ROMA $300

GO TO — JAIL

PIAZZA GIULIO CESARE $280

SOCIETA' ACQUA POTABILE $150

VIALE TRAIANO $65

VIALE COSTANTINO $65

STAZIONE NORD $200

LARGO COLOMBO $240

CORSO MAGELLANO $220

UNEXPECTED

VIA MARCO POLO $220

TRADE

Player:
Uncle PennyBags
Cash:
6470
Net Worth:
7135
Free

4   6

that's the main screen, like the monopoly's board the whole game will take place here.

RIGHT & LEFT PANE

In the red left side are shown all players in game, with the money held by each player, the glowing name is the player in turn, the succession of the players follows the graphical representation. Positioning the cursor on a player will be possible to view the properties owned by him/her.
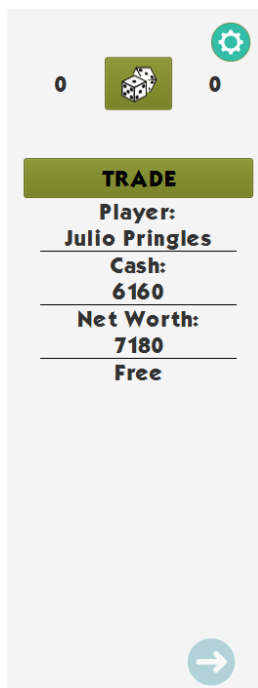
In the right side are shown the button to throw the dice (the results will be shown in the right and left space next to the button). Immediately below the button that allows the current player to make trade with another player.

Below that is possible to see many information about the player; like the name, the cash of the player, the all capital (result of the sum of: all his/her money, the **mortgage's value** of all his/her properties and the half price of each his/her houses) and the last one signal if the player is in jail or free.

The setting button (the big gear) allows access to the control of music and sounds and the possibility to save the game.

The last button, in the bottom of the panel, will end the turn, but only if the player has correctly thrown the dice, if a player goes to jail the turn will end automatically.

If a player is in jail that button will change image for permit the player to pay the fee for exit from the jail.

Anyway, many buttons that may have doubtful meaning have tooltip on it.

DIALOGS FOR INTERACT WITH THE GAME:

This dialog allows to see the information about the interested property, like the rents, the mortgage, and the building's prices; and again, the owner, the status (if it is mortgaged or not) and the number of buildings.

To buy the property if the player is in the right position

To mortgage the property

To add and remove buildings

Chosen properties

This is the **TRADE DIALOG,** as you can guess from the name, this dialog allows the players to trade money and properties. To use it you have to choose the player who want to make the exchange, by using the combobox in the top right corner, then you have to select (by clicking on) the properties that you want to trade and you have to type also the quantity of money that you desire to exchange. The selected properties change their colour to grey

The **AUCTION DIALOG** allows to start auction in case of a player that refuse to buy a property or if a player lose the game (can't affords a payment).

In this screen, the left side shows the property on auction, while in the right pane all the players will write a secret number that represents their own bet; obviously the highest bet will win the card. In case of two player entered the same value, the auction will restart again and again, until a player turns out to be the winner.

This is the last screen and serves to force a player to reach a certain amount by **mortgaging** his property in order to make a mandatory payment (such as a rent or a fee).

The game will pause totally until the player doesn't reach the value under "Minimum expense"; under the text "Accumulated money" are shown the money collected by the player mortgaging his/her property. Obviously if a player cannot afford a payment will be not shown this window, but the player will directly lose the game.

That's all! We hope you will enjoy the game!