USER MANUAL
Monopoly board game

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MONOPOLY

Ages 8+
2-5 players (including AI's)

Object: The object of the game is to become the wealthiest player through buying, renting, and selling property. Last player standing wins.

Preparation/Initialization: To start the game, you must first decide how many users and AIs are going to be playing and input each user player's name into the slots given. **The game does not start until all names are set**. The player that enters his or her name first will be the starting player. Each player will start with $1500, positioned at GO with a token set. Each token name is according to the order of play for each user (i.e P1, P2...P#). As for AI, each token is labeled as AI1, AI2...AI#.

AI GamePlay

When it reaches an AI's turn, they will roll and move around the board. Purchase locations on the board if possible, and act accordingly if landed on a location owned by itself or other players. If in jail, the AI will attempt to roll doubles. If 3 turns go by not rolling doubles, they pay the fee and continue to play if possible.

Rules

THE PLAY (for each user):

Each player will have an initial choice to roll, pass or quit their turn.

If a player rolls the game, the token will move the number of spaces that the dice roll indicates. When a player lands on any property that is not currently owned by a player, they are given the option to buy the property/ If

the property is already owned, the player will be forced to pay rent to the player who owns said property.

At any point during a player's turn they can hit the pass button, this will allow them to pass their turn and the game will move on to the next person in the order.

If any player gets doubles on a roll they will be able to roll for a second time.

If a player quits the game or is bankrupted, all properties (if any) owned by the player are back on the market and the player is out permanently.

The Game continues until only one player is left.

GO
Each time a player passes GO during their turn, the game will award them with 200 dollars, this payment is paid only once each time around the board.

BUYING PROPERTY
Whenever a player lands on an unowned property, you are given a prompt and the option to buy said property at the price given to you. If bought, this will put the property into the player's ownership.

BUYING AND SELLING HOUSES
When a player has purchased property at any point during their turn they may buy or sell houses on the property. Each property holds four houses or 1 hotel, with each house bought the rent of the property will increase. This means that anyone landing on a property with housing will have to pay more. When a player selects to buy housing a window will appear asking for what property and how many they would like to buy.

PAYING RENT

When a player lands on a property owned by another player, the owner collects rent from the player in accordance with the rental cost for each property.

LUXURY TAX

There are tiles around the board that will make the player pay a luxury tax. This means that when a player lands on any one of these spaces they are forced to pay the amount based on the Tax. This money will go to the center pot.

FREE PARKING

When a player lands on free parking they will be rewarded with all of the money that is inside the center pot.

JAII:

When a player lands on Jail, this means that said player is visiting the Jail and this does not stop them from playing and only acts as an empty space. However, if any player lands on the "Go To Jail" space, they are sent directly to jail and do not collect 200 if they pass go in doing so. To get out of jail, a player must either roll doubles in the next three turns or pay a fine of 50$ to get out of jail. Failing to roll doubles in the next three turns results in automatic payment of $50.

** IMPORTANT **
FREE PASSES

Due to not implementing Chance and Community chest, they are just Free passes as indicated in the prompt pop-up. However, the board shows otherwise.