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Monopoly Rule Guide

Objective: The objective of the game is to be the wealthiest player in the game through buying and renting. In other words, you have to be the only player left with money in the game.

Materials: The virtual board, 2 die (Maximum value of 12), Tokens (Your Representative Pieces)

Preparation: Each player is already given \$1500 to start with. The players are you and the 3 AI in the terminal.

How to Start:

1. Clone into `git@github.com:BrianKang123/Brianiacs.git` in your terminal
2. Cd into Brianiacs.
3. Run `javac Woo.java`
4. Run `java Woo`

How to Play: First, run the game itself by following the steps on how to start. Each turn, the game will tell you what turn number it is and your current balance. Then, it will tell you what number you rolled on the die, leading to the tile number you land on and the name of the tile. Pick an option and follow accordingly. Repeat this progression till a single player is the last player standing. The following alternatives are listed below:

1. There will be a description of who owns the property whether it be unowned, you own it or someone else owns it. You will be asked 4 different options on how to approach this tile.
 1. The first option allows you to purchase property by entering "yes" in the terminal.
 2. The second option allows you to just stay idle on the tile by entering "no" in the terminal.
 3. The third option allows you to find out more information about your property by typing "info" in the terminal.
 4. The fourth option allows you to find what property you have purchased so far in this game.
2. Another alternative is that you will end up on a jail tile and end up losing a certain amount of turns. Keep in mind that your turns pass AFTER the turn you enter jail.
3. Another alternative is landing on a Chance spot or a Community Chest Spot. Both will give you a new opportunity at gaining more money or you may end up losing some money.
4. You have a small chance of landing on a Just Visiting tile in which nothing happens.
5. If you are bankrupt, the game ends and you lose. Better luck next time!

Things to keep in mind:

- This is an EDITED version of the original game.

- Houses are not implemented in the game.
- There are no sets for the properties, which means each property is unique. There are no auctions, houses and hotels as well.
- The game ends only if you lose, the AI don't get to see if they win.