

Monopoly

JAIL	Uneda Bookshop \$200	Uncle Larry's Desks \$200	Manganificent \$200	Byrne's Brilliant Bazaar \$200	FREE PARKING
Eyre Square \$100					Menlo Park \$300
Shop Street \$100					Redmond \$300
Spanish Arch \$100					Cupertino \$300
Old Long Walk \$100					Mountain View \$300
GO	The Hub \$400	Engineering \$400	IT \$400	The Concourse \$400	GO TO JAIL

David Byrne's Simplified Monopoly

I implemented a text version of the popular board game Monopoly using C. Although most of the rules will be recognised by anyone who has played Monopoly before, I have decided to write out some of the more unusual aspects of my version here.

- There is no Community chest or chance in the current version.
- The only way to get sent to jail is to land on the "GO TO JAIL" tile. When you're in jail, the only way to get out is to wait 3 turns. There is no "get out of jail free" card or an option to pay bail in my version.
- You can't build houses or hotels
- You don't get extra rent if you own a group of similar properties (Ironically this means I've left out this type of asset monopoly from my Monopoly)
- Rent is fixed at 25% of what the property was bought for.
- There are no auctions for buying properties, everything has its price and it can only ever be bought at this price.
- You can only sell properties when it's necessary to pay rent, you can't sell them on a whim.
- When you sell a property, you only get back half of its original price. This is to reward the players who don't go on an all-out spending spree, only to be caught out later.

- There are only 16 properties to buy.
- The overall winner is determined by who has the highest combined worth (cash in hand + price of each property owned) at the end of the game.
- Where more than one player went bankrupt, the player who went bankrupt later is placed higher.
-