|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| JAIL | Uneeda 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.