

SYSC3310 Lab Group 16

User Manual

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1. Using the terminal, navigate to the location of the .jar file, or open a terminal window from that location.
2. Run the command: `java -jar Monopoly.jar`
3. Once you the game file running, you will be welcomed by a question ask you to select how many players will be playing, enter an integer from 2 to 6 players.
4. Typing QUIT will quit the game for all players.
5. Once you have specified how many players will be playing the game, please enter the names of each player into the game.
6. The game will start with player one who will be asked to either roll the dice (ROLL command) or check their state (STATE command) which will print out which tile they are on, their available balance, owned properties, utilities, and railroads.
7. Once you've rolled you will land on a given property, you now have the choice to buy the property, the game will list the name and price of the landed property.
8. Depending on your choice the property will now be owned by you or not, whichever the case, that players turn is now over.
9. Once the dice has been rolled by the player and they decide to buy the property, the player is able to pass their dice over to the next player (PASS command).
10. If a player lands on an owned property, the game will inform you that you must pay the owner of the property for staying on their tile. Your turn is then over and will be asked to check your state and then pass the dice over.
11. Once a player goes bankrupt their owned tiles go back up for sale for the remaining players to buy once that tile is landed on.
12. The winner is decided when there is 1 player left, meaning that all other players have gone bankrupt.