

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 if you would like to load a game or start a new game. If you do not want to resume a previous game, select new game.
4. The next question the game will ask you is which version would you like to play; the options are US Monopoly, UK Monopoly, and Canada Monopoly. Please press one of these buttons.
5. You now get to select how many players will be playing, enter an integer from 2 to 6 players.
6. You will then be asked if you would like any AI players to join, the maximum number will be 6 – minus the number of players you have input.
7. Once you have specified how many players and AI players will be playing the game, please enter the names of each real player into the game.
8. The game will start with player one who will be asked to either press Roll, Purchase Houses, save your game or Check Your State which will print out which tile they are on, their available balance, owned properties, utilities, and railroads.
9. The Purchase Houses option gives a player who owns a set of properties the opportunity to build houses on those properties if they can afford to do so. Building houses on properties increases the rent other players must pay when landing on the property.
10. Once you've pressed Roll 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.
11. Based on your choice the property will now be owned by you or not, whichever the case, that players turn is now over.
12. 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 by pressing the Pass Turn.
13. 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 or pass the dice over.

14. However, if a player has rolled doubles, they may go again up to a maximum of three turns. If a player rolls doubles three time they will be sent to jail.
15. To escape jail, the player in jail has the chance to roll doubles or pay a bail of 50\$ to escape. The player only has three chances to roll doubles, then they must pay the bail.
16. When a player makes a full rotation around the board, they will be reward with 200\$ and a pop up will display this, just hit the 'OK' button.
17. When it is an AI players turn their turn action will be displayed along with their state. When you are done reading the actions that happened on the AI players turn click the 'Pass Turn' button.
18. 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.
19. The winner is decided when there is 1 player left, meaning that all other players have gone bankrupt.