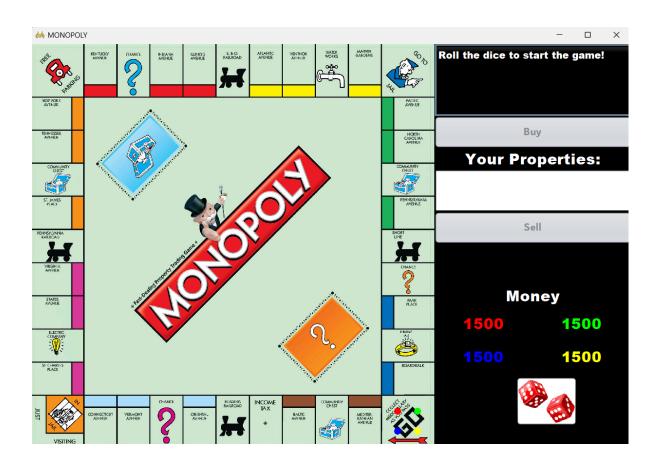# HOW TO PLAY

At the beginning of the match you will see a window with the monopoly board already set to play. First a quick introduction to the game.

The tokens represent the players, there is a maximum of 4 and a minimum of 2 players, the goal is to achieve the maximum amount of cash as possible and not end up in bankruptcy. Each player's cash will appear with a number that will match the color of the token, the way we can check to which player does the token belong is by looking at the turn at the top where the alias will match the color of the token.

We can start the game in the order in which the users have been selected.

All players start with the money that has been configured before starting the game and by clicking the dice button they can start moving between 1 - 12 per turn.

Once a player hits the dice, their turn starts, first their tokens move to the corresponding cell moving the number they got on the dice. The cells you can land on have several possibilities:

Property: If you land in a property cell that isn't owned by another player, you decide to buy it or not, otherwise the rent is automatically paid to the corresponding player. Since the goal is to avoid going bankrupt, you must balance between getting properties but having enough money to pay if you land on another player's property.

Train station: This cell works similar to the property, but if one player owns multiple train stations all stations rent price increments according to the amount of stations they own.
● 1 station: rent=25
● 2 station: rent=50
● 3 station: rent=100
● 4 station: rent=200

For example, if player A lands on a train station that is owned by player B, and player B owns 3 stations in total, the rent is 100.

Utility: Utility cells also work like property cells, there are two of these in total. You can buy them but the rent depends on a specific factor. The player that lands on a claimed utility has to roll a number (from 1 to 12) by hitting the "Roll!" button, the result is then

multiplied by 4 if the owner just owns one utility and by 10 if they own both utilities. The rent equals the product of said multiplication.

For example, if player A lands on a utility that is owned by player B, and player B owns both utilities, and they roll 7, the rent is 7*10=70.

Tax: The tax cells take a certain amount of money from the player that lands on them and gives it to the bank (it disappears).
- Income tax: 200
- Luxury tax: 100

Free parking: Just free parking, nothing happens when you land on this cell.

Go: This cell is the point where every token starts at, every time you pass over this cell, the bank gives you 200.

Go to Jail: If you land on this cell you are sent to Jail, when inside the Jail you cannot move, but you have two options, you can either wait 3 turns inside the Jail, or pay 50 to get out.

Jail: The Jail cell doesn't do anything on its own, but if your token gets into Jail (displayed with two diagonal gray rows) Jail mechanics are applied, otherwise you are just visiting.

Community Chest: When you land on this cell you get one case out of 7 possible cases:
- You advance to Go (Collect 200)
- Bank error in your favor. Collect 200

- Doctor's fee. Pay 50
- From sale of stock you get 50
- Go to Jail. Go directly to jail
- Holiday fund matures. Receive 100
- Income tax refund. Collect 20

Chance: When you land on this cell you get one case out of 7 possible cases:
- Advance to Boardwalk
- Advance to Go (Collect 200)
- Advance to Illinois Avenue. If you Pass Go, collect 200
- Advance to St. Charles Place. If you Pass Go, collect 200
- Advance to the nearest Railroad. if unowned, you may buy it from the Bank. If owned, pay the rental
- Advance to the nearest Utility. if unowned, you may buy it from the Bank. If owned, pay the rental
- Speeding fine, pay 15

When a player loses all their money (0 or lower) they lose the game, all their properties are removed from the game and are free for other players to buy. For a player to win, they have to be the only one remaining on the board.