

# Monopoly Ancient Rome Edition

Monopoly – Ancient Rome Edition

Java Application version 1.01



# Monopoly Ancient Rome Edition

## Table of contents:

• Installation / Setup	Page	3
• How to play	Pages	4-9
○ Winning	Page	4
○ Movement	Page	4
○ Player Turn	Page	7
○ Board Space	Page	7
○ Property Management	Page	9
• References and credits	Pages	10-13
• Known bugs and issues	Page	14

# Monopoly Ancient Rome Edition

## **Installation**

This is a Java game, and will need to have Java installed to operate.

Java is available from Oracle's website here: <https://java.com/en/download/>

Alternatively, you can use the "jxpiinstall.exe" file distributed with this software, if you are using a Windows Operating System.

Once you have Java installed, you are ready to extract and run the game.

This game is contained entirely within "Monopoly Roman Edition.jar" file. Extract the JAR file from the included Team3.zip file to a desired location, and open "Monopoly Roman Edition.jar".

Java JAR files are portable executables, which can be run without running a typical software installation. The portable executable can be run from anywhere that allows writing to the where folder it is located.

# Monopoly Ancient Rome Edition

## **Winning:**

The object of the game is to have the most money compared to any other player by buying and renting property (Parker Brothers, 1995). The game will end when any player reaches 0 remaining funds. The winner is the player with the most money at that point.

## **Movement:**

### **Rolling Dice and moving your token:**

Your turn will begin with the ability to roll the dice and move your token to a new space on the board. Click the “Roll Dice” button near the top-center of the screen to begin your movement, and the game will automatically move your token to the correct space.



The dice result will show on the screen like this:



Any card that sends you to a specific place on the board is reached by moving clockwise, as normal. You will never move backwards. This could force you to go past Rome and collect \$200.

### **Doubles:**

If you roll Doubles, you will be able to roll again. However, if you roll doubles to get out of The Arena, you do not get to roll again. If you roll doubles a third time, you will be sent to The Arena without passing Rome.

### **Passing or landing on Rome! :**

The moment your token touches Rome, you will automatically receive \$200. If you happen to land on Rome, you will receive \$200 at that point. However, you will not receive another \$200 for leaving Rome after landing there. If a chance card sends you back to or through Rome, you will receive another \$200. Chance card movement is always clockwise.

### **Landing on The Arena:**

When you land on The Arena, you are there to simply “See a battle” and nothing happens. You will be free to move on your next turn.

### **Landing on “Go To The Arena”:**

## Monopoly Ancient Rome Edition

When you land on the “Go To The Arena” space, you must go to participate in The Arena. Your turn immediately ends, and you will remain in The Arena until you escape. See “Board Space - The Arena” for more information about The Arena.

### **Landing on Unowned Property:**

When you land on property that has not yet been purchased, you will be given the choice of purchasing it from the bank at the cost shown on the board.



Press the Purchase button to purchase the property.

### **Landing on other's owned property:**

When you land on property that has already been purchased by another player, you will need to pay them rent. This rent will change depending upon many factors. If the property is currently under Mortgage, no rent is due. If the owner has all of the properties for that section or color, the price will be doubled. A Villa or Pantheon will also increase the price of rent. This amount will automatically be deducted from your total funds. If you do not have enough money, you will be prompted with options to acquire the necessary funds. If you have no way of acquiring additional funds, you have gone bankrupt and lost the game.

### **Landing on Property you already own:**

If you already own the space you land on, you pay no rent. You can finish your turn as normal.

### **Landing on other's owned VIA:**

There are 4 VIAs in this game. The amount of rent due for landing on a VIA owned by someone else will change depending upon how many VIAs that player owns at that time. Rent is as follows: 1 owned - \$25, 2 owned - \$50, 3 owned - \$100, 4 owned - \$200. There are no Villa or Pantheon upgrades for railroads.

## Monopoly Ancient Rome Edition

### **Landing on other's owned Utility:**

There are two utilities in this game, the Aqueducts or the Sewers. They can be purchased and mortgaged like any other property. However, they do not have Villas or Pantheons. Rent on a utility is paid by multiplying the die roll by 4 if the owner has just one utility, and multiplying by 10 if he or she has both. This is the die roll that forced the player to land on a utility, and will automatically be calculated and transferred.

### **Landing on Chance:**

When landing on Chance the top card of a shuffled Chance Deck is shown to the player. Whatever the card says must be done immediately. If the card directs you to go to a specific space and you pass or land on Rome moving clockwise, you will receive \$200 for passing or landing on Rome. However, if the card says to go to The Arena, as stated on the card, you will not collect \$200 for passing Rome.

### **Landing on Community Chest:**

When landing on Chance the top card of a shuffled Chance Deck is shown to the player. Whatever the card says must be done immediately. If the card directs you to go to a specific space and you pass or land on Rome moving clockwise, you will receive \$200 for passing or landing on Rome. However, if the card says to go to The Arena, as stated on the card, you will not collect \$200 for passing Rome.

### **Landing on Citizen's Tax:**

Landing on this space will automatically deduct \$100, which is paid to the bank.

### **Landing on Render Unto Ceasar:**

Landing on this space will automatically deduct \$200, which is paid to the bank.

### **Landing on Free Market:**

Landing on this space cost no rent, and forces no additional actions. You can finish your turn as normal.

# Monopoly Ancient Rome Edition

## **Player Turn**

### **Begin movement:**

Your turn will begin with the ability to roll the dice and move your token to a new space on the board. Click the “Roll Dice” button near the top-center of the screen to begin your movement, and the game will automatically move your token to the correct space. Any card that sends you to a specific place on the board is reached by moving clockwise, as normal. You will never move backwards. This could force you to go past Rome and collect \$200.

If you roll Doubles, you will be able to roll again. However, if you roll doubles to get out of The Arena, you do not get to roll again. If you roll doubles a third time, you will be sent to The Arena without passing Rome.

### **Landing space decisions:**

When you land on a space, you will need to take the appropriate action for that space. Please refer to Movement and the specific space for more detail.

### **Property Management:**

There are many property management options depending upon what you and others currently own. Please refer to specific actions in the Property Management section of the Help Menu.

### **End Turn:**

When you are ready to end your turn, click the End Turn button near the *bottom right*.

## **Board space**

### **General:**

Where you land on the board will change the options that appear to you on this turn. For information about a specific space, please refer to the user manual or help – board space section. Choose the type of space from the help menu for additional help.

### **The Arena:**

If you land on The Arena, you are just watching a battle. You will not pay rent or fees, and you can finish your turn as normal. You can continue your next turn as normal as well.

## Monopoly Ancient Rome Edition

However, if you are sent to The Arena, you are stuck inside and end your turn immediately. You also do not collect \$200, even if you pass Rome to get to The Arena.

You will need to roll a double (both dice roll to the same number) in order to be released free of charge. If you fail to roll a double on your first or second attempt, you will end your turn without moving. Upon a third failed attempt to roll a double, you will pay \$50 to be released from The Arena.

When you are released from The Arena, you will move the number of spaces that you rolled. If you rolled doubles to get out, you will not roll again.

### **Citizen's Tax:**

Landing on this space will automatically deduct \$100, which is paid to the bank.

### **Render unto Caesar:**

Landing on this space will automatically deduct \$200, which is paid to the bank.

### **Utility – Aqueducts or Sewers:**

There are two utilities in this game, the Aqueducts or the Sewers. They can be purchased and mortgaged like any other property. However, they do not have Villas or Pantheons. Rent on a utility is paid by multiplying the die roll by 4 if the owner has just one utility, and multiplying by 10 if he or she has both. This is the die roll that forced the player to land on a utility, and will automatically be calculated and transferred.

### **VIA's:**

There are 4 VIAs in this game. The amount of rent due for landing on a VIA owned by someone else will change depending upon how many VIAs that player owns at that time. Rent is as follows: 1 owned - \$25, 2 owned - \$50, 3 owned - \$100, 4 owned - \$200. There are no Villa or Pantheon upgrades for railroads.

### **Chance:**

When landing on Chance the top card of a shuffled Chance Deck is shown to the player. Whatever the card says must be done immediately. If the card directs you to go to a specific space and you pass or land on Rome moving clockwise, you will receive \$200 for passing or landing on Rome. However, if the card says to go to The Arena, as stated on the card, you will not collect \$200 for passing Rome.



# Monopoly Ancient Rome Edition

## **Community Chest:**

When landing on Community Chest the top card of a shuffled Community Chest Deck is shown to the player. Whatever the card says must be done immediately. If the card directs you to go to a specific space and you pass or land on Rome moving clockwise, you will receive \$200 for passing or landing on Rome. However, if the card says to go to The Arena, as stated on the card, you will not collect \$200 for passing Rome.

## **Property Management**

### **Purchase property:**

When you land on property that has not yet been purchased, you will be given the choice of purchasing it from the bank at the cost shown on the board. Use the Purchase button to do so.

### **Mortgage your property:**

A property can be mortgaged if you cannot afford rent of any other payment due. You cannot mortgage a property that currently has Villas or a Pantheon. You will first need to Downgrade the property group to an unimproved state, which may provide the funds you seek without a mortgage.

The bank will pay the mortgage amount shown on the specific property card (typically half the original property cost) to the player. While a property is under mortgage, no rent can be collected for that specific space.

### **Pay off your mortgaged property:**

To pay off your mortgaged property, you must pay the bank the mortgage amount listed on the property, plus 10% interest. The Unmortgage button allows you to pay off your mortgage on a mortgaged property.

### **Trading your property:**

Properties can be traded between players. Use the Trade button to begin a trade with another player. Choose the properties you wish to trade and for. Ensure the other player agrees with this trade. You may cancel a trade at any time.

### **Buy property from another player:**

Use the buy button to buy property from another player. The price will automatically be the original purchase price. The property cannot have any improvements on it.

# Monopoly Ancient Rome Edition

## References

### The Original Monopoly Game:

Darrow, Charles B. *Monopoly*. Beverly, MA: Parker Brothers, 1995. Board Game.

### Images:

menu.jpg:

<http://www.atlasobscura.com/articles/ancient-rome-once-filled-the-colosseum-up-with-water-and-staged-epic-mock-sea-battle>  
[http://assets.atlasobscura.com/article\\_images/23730/image.jpg](http://assets.atlasobscura.com/article_images/23730/image.jpg)

board.jpg:

Original Monopoly Board:

<http://koaning.io/monopoly-simulations.html>  
<http://koaning.io/theme/images/monopoly.jpg>

Jail or Arena:

<http://www.clker.com/clipart-11369.html>  
[http://www.clker.com/cliparts/0/f/6/a/11954370221420304073johnny\\_automatic\\_roman\\_coliseum.svg.med.png](http://www.clker.com/cliparts/0/f/6/a/11954370221420304073johnny_automatic_roman_coliseum.svg.med.png)

Chance:

<http://www.supercoloring.com/coloring-pages/countries-cultures>  
[http://www.supercoloring.com/sites/default/files/styles/coloring\\_thumbnail/public/cif/2016/04/spartan-warrior-coloring-page.png](http://www.supercoloring.com/sites/default/files/styles/coloring_thumbnail/public/cif/2016/04/spartan-warrior-coloring-page.png)

Community Chest:

<http://www.supercoloring.com/coloring-pages/countries-cultures>  
[http://www.supercoloring.com/sites/default/files/styles/coloring\\_medium/public/cif/2016/04/gaius-julius-caesar-coloring-page.png](http://www.supercoloring.com/sites/default/files/styles/coloring_medium/public/cif/2016/04/gaius-julius-caesar-coloring-page.png)

Go to Jail or Go to The Arena:

<https://www.pinterest.com/pin/304696731010688055/>  
<https://s-media-cache-ak0.pinimg.com/564x/c2/68/12/c2681277317db043220d7aeaa62761d8.jpg>

Railroads or VIAs:

<http://www.rocamix.com/estabilizacion.php?l=en>

## Monopoly Ancient Rome Edition

[http://www.rocamix.com/images/acueducto\\_romano.jpg](http://www.rocamix.com/images/acueducto_romano.jpg)

### Sewer:

<http://www.sewerhistory.org/photosgraphics/ancient-rome-and-the-roman-empire-800-bce-300-ce/>

[http://www.sewerhistory.org/wp-content/uploads/2014/12/510\\_wemi0254a01479e6f5d-160x120.jpg](http://www.sewerhistory.org/wp-content/uploads/2014/12/510_wemi0254a01479e6f5d-160x120.jpg)

### Citizen's Tax:

<http://www.clipartkid.com/coin-clip-art-for-kids-clipart-panda-free-clipart-images-k07rnR-clipart/>

<http://www.clipartkid.com/images/160/coin-clip-art-for-kids-clipart-panda-free-clipart-images-k07rnR-clipart.gif>

### Free Market:

<https://www.forumancientcoins.com/numiswiki/view.asp?key=life%20in%20ancient%20rome>

<https://www.forumancientcoins.com/numiswiki/images/articlesinaromanhousehold2.jpg>

### **Sources for converting Monopoly terms to Ancient Roman equivalencies:**

<http://www.dl.ket.org/latinlit/mores/currency/currency.htm>

<http://www.ancient.eu/article/638/>

<http://www.romae-vitam.com/ancient-roman-mills.html>

<http://factsanddetails.com/world/cat56/sub369/item2073.html>

<https://en.wikipedia.org/wiki/Colosseum>

<http://www.unrv.com/government/roman-prisons.php>

<http://www.ancient.eu/article/758/>

<http://www.crystalinks.com/romeclothing.html>

[https://en.wikipedia.org/wiki/Chariot\\_racing](https://en.wikipedia.org/wiki/Chariot_racing)

<http://persweb.wabash.edu/facstaff/royaltyr/AncientCities/web/bradleyj/Project%201/Games.html>

[https://en.wikipedia.org/wiki/Roman\\_Empire](https://en.wikipedia.org/wiki/Roman_Empire)

## Monopoly Ancient Rome Edition

<https://en.wikipedia.org/wiki/Constantinople>

<http://www.crystalinks.com/romebuildings.html>

<http://www.ancient.eu/Pantheon/>

<http://www.vox.com/2014/9/10/6131393/39-maps-that-explain-the-roman-empire>

[https://en.wikipedia.org/wiki/Render\\_unto\\_Caesar](https://en.wikipedia.org/wiki/Render_unto_Caesar)

[http://forum.allaboutcircuits.com/proxy.php?image=http%3A%2F%2Fs3images.coroflot.com%2Fuser\\_files%2Findividual\\_files%2Foriginal\\_350136\\_JmICJZGA5U6EggqGysPR4\\_1u3.jpg&hash=479afa1451ccf37bfe9c33be5bef36ea](http://forum.allaboutcircuits.com/proxy.php?image=http%3A%2F%2Fs3images.coroflot.com%2Fuser_files%2Findividual_files%2Foriginal_350136_JmICJZGA5U6EggqGysPR4_1u3.jpg&hash=479afa1451ccf37bfe9c33be5bef36ea)

<http://www.hasbro.com/common/instruct/00009.pdf>

[https://en.wikipedia.org/wiki/Roman\\_Empire#Census\\_rank](https://en.wikipedia.org/wiki/Roman_Empire#Census_rank)

### **Ancient Roman player tokens:**

Senator:

<https://www.pinterest.com/pin/408490628678498522/>

Women and soldiers:

[http://www.polyvore.com/roman\\_neoclassical\\_female\\_marble\\_statue/thing?id=67754672](http://www.polyvore.com/roman_neoclassical_female_marble_statue/thing?id=67754672)

Horse:

<http://www.thenagain.info/WebChron/Mediterranean/MAurelius.html>

### **Coding Sources**

<http://stackoverflow.com/questions/20028272/syntax-and-logic-for-moving-player-around-game-board-array-using-do-while-loop-j>

<http://stackoverflow.com/questions/19995998/moving-a-player-around-a-2d-monopoly-game-array>

<http://stackoverflow.com/questions/17599674/best-way-to-move-around-a-2d-array-board-game>

<http://stackoverflow.com/questions/36440270/monopoly-game-while-loop>

## Monopoly Ancient Rome Edition

<http://gamedev.stackexchange.com/questions/33721/im-making-a-board-game-who-should-manage-the-player-move-if-the-board-has-spec>

<https://github.com/T1m1/de.htwg.se.monopoly>

<https://github.com/donmc/Monopoly-Solution>

<https://github.com/szamani20/Monopoly>

<https://github.com/gmiggan/Monopoly>

<https://github.com/DepthDeluxe/Monopoly>

<https://github.com/PedroFariaa/Monopoly>

<https://github.com/jacobantoine/Monopoly>

<https://github.com/peterthiemann/monopoly>

# Monopoly Ancient Rome Edition

## Known Bugs and Issues

### Bugs:

- Community Chest card #5 does not work
- Community Chest card #16 does not work
- Chance "Advance to Italia" does not work
- Chance and community chest cards that state you pay a certain amount to all players is only paying one other player.
- Sell's Player array 'secondPlayer' is null
- Cancel Mortgage or Unmortgage drop down dialog box and null error
- Bug makes it hard for Mortgage or Unmortgage to update on Board before End Turn, does update when End Turn is clicked
- Railroads/VIAs all charge \$100 rent regardless of how many are owned
- Mortgage is subtracting the mortgage price from the player funds to pay the bank, when it should do the reverse
- Trade - You can choose both properties, but it prints out this property is not owned. If you click confirm trade it gives it to the player.
- Trade may need to be canceled twice to end a trade attempt

### Broken Functions / Issues:

- Doubles to get out of Jail – Still pays fine
- Use a card (chance or community chest) to get out of jail for free isn't working correctly. You still pay a fine, and you have to wait another turn before you can go.
- Players can have a negative balance
- The game ends with a prompt asking if the player would like to mortgage something. No winner is announced, and it locks other functions.
- Improvements is not working, you cannot add house/villas or hotels/pantheons

### Desired in future version:

- Computer Players
- Auction
- Free Market giving out collected taxes