User Manual

Editing and Customising Board Tiles

**Introduction:-**

For those familiar to the game of Monopoly, they are aware that the board consists of 40 property tiles and special tiles. Each tile has a unique attribute, and some have special cases and attributes. In this implementation of the game, it is possible to players have a bit more fun by creating their own names and groups for properties, as well as set their own prices. There are, however, guidelines which need to be followed in order to successfully create your very own customised monopoly board.

**How To Edit Board Tiles:-**

Within the project files of the game, there is a file simply named **‘Board’**, which can be viewed and edited in any text editor. There is a list of 40 lines within this file. Each line starts with a number and at least one flag. The numbers represent the position on the board, and the flags determine what kind of card it is. Based on these flags, each of the lines are interpreted by the game differently.

**IMPORTANT NOTES BEFORE EDITTING FILE:-**

It must be made clear that not all the flags in this user manual will be covered in detail simply because they SHOULD NOT be edited at all unless it’s for upgrading the program.

For those users who are simply looking to customise the board, **you should not edit anything line the ‘o’ or ‘c’ flag,** **i.e. GO, JAIL, FREE PARKING, GO TO JAIL, SUPER TAX, COMMUNITY CHEST and CHANCE. These tiles are specially reserved tiles which are integral to the game structure. Changing their position on the board is however possible (except for GO), although not recommended.**

**Types of Properties and their Flags:-**

1. Normal Property (FLAG: **p n**)
   1. These make up the majority of tiles in the game. For these you have to indicate The price to purchase, cost of houses and various rent prices.
   2. The format is as follows (with example):-

cellNumber flag purchasePrice housePrice baseRent rent1House rent2House rent3House rent4House rentHotel groupColour NAME

01 p n 60 50 2 10 30 90 160 250 brown OLD KENT ROAD

1. Railway Stations (FLAG: **p s**)
   1. By default there are four stations.
   2. The rent price of the station is dependent on the how many Railway Stations are owned by that player. The format is as follows (with example):-

cellNumber flag purchasePrice rent1Station rent2Station rent3Station rent4Station NAME

01 p n 200 25 50 100 200 KINGS CROSS STATION

1. Utilities (Flag: **p u**)
   1. By default there are 2 utilities (Water Works and Electric Company)
   2. The rent price of each utility is dependent on 2 factors
      1. Number of Utilities owned by the player
      2. The value of the SECOND dice roll after a player lands on a utility
   3. Example: If Player 1 owns one utility, and Player 2 lands on it, then Player 2 must roll the dice again. As Player 1 only owns one of the utilities, Player 2 pays Player 1 **four times the value of the second dice roll**. If Player 1 had both utilities, then it would be 10 times the value
   4. The format is as follows (with example):-

cellNumber flag purchasePrice multiplicationFactor1 multiplicationFactor2 NAME

12 p u 150 4 10 ELECTRIC COMPANY

**Editing and Customising ‘Community Chest’ and ‘Chance’ Cards**

**Introduction:-**

The ‘Community Chest’ and ‘Chance’ tiles are two very important functions in the game of Monopoly. Conceptually, they both consist of a deck of cards with instructions which directly affect the player who lands one of these tiles. This is a guide to editing and adding your own cards to the deck to further customise the game.

**How To Edit Board Tiles:-**

Like board, set of cards is stored in ‘**Community Chest’** and ‘**Chance**’ file, which can be viewed and edited in any text editor. Unlike Board, there is no particular limit on the number of cards in each of the files, and every card can be edited, as long as it conforms to guidelines.Thi

**IMPORTANT NOTES BEFORE EDITTING FILE:-**

Any card with the flag ‘**f**’ or ‘**j**’ (‘Get Out of Jail Free’ and ‘Go To Jail respectively’) can be removed from the deck. However they should not be edited.

**Types of Cards and their Flags:-**

Each card takes 0, 1 or two parameters. The general rule is FLAG, PARAMETERS, INSTRUCTION.

1. Binary Choice or ‘Lose Money or Take a Chance’ (Flag: **b**)
   1. This type of card gives the player a decision between paying a fee to the bank, or using a ‘Chance’ card instead.
   2. This card takes **1 parameter**, which is the amount of money to **deduct from the player’s balance.**
   3. **Example:** b 10 Pay £10 or Take a Chance
2. Player Receives Money (Flag: **g**)
   1. This type of card allows the player to receive a specified amount of money
   2. This card takes **1 parameter**, which is the amount of money to **add to the player’s balance.**
   3. **Example:** g 20 Income Tax Refund. Collect £20
3. Player Receives Money From Other Players (Flag: **gp**)
   1. This type of card allows the player to receive a specified amount of money from all of the other players
   2. This card takes **1 parameter**, which is the amount of **money, multiplied by number of other players, to add to the player’s balance ,**  and also the money to be **deducted from all other players balance.**
   3. **Example:** gp 10 It’s your Birthday. Collect £10 from each Player
4. Repairs Costs for Houses and Hotels (Flag: **h**)
   1. This type of card removes money from the player. The amount of money to remove is dependent on the number of houses and hotels the player owns.
   2. This card takes **2 parameter**, which are the **cost of each house**, and the **cost of each hotel.**
   3. **Example:** h 40 115 You Are Assessed for Street Repairs. £40 per House, £115 per Hotel
5. Player Loses Money (