COMP3211 Course Project Group 12
Monopoly -- User Manual

This document is the user manual towards our CLI Monopoly game. Below are the details and steps regarding how to play the game.

SOFTWARE DESCRIPTION

Monopoly is an offline multiplayer desktop game that runs in a command line interface environment.
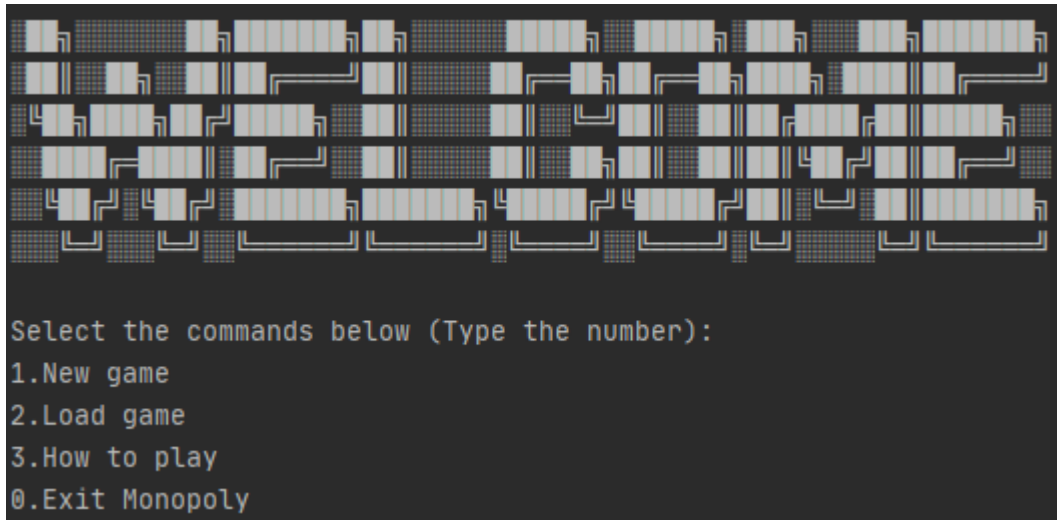
Description

This is an open source software and there are no extra expenses required to play this game. Users should follow this user manual and will be able to enjoy the game in the desired terminal environment.

Platform Requirements

Supported operating systems: Windows XP, Windows 2000, Windows Vista, Windows 7, Windows 8, Windows 10, MacOS.

HOW TO PLAY THE GAME

Start


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Select the commands below (Type the number):
1.New game
2.Load game
3.How to play
0.Exit Monopoly
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New game: run the game and press 1 to start a new game of Monopoly in the main menu. Number of players is then required by the game, only 2 to 6 players are allowed. Then you can now choose whether to save the game progress in the 3 files or not, or later.

All players start on "Go" and are arranged in ascending order to throw the dice by typing "1", i.e. player 1 throws first, then player 2, then player 3... A pair of four-sided (tetrahedral) dice is used and therefore number 2 to 8 can be thrown by the players. This indicates the number of squares the players move for.

According to the square the players land on, they may buy properties, or be forced to pay rent, pay income tax, pay fine, draw a Chance, "Go to Jail," etc.

"Go"

Each time a player lands on or passes through Go, he is paid a $1500 salary.

Buying Properties

Whenever the player lands on an unowned property, he may buy that property for the written price on the board, or ignore it.

Paying Rents

When a player lands on property owned by another player, the owner collects rent from him according to the "Rent Table" (See appendices: Rent Table).

"Chance"

When a player lands on one of these three squares, he will either be paid a random amount (multiple of 10) up to $200, or pay a random amount (multiple of 10) up to $300 as well.

"Income Tax"

If a player lands here, he will be forced to pay 10% of his money (rounded down to a multiple of 10) as tax.

"Go To Jail"

If a player lands on "Go To Jail", he will be immediately transferred to "In Jail/Just Visiting". He cannot receive the $1500 salary from "Go" and his turn ends afterward.

"In Jail/Just Visiting"

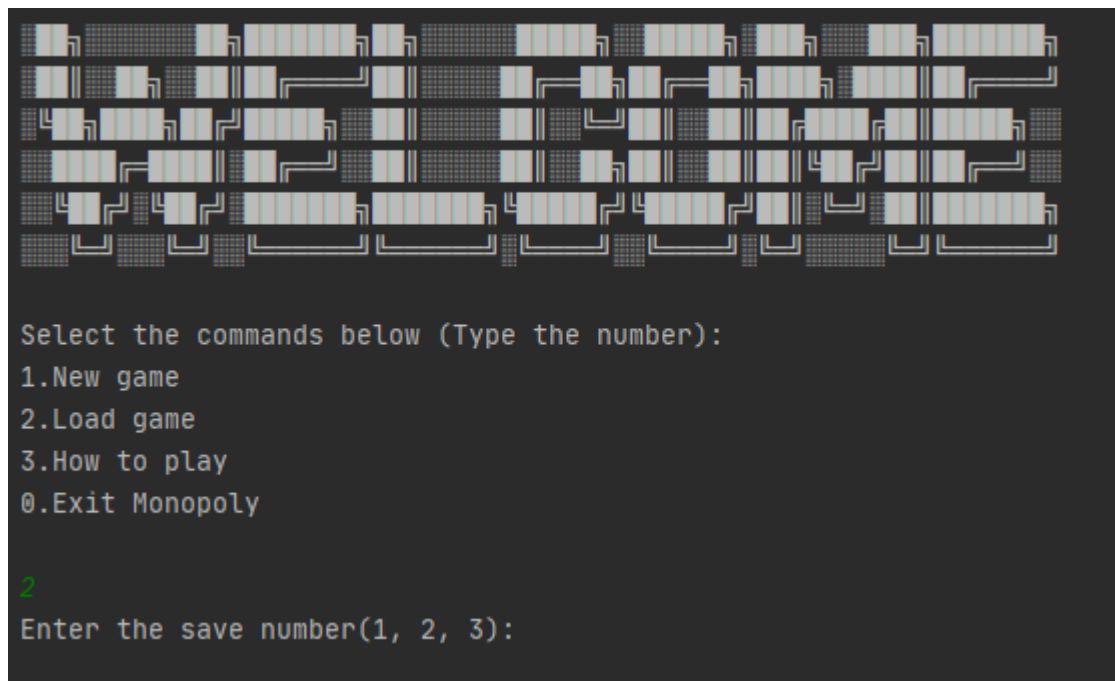If a player lands on this square by throwing dice normally, nothing happens.

"Free Parking"
There is no interaction between players and this square.

Bankruptcy

A player is considered bankrupt if he has a negative amount of money. He must be retired from the game and his properties will become unowned so that other players can buy.

Save and Load Game

After each round, the players are asked if they want to pause the game and save it. Press "0" to ignore it, or press "1", "2" or "3" to choose the desired save location.

Next time when they start the game, they can load the saved progress in the main menu by pressing "2". Choose the correct save location by pressing "1", "2" or "3" and the game shall continue from where it stopped last time.

Exit the game

The players can exit the game by simply closing the window or pressing the "Stop" button on the toolbar. Remember to save the game beforehand or all progress will be lost!

End of Game

The game stops either when there is only one player left on the board, or after 100 rounds have passed. For the 100-round situation, the player with the most amount of money wins, multiple winners is possible.

Game Instructions

For your reference, the above instructions can be found in the game by pressing "3" in the main menu.