# The rules of Property Tycoon

The below table shows all the rules of the game outlined in the specification and when they were completed and added to the games code.

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| # | | Rule | | Comp.? | Comp. On |
|  | The game is for 1-5 human players. Each player is assigned one of the game tokens. The tokens are: boot, smartphone, ship, hatstand, cat and iron. Each player takes a turn by rolling two dice to determine how they move around the board. At the outset, all players start on the board space labelled Go and move clockwise around the board. | | |  | 28/4/22 |
|  | The game will feature no less than one autonomous computer player agent. Initially just one will suffice, so that a fully featured game can be played with one human and one autonomous player | | |  | 28/4/22 |
|  | At the outset of the game, each player has £1,500 in cash. One player is designated the banker and is responsible for distributing the correct amount of cash to each player. The bank has a total of £50,000 cash. Players may not borrow additional money from the bank, but they can trade game items with the bank. | | |  | 3/3/22 |
| Developer Note: | | In the digital version there is no need to assign a player as the banker, as the “computer” takes over the role of the banker. Additionally, the digital banker has unlimited money, a feature not shared by its physical counterpart. | | |
|  | At the outset of the game, the two packs of cards labelled “pot luck” or “opportunity knocks” are shuffled and placed on the board. When cards are taken, they must be replaced at the bottom of the corresponding pile. | | |  | 29/3/22 |
|  | For each turn, the player rolls the two dice. They move the number of spaces shown on the dice and arrive at a board space. Players move clockwise around the board. | | |  | 17/3/22 |
|  | If a player throws a double, then they take another turn. If a player throws another double at the third turn, then they “go to jail”. When a player goes to jail, they go directly and do not pass Go. | | |  | 17/3/22 |
|  | Board spaces may consist of properties, a “pot luck” space, an “opportunity knocks” space, “free parking”, the jail/just visiting space or a space with specific instructions that must be followed by the player. | | |  | 3/3/22 |
|  | If a player lands on a “pot luck” or “opportunity knocks” space, they take a card for the top of the corresponding pile and carry out the instructions on the card. When this is complete, the card is replaced at the bottom of the corresponding pile. | | |  | 29/3/22 |
|  | Players make progress in the game by buying property as they move around the board. Players may not purchase property until they have completed one complete circuit of the board by passing the Go space. When a player passes Go, they receive £200 from the bank. | | |  | 19/3/22 |
|  | All properties are initially the property of the bank. When a player purchases a property, the card is transferred from the bank to that player and the amount shown on the card is paid to the bank. | | |  | 29/3/22 |
|  | Once a player has made their move, if they land on a property that has not yet been purchased, they have the opportunity to buy that property. If they decide not to buy that property then the property is auctioned by the bank. Each player makes a bid to the bank. The bank sells the property to the highest bidder. If there are no bids, then the property remains unsold. All bidding players must have completed one circuit of the board. | | |  | 29/3/22 |
|  | If a player lands on a property owned by another player, they must pay the player who owns the property the value of the rent shown on the card. | | |  | 22/3/22 |
|  | If a player owns all of the properties in a colour coded group, but the properties are otherwise not developed further with houses and hotels, then the rent due is doubled. | | |  | 22/3/22 |
|  | If a property is improved with houses or hotels, then the rent to be paid is as shown on the card. | | |  | 22/3/22 |
|  | All rents must be paid for in cash. If a player is unable to pay the rent for a property they have landed on, they must sell game assets to make good on the rent. If they are unable to pay the rent after selling all of their game assets, then they are bankrupt and must leave the game. Their game token is then removed from the board. | | |  | 29/4/22 |
|  | Players may not borrow or lend money from each other, and may not borrow money from the bank | | |  |  |
|  | When a player has finished moving their token, and has completed any property purchase activity, they have the option to buy houses and hotels to improve their properties. Players are not permitted to improve their properties at any other time | | |  | 28/4/22 |
|  | Houses and hotels may only be purchased for properties where a player owns all of the properties in a particular colour coded group. | | |  | 29/4/22 |
|  | Houses and hotels are purchased for the amount shown on the game card. | | |  | 28/4/22 |
|  | If a player needs to raise funds, they can sell a property back to the bank for its original value as shown on the game card. A property can only be sold when there are no houses or hotels on the property. A player may also sell houses and hotels back to the bank for the original purchase price. | | |  | 29/4/22 |
|  | Where a coloured set of properties is owned and developed by a player, there may never be a difference of more than 1 house between the properties in that set. If a player wishes to buy a hotel, that is the equivalent of 5 houses in cost. A player may have 4 houses on one set and a hotel on another in that set. | | |  | 29/4/22 |
|  | The maximum development permitted on any one property is one hotel. | | |  | 3/3/22 |
|  | If a player needs to raise funds, they may mortgage a property with the bank. The bank will pay the player one half of the value of the property as shown on the game card. No rents may be collected for that property whilst it is under mortgage. | | |  | 29/4/22 |
|  | If a mortgaged property is then sold back to the bank, it is sold for one half of the property price as shown on the card. | | |  | 29/4/22 |
|  | Where fines are to be paid, the proceeds accumulate on the free parking space in the centre of the board. When a player lands on free parking, they collect all of the funds currently on the free parking space. | | |  | 17/3/22 |
|  | If a player is sent to the jail, they may pay £50 to be released from jail. The £50 is added to the free parking fines. The player token is then moved to “just visiting” and the players turn ends. The player takes a normal turn in the next round. | | |  | 17/3/22 |
|  | If a player opts to stay in jail, they give up their turn for the next 2 rounds. Whilst in jail, a player may not collect any rents from other players. At the end of the next 2 rounds, the player token is moved to “just visiting” and the players turn ends. The player takes a normal turn in the next round. | | |  | 17/3/22 |
|  | If a player has a “get out of jail free” card, then they place the card at the bottom of the “pot luck” or “opportunity knocks” pile as appropriate, the player token is moved to “just visiting” and the players turn ends. The player takes a normal turn in the next round. | | |  | 30/3/22 |