THE COMPUTER EDITION OF

Waddingtons

MONOPOLY

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SOFTWARE BY

Leisure Genius

®

LG 310
For the MSX

® Registered Trade Mark

The Computer Edition of:
WADDINGTONS
MONOPOLY®
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INSTRUCTIONS FOR THE MSX

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A   Introduction and Rules for playing MONOPOLY®

BRIEF IDEA OF THE GAME
The idea of the game is to buy and rent or sell properties so profitably that players increase their wealth - the wealthiest becoming the eventual winner. Starting from "GO", move the tokens around the board according to the throw of the dice. When a player's token lands on a space not already owned, he may buy it from the Bank: otherwise it is auctioned off to the highest bidder. The object of owning property is to collect rents from opponents stopping there. Rentals are greatly increased by the erection of Houses and Hotels, so it is wise to build them on some of your Building Sites. To raise more money, Building Sites may be mortgaged to the Bank. Community Chest and Chance cards give instructions that must be followed. Sometimes players land in Jail. The game is one of shrewd and amusing trading and excitement.

EQUIPMENT
Monopoly Real Estate Trading Game Equipment consists of the board (on the screen) with spaces indicating Building Sites, Railway Stations, Utilities, rewards and penalties over which the players' pieces are moved. There are two dice, and six tokens of various designs for playing pieces. Thirty-two green Houses, twelve red Hotels and two sets of cards for Chance and Community Chest spaces. There are Title Deeds for every property.

PREPARATION AND MONEY
Each player chooses one token to represent him on his travels around the board. All other equipment goes to the Bank. Each player receives £1,500 from the Bank.

TO START THE GAME
Each player in turn throws the dice. The player with the highest total starts the play. His token is placed on the corner marked "GO", he throws the dice and moves his token in the direction of the Arrow the number of spaces indicated by the dice. After he has completed his play, the turn to play goes in the order in which names have been entered. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. One or more tokens may rest on the same space at the same time.

According to the space which his token reaches, a player may be entitled to buy Building Sites or other properties - or be obliged to pay rent (if another owns the property), pay taxes, draw a Chance or a Community Chest card, "Go to Jail", etc.

If a player throws doubles his token is moved as usual the sum of the two dice and the space thus reached is effective (i.e. the player is subject to any priviledges or penalties pertaining to that space). Retaining control of the dice, he throws again and moves his token as before, and again, the space thus reached is effective. If, however, he throws three doubles in succession, he does not move his token on his third throw but immediately "goes to jail" and his turn ends. (See Jail.)

Every time that a player's token either lands on or passes over "GO", while going in the direction of the Arrow, the Banker pays him £200 "Salary".

LANDING ON UNOWNED PROPERTY
When a player lands on an unowned property (i.e. on a Building Site for which no other player holds the Title Deed) whether by a throw of the dice or by a move forced by the draw of a Chance or Community Chest card, the player has the option of buying that property from the Bank at its displayed price. If a player elects to buy, he pays the Bank for that property and receives the Title Deed card. If the player declines his option, the Banker must immediately offer this property for sale by auction and must sell it to the highest bidder, accepting money in payment and give the buyer the proper Title Deed card as evidence of ownership. Any player, including the one who declined the option of buying at the displayed price, may bid. Bidding may start at any price.

LANDING ON OWNED PROPERTY
When a player lands on owned property either by throw of the dice or by a move forced by a Chance or Community Chest card, the owner collects rent from him in accordance with the list printed on the Title Deed card applying to it.

Note: If the Site contains a House or Houses, the rent is larger than it would be for an unimproved Site. If the Site is mortgaged, no rent can be collected. Double rent cannot be collected from a Colour-Group if one Site is mortgaged. A player holding four stations, but with one mortgaged, may only collect rent from the other three - i.e. he would collect £100 - not £200.

Note:- If the owner fails to ask for his rent before the next throw of the dice no rent may be collected.

ADVANTAGES FOR OWNERS

It is an advantage to hold Title Deeds for all Sites of a complete Colour-Group (for example: Mayfair and Park Lane - or Pentonville Road, Euston Road and The Angel Islington) because the owner may then charge double rent for unimproved Sites of that property.

Houses can only be built on Sites of a complete Colour-Group owned (see Houses). The advantages of owning Houses and Hotels rather than unimproved property is that rentals are very much higher than for unimproved Sites and profit the owner immensely.

LANDING ON "CHANCE" OR "COMMUNITY CHEST"

A player is allocated the next card from the pack indicated and follows the instructions. The "Get Out of Jail Free" card, however is retained until used. After being used, it is "returned" to the pack.

LANDING ON TAX SPACES

All tax is collected by the Bank.

LANDING ON "FREE PARKING"

When in the ordinary course of play, a player's token reaches this space, the player receives no benefit nor incurs any penalty, and moves ahead in the usual manner on his next turn.

BANKER

The computer will always act as Banker.

THE BANK

The Bank holds, besides the Bank's money, the Title Deed cards and Houses and Hotels prior to purchase and use by the players.

The Bank pays salaries and bonuses, sells properties to the players and delivers the proper Title Deeds therefor, auctions Sites, sells Houses and Hotels to the players, loans money when required on mortgages of property at the mortgage value which is one-half of the Site value printed on the board. The Bank will at any time buy back Houses and Hotels from Building Sites at half-price.

The Bank will account for all properties you buy from it, taxes, fines, money penalties, loans and interest.

JAIL

A player lands in Jail - (1) If his token lands on the space marked "GO TO JAIL".

(2) If he is allocated a card marked "GO TO JAIL".

(3) If he throws doubles three times in succession.

Note: When a player is sent to Jail his turn ends there. He cannot collect £200 Salary in that move since, regardless of where his token is or of the the path of the board he must move his token directly into Jail.

A player gets out of Jail - (1) By throwing doubles on any of his next three turns after landing in Jail. If he succeeds in doing this he immediately moves forward the number of spaces shown by his doubles throw; he also has another throw of the dice.

(2) By using a "Get Out of Jail Free" card (provided he already owns such a card by having on a previous turn drawn it from a Chance or Community Chest).

(3) By paying a £50 fine before he throws the dice for either his next or succeeding turn to play.

(4) A player must not remain in Jail after his third turn (i.e. not longer than having three turns to play after being sent to Jail). Immediately after throwing the dice for the third turn he must pay a £50 fine unless he throws doubles. He then comes out and immediately moves forward from Jail the number of spaces shown by his throw.

A player may buy and erect a House, sell or buy property, and collect rentals, even though he is in Jail.

VISITING JAIL

If a player is not "sent to Jail" but in the ordinary course of play reaches that space, he is "just visiting", incurs no penalty, and moves ahead in the usual manner on his next turn.

HOUSES

Houses can be brought only from the Bank and can only be erected on Sites of a complete Colour-Group which the player owns. (e.g. If one player succeeds in owning Pentonville Road, Euston Road and The Angel Islington, i.e. a complete Colour-Group, he may at any period of his ownership buy a House or Houses from the Bank to erect thereon). If he buys one House, he may put it on any one of these Sites. The next House he buys and erects must be put on one of the unoccupied Sites of this or of any other complete Colour-Group he may own. The price he must pay the Bank for each House is shown on the Title Deed of the Site. (On the unimproved Sites of his complete Colour-Group he continues collecting double rental from an opponent landing thereon).

A player may buy and erect in accordance with the above rules, at any time, in his turn, as many Houses as his judgement and financial standing will allow, but he must build evenly. He cannot erect more than one House on any one Site of any Colour-Group until he has built one House on every Site of that Group. He may then begin on the second row of Houses and so on up to a limit of four Houses to a Site. He cannot build, for example, three Houses on one Site if he has only one House on another Site of that Group. Similarly, Sites must be maintained evenly - i.e. if Houses have to be sold they must be removed equally from Sites of a Colour-Group. Houses may not be built on Sites if one of the same Colour-Group is mortgaged.

HOTELS

A player must have four Houses on each Site of a complete Colour-Group before he can buy an Hotel. He may then buy an Hotel from the Bank to be erected on any Site of that Colour-Group, delivering to the Bank in payment, the four Houses already on the Site plus the additional cost of the Hotel (£200 for an Hotel on Park Lane or Mayfair) shown on the Title Deed. (It is very desirable to erect Hotels on account of the very large rental which may be charged. Only one Hotel may be erected on any one Site).

BUILDING SHORTAGE

When the Bank has no Houses to sell, players wishing to build must wait for some player to return or sell his Houses to the Bank before they can build. If there are a limited number of Houses and Hotels available, and two or more players wish to buy more than the Bank has, the Houses or Hotels must be sold by auction to the highest bidder.

SELLING PROPERTY

Undeveloped Sites, Railway Stations and Utilities (but not buildings thereon) may be sold to any player as a private transaction for any amount that the owner can get. No Site, however, can be sold to another player if buildings are standing on any Sites of that Colour-Group. Any buildings so situated must be sold back to the Bank before the owner can sell any Site of that Colour-Group. Mortgaged property cannot be sold to the Bank - only to other players.

Houses and Hotels may be resold by players to the Bank only, but this may be done at any time and the Bank will pay one half of the price paid for them. In the case of Hotels, the Bank will pay half the cash price of the Hotel plus half the price of the four Houses which were given in the purchase of the Hotel.

MORTGAGES

Mortgaging properties can be done through the Bank only. The mortgage value is shown on each Title Deed. The rate of interest is 10 per cent, payable when the mortgage is lifted. If any property is transferred which is mortgaged, the new owner may lift the mortgage at once if he wishes, but he must pay 10 per cent interest. If he fails to lift the mortgage, he still pays 10 per cent interest and if he lifts the mortgage later he pays an additional 10 per cent interest as well as the principal.

Houses or Hotels cannot be mortgaged. All buildings on the Site must be sold back to the Bank before any property can be mortgaged. The Bank will pay one half of what was paid for them.

In order to rebuild a House on mortgaged property the owner must pay the Bank the amount of the mortgage, plus the 10 per cent interest charge and buy a House from the Bank at its full price.

BANKRUPTCY

A player who is bankrupt, that is, one who owes more than he can possibly pay, must turn over to his creditor all that he has of value, and retire from the game. In making this settlement, however, if he owns Houses or Hotels, these are returned to the Bank in exchange for money, to the extent of half their cost as shown on the Title Deeds, and this cash is given to the creditor. If a bankrupt player turns over to his creditor property that has been mortgaged, the new owner must at once pay the Bank the 10 per cent interest on the loan. At the same time he may at his option lift the mortgage by paying the principal.

In case a player is unable to raise enough money to pay his taxes or penalties, even by selling his buildings and mortgaging his property, the Bank will take over all of his assets and sell by auction to the highest bidder everything so taken excepting the buildings. The player's token is then removed. The last player left in the game wins.

MISCELLANEOUS

If a player owes more rent than he can pay in cash he may by agreement trade with his creditor part in cash and part in property. In this case, the creditor will often accept certain property (even if it is mortgaged) at a value far in excess of the printed one so as to obtain additional property for buildings or to block another player from obtaining control of that property. **A computer player will always demand rent and not offer or accept a trade in lieu of rent!**

Property owners must watch out for rents due. Do not help other players to watch their properties.

The Bank loans money only on mortgage security. Players may not borrow money or property from each other.

RULES FOR PLAYING THE SHORT GAME

Before commencing, the players stipulate the time at which the game shall end. At the end of the game, the richest player is the winner.

At the start of the game the Banker "shuffles" the Title Deed cards and, after having cut them, he deals two cards to each player. The players immediately pay the Bank the price of the property thus dealt to them.

The game then proceeds in the usual manner until the agreed finishing time is reached. No further dealings must take place, but if a player is in actual play when the finish is announced, he is allowed to complete his move, and any transactions in connection with it. Each player then totals up the values of his possessions comprising:

    (1) Cash in hand.
    (2) Building Sites, Utilities or Railway Stations owned by him, at the full purchase price.
    (3) Mortgaged property at the mortgage value.
    (4) Houses owned, valued at their respective cost prices.
    (5) Hotels, valued at the cost of five Houses.

The player with the highest total is the winner.

B LOADIng Instructions

Type the command **RUN "CAS:"** and press the **ENTER** key.

Once the program is loaded the program titles display and the game starts. When the first prompt appears, press the **STOP** key on the cassette unit. Remove the cassette and keep it safe for next time.

C Playing MONOPOLY® on your computer

PIECE SELECTION
After the program titles have been displayed a starting menu appears showing the playing pieces. Allocate these to the participating players by keying the appropriate number. The computer will ask if you wish this player to be a computer player or not. Press **Y** (Yes) or **N** (No) depending on your wishes. Then type in the player's name followed by **ENTER**.

2-6 players can participate, and all or any of them may be designated as computer players. When all the desired participants have been entered press the **ENTER** key.

PLAYERS MENU
This is shown at the top of the screen. The initial letter of every entry when pressed will initiate that function.

         |M| ortgage |O| wners |H| ouses |T| rade |R| ent |D| ice

WHO GOES FIRST ?
Each player in turn "throws" the dice by pressing **D**. A computer player will throw the dice on its turn automatically. The player with the highest total starts. (If two or more players get the highest, then they throw again.) Thereafter, play is in the same order in which the player's names have been entered.

|M| ortgage
To mortgage or unmortgage a property press **M**. A cursor appears on the screen board at "GO". The cursor should be moved to the appropriate property using the cursor control keys . (Note: **CAPS SHIFT** is needed on the **ZX SPECTRUM**). Press the **SPACE KEY** and the property information will appear on the bottom of the screen. Other properties can be chosen and viewed in this manner. If you wish to mortgage or unmortgage the displayed property press **ENTER**. The computer will check the status of the property and take the appropriate action.

|O| wners
On pressing **O** all properties are listed below the screen board. The player who owns a particular property will have his number displayed on the right-hand side of the property name. If a player requires to see his individual portfolio he must then enter his number.

Pressing the **SPACE KEY** will list the properties and pressing the **P** key shows the Title Deed. If a property is mortgaged, it is displayed with white characters on a red background. Press **ENTER** to leave the portfolio and owner list.

|H| ouses
Houses and Hotels may be bought and sold at any time. The computer asks if the transaction is a buying or selling one, as well as the number of Houses you wish to buy. Selling Houses is done one property at a time. All the players have an opportunity to enter their requirements prior to the final transaction taking place. If there are insufficient Houses available, an auction will be held by the Bank.

Each player in turn develops Sites on the screen board, one property at a time. This is done by positioning the cursor on the board, over any property in the set and then pressing the **SPACE KEY**. Pressing the Q key will quit the transaction. Property details for that set will appear in the lower portion of the screen. Other properties can be chosen and viewed in this manner. If you wish to develop a displayed property, position the cursor over theSite and press the **ENTER** key. The computer will automatically validate and place a House/Hotel on the property.

Selling is done in a similar manner - move the cursor to the property set on the screen board, press the **SPACE KEY** to display the property details and the **ENTER** key to select the property.

T rade

A player wishing to buy, sell or exchange property with another player should press **T**. The program will ask who is trading and the player must enter his number. Trading is between **ONE** offered property and either another exchange property or properties with the option of a cash balance.

The offer property is selected first by moving the cursor to the required Site and pressing the **SPACE KEY** to display the details. Pressing **ENTER** will select the property for trading.

The computer will ask you to enter each property to be exchanged (selected in the usual way with the cursor). When no more properties are required for the transaction, press the N key. The computer then asks if a cash adjustment is required, and, if so, to which player it goes and the amount. When the transaction is agreed by the other player, the computer effects the transfer.

R ent

When a player lands on your property at the end of a move you may claim the appropriate rent. To do this press **R**. Rent will then be automatically paid to you. The computer checks for property sets and mortgaged properties. Where the player has insufficient funds, the computer will initiate House Selling or Mortgage procedures.

D ice

The computer will display the current player's name, number and playing piece. If the current player wishes to see his cash or assets he should press **C** or **A**. To throw the dice press **D**. The player's piece will be moved accordingly. A short pause occurs before the computer moves on to the next player. If rent is due, the owner's token will appear on the screen during the short pause. If you land on an unowned property you may buy it. If you do not buy, the Bank will automatically auction the property.

SHORT GAME

After the piece selection, you will be offered the option of a short game. If you enter **Y**, you must then specify how long the game will last in hours and minutes. During the game, the time is updated every minute. When the specified time has lapsed the program will immediately calculate and display the value of the player's holdings - the player with the highest total wins.

AUCTIONING

Auctions are determined by the Bank, and will occur when a player lands on a property which he does not wish to buy, when the Bank receives property from a player as payment or when two or more players wish to buy Houses when there is a shortage of Houses. The auction is conducted by the Bank; players are asked to enter their bids - to enter a bid the player must enter his player number followed by the bid. If a player bids beyond the value of his assets the auction is voided.

END GAME

Pressing the **CTRL** and **C** keys simultaneously at the end of a player's move will bring the game to an end. The computer will calculate and display the value of all the players' holdings - the player with the highest total wins.