From the office of Quentin Raffles at Watson Games

Some further specification updates for you:

Q) Can the user customise the amount of tiles, i.e removing tiles wholesale from the spreadsheet or adding their own tiles?
A) The amount of tiles should remain fixed as in the original game.

Q) Can the user modify the names/group/action/cost of the tiles? If so, especially in terms of action, how should we expect the input should be formatted? i.e will "pay" before a pound value always mean to take away money from the current player?
A) If it's a player paying the rent, it comes from the current player assets. If it's the ban paying, then the money comes from the bank assets.

Q) Can the user modify the 'rent' of the utilities, stations and property tiles? If so what standard input should we expect to receive from the utilities and stations notes section in order to know how to modify their rent?
A) The rent is set at the time the game is initialized. The rents are initialized at whatever value was contained in the external configuration file.

Q) Can the user adjust the price of house and hotel costs?
A) No. The prices are set as part of the original game.

Q) Is there a limit on the total number of hotels/houses available for purchase like in the original game of monopoly?
A) Watson Games is committed to the construction of affordable housing so there does not seem to be any useful limit in this respect.

Q) Following on from that if there is a limit, would it go against your definition of the spirit of the game for a player to hoard houses when there are none left so that other players can't buy any?
A) Hoarding houses is a mean trick.

Q) We're assuming that the purple properties at positions 12, 14 and 15 are a different group from those at 38 and 40. Is this correct?
A) The Excel sheet has been updated to correct this error. Please download the latest version.

Quentin Raffles