MONOPOLY

User Manual

# OBJECTIVE

The objective of the game is to have a number of players compete to acquire properties and utilities through economic activities that involve buying, renting, and selling properties using play money. The player who doesn’t go bankrupt at the end will be the winner.

# GAME SETUP

When a new game is loaded, the user has the choice of starting a new game or reloading a previous game by pressing on the Reload Previous Game button. If the user decides to start a new game then they must select the total number of players that they desire, and then right below it the number of AI players they desire. Once the players and AI players are selected the user must also select which monopoly edition to play from the list of editions by pressing on the desired button. The editions are Original, Here and Now, and Carleton University. Once the user select which edition they want to play, the board is shown on the screen with all the property cards as buttons arranged at the edges of the screen, starting the game with the turn being on Player 1.

The game creates the designated number of players, and sets the designated amount of the total as AI. All the players start at the same place and start with an equal amount of wealth which is specified by which edition you choose to play in-game currency, and no properties.

# HOW TO PLAY

Each player’s turn follows a sequence of buttons. When the player’s turn begins, they must roll the dice otherwise they cannot proceed to the next player's turn.

# ROLL BUTTON

Pressing the Roll button rolls the two dice, and then moves the Players position to the property that results from the dice roll. You can only press the roll button once, however if your first roll results in a double, then you will have to roll again. If you attempt to roll three times and get a double each time, then that player will be sent to jail.

# LANDING ON PROPERTY

After rolling, the player is moved to the property that corresponds to number of the roll. If the property is unowned, the player has the option to purchase the property. If the player does not want to purchase the unowned property, they can pass their turn. If the property is already owned by someone else, that player whose turn it is must pay the owner of the property rent.

# Game Editions

The game includes three different editions for the user to select from. The first one is the original version which has all the original naming for properties on the board. The second one is Here and Now London version. The third one is called Carleton edition where all the properties are named after buildings in Carleton. These editions specify the starting money, go and jail fees.

# OWNING PROPERTY

Once a property is owned, the player who owns the property will receive rent from anyone who lands on that property. After owning the property, the player can sell the property back to the bank and receive the amount of money they spent on that property back to their total amount of money. In that case the property is unowned and can be bought again when it is landed on again.

If the property owned is not a utility or railroad, the owner of the property during their turn can purchase houses on their property, by pressing buy again which increases the rent amount. There are a max of 5 houses that can be bought to maximize rental amount.

# MISC PROPERTIES

**JAIL:** If a player lands on jail, they are locked up for up to 3 turns. Player can get out of jail if they pay the Jail fee or attempt to roll double three time each roll per turn. If by the third turn they don’t get double then they would be forced to pay the fee to the bank move to the next position by the number of rolls they got.

**GO:** Go is a property on the board that cannot be owned and doesn’t charge a player anything. It is a checkpoint that once the player passes by it, they are paid 200 (original editions).

**FREE PARKING:** Landing on free parking does nothing.

# BANKRUPTCY

A player is bankrupt when they must pay an amount greater than what they have in money. If they cannot pay, then they are removed from the game and they lose. The last player that is not bankrupt wins the game.

# OTHER BUTTONS

**Property Buttons:** Each property that can be landed on, on the board is a button. Pressing the property shows the property information such as the owner, the cost and the rent, and gives options on what to do with it if the player has landed on it

**Help Button:** Displays the rules of the game, how it is set up, and the game commands.

**Player Info Button:** Displays the information of each player, the amount of money they own, the properties that they have and their current location on the board.

**Quit Button:** Quits the current player from the game by making them bankrupt, therefore removing them. Their properties become available for players to purchase.

**Save and Exit:** Saves the current status of the game and exits the game.