

**Leisure
Genius** *presents*

THE COMPUTER EDITION OF
Waddingtons

MONOPOLY®

PROPERTY TRADING BOARD GAME

LG 660 / LGD 660
For the Commodore 64 & 128

® Registered Trade Mark

MONOPOLY®

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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... The equipment consists of the on-screen board, two dice, six tokens or playing pieces, thirty-two green houses and twelve red hotels, Chance and Community Chest cards and Title Deeds for each property.



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

BANKER... The computer will always act as Banker.

THE BANK... Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties to the players and distributes their proper Title Deed cards; it sells houses and hotels to the players, loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest and will buy back houses and hotels at half price.

THE PLAY... 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 the 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.

Depending on the space which his token reaches, a player may be entitled to buy real estate or other properties - or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "GO TO JAIL", etc.

If a player throws doubles, his token is moved the sum of the two dice and is subject to any privileges or penalties pertaining to the space on which he lands. He then throws again and moves his token as before. If a player throws doubles three times in succession, he must "GO TO JAIL".



GO... Each time that a player's token lands on or passes over "GO", the Bank pays him £200 "Salary".



BUYING PROPERTY... Whenever a player lands on an unowned property he may buy that property from the Bank at its displayed price. He receives the Title Deed card showing ownership. If he does not wish to buy the property it is sold at auction by the Banker to the highest bidder. The buyer pays to the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.



PAYING RENT... When a player lands on property owned by another player the owner collects rent from him in accordance with the list printed on the Title Deed card applying to it.

If the property is mortgaged, no rent can be collected.

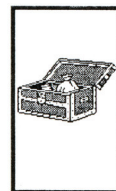
It is an advantage to hold all the Title Deeds in a colour group because the owner may then charge double rent for unimproved properties in that colour group.

(ie. Mayfair and Park Lane, or The Angel Islington, Euston Road and Pentonville Road). This rule applies to unmortgaged properties even if another property in that colour group is mortgaged.

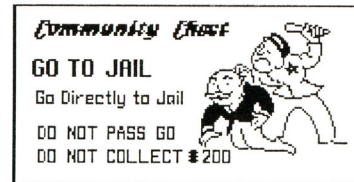
It is even more of an advantage to have houses or hotels on properties because rents are much higher than for unimproved properties.

The owner may not collect his rent if he fails to ask for it before the next player throws the dice.

CHANCE and COMMUNITY CHEST... When a player lands on either of these spaces he is allocated the next card from the pack and follows the instructions.



The "Get Out of Jail Free" card is held until needed. After being used it is "returned" to the pack.



GO TO



JAIL

JAIL... A player lands in Jail when...

- (1) his token lands on the space marked "GO TO JAIL"
- (2) he is allocated a card marked "GO TO JAIL"
- (3) he throws doubles three times in succession.

When a player is sent to Jail he cannot collect £200 salary in that move since regardless of where his token is on the board, he must move it directly into Jail. A player's turn ends when he is sent to Jail.

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



JUST VISITING

A player gets out of Jail by...

- (1) throwing doubles on any of his next three turns. (If he succeeds in doing this he immediately moves forward the number of spaces shown by his doubles throw. Even though he has thrown doubles he **does not** take another turn.)
- (2) using the "Get Out of Jail Free" card if he has it.
- (3) purchasing the "Get Out of Jail Free" card from another player and playing it.
- (4) paying a fine of £50 before he throws the dice of either of his next two turns.

If the player does not throw doubles by his third turn he **must pay** the £50 fine. He then gets out of Jail and immediately moves forward the number of spaces shown by his throw.

Even though he is in Jail, a player may buy or sell property, buy or sell houses and collect rents.

FREE PARKING... A player landing on this space does not receive any money, property or reward of any kind. This is just a "free" resting place.

FREE



PARKING

HOUSES... When a player owns all the properties in a colour group he may buy houses from the Bank and erect them on those properties.

If he buys one house, he may put it on any one property. The next house he buys

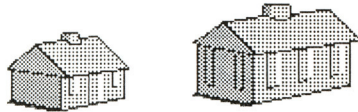
must be erected on one of the unimproved properties of this or any other complete colour group he may own.

The price he must pay the Bank for each house is shown on his Title Deed card for the property on which he erects the house.

The owner can still collect double rent from an opponent who lands on the unimproved properties of his complete colour group.

A player may buy and erect at any time as many houses as his judgement and finances will allow. **But he must build evenly** (i.e. he cannot erect more than one house on any one property of any colour group until he has built one house on every property 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 property. For example, he cannot build three houses on one property if he has only one house on another property of that group).

As a player builds evenly, he must also break down evenly if he sells houses back to the Bank (see SELLING PROPERTY).



HOTELS... When a player has four houses on each property of a complete colour group, he may buy a hotel from the Bank and erect it on any property of that colour group. He returns the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.

BUILDING SHORTAGE... When the Bank has no houses to sell, players wishing to build must wait for some player to turn back or to sell his houses to the Bank before building. 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... Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount that the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that colour group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that colour group.

Houses and hotels may be sold back to the Bank at any time for **one half** the price paid for them.

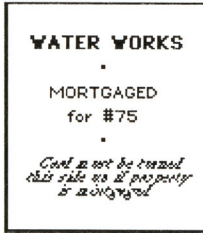
All houses on one colour group may be sold one by one, evenly, in the reverse order in which they were erected. All hotels on one colour group may be sold at once. Or they may be sold evenly, in reverse order to which they were erected.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged all the buildings on all the properties of its colour group must be sold back to the Bank at half price. The mortgage value is displayed on each Title Deed card. No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the

mortgage **plus** 10% interest. When all the properties of a color group are no longer mortgaged the owner may begin to buy back houses at full price.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. The new owner may lift the mortgage at once, if he wishes, by paying off the mortgage plus 10% interest to the Bank. If he does not lift the mortgage at once he must pay the Bank 10% interest when he buys the property and if he lifts the mortgage later he must pay an **additional** 10% interest as well as the amount of the mortgage to the Bank.



BANKRUPTCY... A player is bankrupt when he owes more than he can pay either to another player or to the Bank.

If his debt is to another player, he must turn over to that player all that he has of value and retire from the game. In the making of this settlement, if he owns houses or hotels, he must return these to the Bank in exchange for one half the amount of money paid for them. This cash is given to the creditor.

If he has mortgaged property he also turns this property over to his creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property.

After the new owner does this, he may, at his option, pay the principal or hold the property until some later turn at which time he may lift the mortgage.

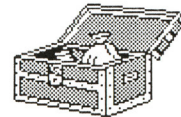
Should a player owe the Bank, instead of another player, more than he can pay (because of taxes or penalties) even by selling his buildings and mortgaging property, he must turn over all his assets to the Bank. The Bank immediately sells by auction all property so taken, except buildings.

A bankrupt player must immediately retire from the game.

The last player left in the game wins.

MISCELLANEOUS... Money can only be loaned to a player by the Bank and then only by mortgaging property.

No player may borrow from or lend to another player.



RULES FOR A SHORT GAME...

Before commencing, the players agree upon a definite time to end the game. The Banker "shuffles" and cuts the Title Deed cards and deals two cards to each player. The players immediately pay the Bank the price of the property dealt to them.

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

Each player then calculates the value of his possessions consisting of:

- 1) Cash in hand.
- 2) Unimproved property & Utilities (at purchase price).
- 3) Mortgaged property (at mortgage value).
- 4) Houses (at cost price).
- 5) Hotels (at the cost of five houses).

THE RICHEST PLAYER WINS!

INTRODUCTION TO COMPUTER MONOPOLY...

The Computer version of the MONOPOLY board game conforms to all the rules of the board game except that **1-6** players can participate. These may be human or computer or any combination. The computer will also play banker and will control all money and property transactions automatically.

Players are advised to play a test game consisting of human players only, while they familiarize themselves with the instructions. Playing against the computer will add a new dimension to the game as the computer opponents play a ruthless game.

It has been necessary to abbreviate some of the names of the properties shown on the board. The large Title Deed Cards still include the name in full. Below is a list of the abbreviations:-

WHITECHAPEL	- WHITEC.
ISLINGTON	- ISLING.
PENTONVILLE	- PENTVL.
NORTHUMBERLAND	- NORTHU.
MARYLEBONE	- MARYLB.
MARLBOROUGH	- MARLBR.
TRAFALGAR	- TRAFAL.
FENCHURCH	- FENCHU.
LEICESTER	- LEICES.
COVENTRY	- COVENT
PICCADILLY	PICCAD.
LIVERPOOL	L.POOL

LOADING INSTRUCTIONS...

If you are using a Commodore 128 then type **GO 64**.

Loading from disk: Place disk in drive and type **LOAD ""*,8,1** and press **RETURN**.

Loading from tape: Press **SHIFT** and **RUN/STOP** simultaneously and press **PLAY** on your tape machine.

Note: If you wish to save your game you will need to format a disk to save it to. Refer to your Commodore User's Guide for formatting instructions.
DO NOT SAVE GAMES TO THE MONOPOLY DISK.

STARTING A GAME...

Once the game has loaded you will be prompted with the following:

1. DO YOU WISH TO LOAD A PREVIOUSLY SAVED GAME ?

If you wish to resume a saved game then press **Y**. You will then be prompted to enter the file name of your saved game. Enter the file name and press **RETURN**. You will then be prompted to insert your **SAVE** game disk and press any key. Your game will resume from the point you saved it.
If you do not wish to load a saved game then press the **N** key.

2. HOW MANY PLAYERS IN THIS GAME?

You can play with 2 - 6 players. Any player can be controlled by a human or the computer.

3a. PRESS 1 to 6 TO CHOOSE A TOKEN.

On the bottom of the screen you will notice the eight MONOPOLY playing tokens - Motor Car, Ship, etc. Press the number key corresponding to the token you wish to play (ie if you wish to play with the Motor Car then press key 1, for the Ship press key 2, etc).



3b. GIVE THIS PLAYER A NAME.

Now enter a name of not more than seven characters and press **RETURN**.

3c. IS THIS A COMPUTER PLAYER?

Press **Y** if this token is to be controlled by the computer, and **N** if a human is going to play for this token.

You will now be prompted to choose another token and the whole process begins from 3a again until all the players have been entered.

4. DO YOU WISH TO PLAY THE SHORT GAME?

The short game is played over a specified period of time. Answer **Y** to the prompt and you will now be asked to **ENTER THE TIME FOR A SHORT GAME IN HOURS AND MINUTES**. Enter one number for hours. Press **SPACE**. Then enter two numbers for minutes. Press **RETURN**.

The Computer will now deal two properties to each player and deduct the money accordingly. (You are obliged to buy the two properties dealt to you by the computer.) (See page 14 for short game rules.)

You are now ready to start playing. The dice are now thrown in turn, and the player throwing the highest score will go first.

SCREEN DESCRIPTION...

Running along the top of the screen is the OPTION BAR. The game is controlled from this bar. All moves start by selecting DICE and pressing FIRE. A detailed description of all the functions on the Option Bar can be found on page 20.

Below the Option Bar is the main playing board. This is shown in perspective, and gives a good overall view of the game. You will notice the player's pieces moving round each time the dice are thrown.



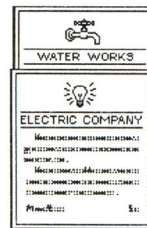
To the left of the main board is the name of the player whose turn it is. The player number, and playing piece are also shown.

To the right of the main board is the clock (short game only). This counts down and the game will terminate and winner be announced when it reaches zero. The clock will emit a short beep every minute. When a player is within a transaction (Mortgage, Trade, etc) the clock will appear to stop running. It does not update to the main screen during transactions, however it is still running behind the scenes and will update once the transaction has ended.

On the bottom right of the screen you will notice four cards. These give a local view of the area in front of the player's piece, including the square they currently occupy. These cards scroll along as the player's piece moves around the board (only if FASTMOVE is inactive). They show whether a property is FOR SALE, SOLD, MORTGAGED, or has HOUSES or HOTELS built.

Above these four cards are the CASH and PROPERTY displays. CASH is represented by a small pile of yellow coins, PROPERTY by a fan of yellow cards. A player's cash and property are displayed during their move.

On the bottom left of the screen is an enlarged version of the square the player currently occupies. This large card holds all details concerning that property, Mortgage value, Building prices, and Rent payable. If the property is owned, the owner's playing piece is displayed in the top right corner of the card. If the property has houses or hotels, the rent payable is highlighted in white.



CONTROL METHOD... We have tried to make this game easy to use, and have incorporated various control methods.

The game can be played via joystick (either port), cursor keys, or keyboard. Wherever possible we have included a default value to many of the **Y/N** prompts. This enables the player to press **RETURN** instead of having to decide whether to press **Y** or **N**. The defaults will become useful to the more experienced player.

Screen messages are displayed for a period of time, if you find that this is too

long, press the **SPACE-BAR**. This cancels the time delay while a message is being displayed. Don't keep pressing the **SPACE-BAR** or any other keys as you will flick through all messages and prompts. The keyboard stores all key presses in a buffer. This is a very useful feature for the more advanced player, as they will be able to enter certain keystrokes in advance of the prompt.



OPTION-BAR... Running across the top of the screen is the OPTION-BAR. The game is controlled from this bar. There are three selection methods open to the user:

- 1. JOYSTICK SELECTION:** Move the highlight along the bar using the joystick, place the highlight over the option you wish to select and press **FIRE** to select it.
- 2. CURSOR KEY SELECTION:** Move the highlight along the bar using the Commodore cursor keys. Press **RETURN** to select the highlighted option.
- 3. KEYBOARD SELECTION:** Press the first letter of the option you wish to select. i.e. If you wish to select the option to QUIT then press the **Q** key.

The effects of using the options are prompted within the game, but here is a list of how to use them. Most Y/N answers have a default answer (shown below in brackets).

Some of the options during Mortgage, Trade, and buy/selling houses can be confusing at first due to the complexities involved. If you manage to get stuck in

a menu which is waiting for you to input a player number or sum of money, just press **RETURN** and you should be put back onto the Option Bar. This is not always the case as sometimes players are forced to mortgage property to pay outstanding rent. A player will not be let out of the menu until the debt has been cleared. We have tried to make the computer game as friendly as possible with the inclusion of sensible default answers in response to questions asked.

QUIT... This option will quit the game. Don't worry if you select it by mistake as you are asked for verification before the QUIT command is executed. On selecting this option you will be prompted with the following:

DO YOU WISH TO SAVE THIS GAME ? (N)

If you do not wish to save your game then press **RETURN** or **N**. See next section (SAVE GAME) if Y.

DO YOU WISH TO CONTINUE THIS GAME ? (Y)

If you wish to continue the game then press **Y** or **RETURN**. You will now be placed back to the Option Bar.

If you answered **N**, the game will end, the computer will add up all the cash and assets of each player and declare a winner.

SAVE... This Option allows the player to SAVE the current game, and RESUME it at a later date. You must have a previously formatted disk to save your game onto.

DO NOT SAVE GAMES TO THE MONOPOLY DISK!!!

DO YOU WISH TO SAVE THIS GAME ? (N)

If you do not wish to save your game then press **N** or **RETURN**. If you answered **Y** to this then you will be prompted:

ENTER FILE NAME FOR MONOPOLY DATA... Insert a blank formatted disk and type in a file name of up to 8 letters and press **RETURN**. You may save as many games as you wish to disk as long as you give each game a different file name.

Note: Remember your file name as you will be asked for it when you wish to resume a game.

DO YOU WISH TO CONTINUE THIS GAME ? (Y)

If you wish to continue the game then press **Y** or **RETURN**. You will now be placed back to the Option Bar.

MORTGAGE... The player may either select this option voluntarily or will be forced into it when they do not have the cash to pay an outstanding debt. Once the option has been selected the computer asks **DO YOU WANT TO SEE THE OWNER LIST?** (N) (for OWNERS option see below). After answering **N** to this prompt a small flashing **M** (MORTGAGE) cursor will appear on the board.

Move the cursor to the property you wish to mortgage and press **RETURN**. If you wish to get out of this option press **Q** (QUIT). The process of mortgaging property will continue until **Q** is pressed.

OWNERS... This option is very useful to keep track of what the other players in the game are collecting. The owners list will give you either a complete list of

properties and their owners, or shortlist for an individual player incorporating Cash, Property and record of any Jail cards held by that player.

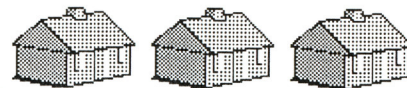
On entering the OWNERS option you will be prompted:

**ENTER OWNER (1-6) OR (A) FOR ALL.
PRESS (Q) TO QUIT (Default Q).**

If you wish to see the full owners list then press the **A** key.

To the left of each property in the list is the number of the player who owns that property. A property with white lettering against a red background denotes the property is currently mortgaged.

If you wish to view only the properties belonging to you, then you must enter your player number at the above prompt. Your cash status is also shown. You may check up on any other players in this way, regardless of whether they are human or computer.



HOUSES... Select this option if you wish to buy or sell houses or hotels. The first prompt on entering this option is:

DO YOU WISH TO BUY HOUSES ? (No Default)

If you do not wish to buy any Houses press **N**. If you answered **Y** to this prompt you will be asked, **DO YOU WISH TO SEE THE OWNER LIST?**

After answering **N** to this question you will be prompted to ENTER A PLAYER NO (1-6). You must enter your own number, followed by HOW MANY HOUSES DO YOU WISH TO BUY? Any number of players may buy houses at this stage of the game, regardless of whose turn it is. The computer will now repeat ENTER A PLAYER NO. if another player wishes to to buy Houses then they should enter their number.

If no further players wish to buy then press **RETURN**.

There are 32 houses and 12 hotels in the game, if demand for houses and hotels is greater than the Bank can supply, the Bank will hold an auction, and the houses or hotels will be sold to the highest bidder.

After all players wishing to buy houses have entered their numbers a flashing (HOUSE) cursor will appear on the screen. Move the cursor to the desired colour set and press **FIRE**. The color set will now be enlarged and placed at the bottom right of the screen. The player now moves the cursor over the desired property and presses fire to place a house. This process is repeated until all houses have been placed. The computer will automatically deduct the money to pay for the houses. If the player needs to mortgage properties to raise the money, the computer will put them into the mortgage option until the debt has been cleared.

The computer will not let a player buy houses if they cannot afford to buy them.

DO YOU WANT TO SELL HOUSES ?

Selling houses follows the same procedure as buying. Houses are removed from the board instead of being placed. The Bank buys houses back at half the face value.

TRADE... Players may trade with each other regardless of whether they are controlled by the computer. Often the computer will initiate trades. Trading is one of the most necessary parts of the game. Without it the game can effectively carry on forever if all players are evenly balanced, and no player has a colour set.

The player initiating the TRADE option will be prompted:

DO YOU WANT TO SEE THE OWNER LIST ? (N)

If you are unfamiliar with this prompt, see the section on OWNERS.

After answering **N** to this, the computer will ask ENTER PLAYER NO. The player wishing to trade should enter their number (1-8). If a player wishes to get out of this option and return to the option bar, then press **RETURN** instead of a number.

A flashing T (TRADE CURSOR) will now appear on the board. Use the cursor keys or joystick to move the T cursor to the property on offer and press **RETURN**.

The cursor now returns to the first property on the board. If the trading player wishes to include more than one property in the offer, move the cursor to the next property to trade and press **RETURN**. This process is repeated until the player decides not to offer any more properties.

Each time the player presses **RETURN** then another property (provided it is valid) is added to the list of properties to be traded. The trading player may elect to offer no property in favour of paying cash only, in which case they should press **Q** (QUIT) and not move the T cursor. The owner of each property is shown on the top right corner of the large card on the bottom left of the screen.

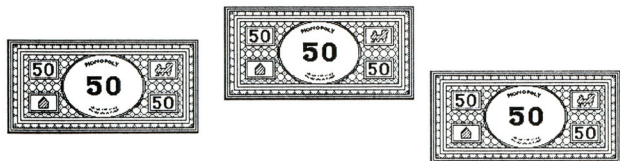
Players should only trade one property until they have become familiar with this option. It is possible to give property away and get nothing in return. Computer controlled players will readily accept any donations.

Once the offer side has been terminated by pressing the **Q** (QUIT) key, the computer will prompt: ENTER PLAYER NO. This refers to the player being traded with, ie. if player 1 has initiated a trade with player 2, then 2 must be entered at this point. If the player offering the trade wishes to call off the trade then they should press **RETURN**.

The process of moving the flashing T cursor is now repeated as above, only this time the player is selecting the property they wish to gain from the trade. Again, more than one property may be included in the exchange, also the player may wish to select no property in favour of all cash, in which case **Q** (QUIT) should be pressed to terminate the property selection.

Once the player has selected both the property on offer and property required the computer will respond with ENTER THE CASH AMOUNT IN THIS TRADE (**RETURN** if there is no cash adjustment).

If no cash adjustment is to be paid the computer will ask the player whether they accept the offer made by the trading player. Answer **Y** or **N**.



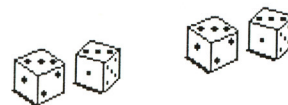
If there is a cash adjustment then the computer will reply IS OFFER PLAYER X TO RECEIVE THE CASH? Answer **Y** or **N**.

The computer asks the player being made the offer DO YOU ACCEPT TRADE? If the trade is acceptable then the computer will swap the necessary properties/cash and the trade is completed successfully.

RENT... This option is used for gathering rent owed by other players. If a player lands on a property owned by you then it is up to you to spot it and collect the rent. Once a player has landed on your property you are given a small period of time to select this option, once pressed the computer adjusts both players cash accordingly. If you fail to press the **RENT** button then the rent will not be collected. If the other player cannot pay, the computer will make them mortgage property or sell houses in order to clear the debt.



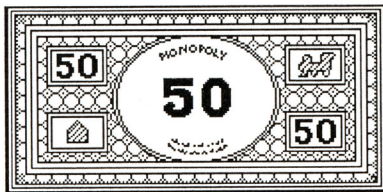
DICE... This option rolls the dice. You will see a graphic picture of the rolling dice. Your piece will be moved round the board by the computer.



Depending where your playing piece lands, you will be offered a number of choices. If you throw a double you will be allowed another throw. If you throw three consecutive doubles then you will go to Jail.

FASTMOVE (Default Inactive)

FASTMOVE makes each player's move a little quicker. Picking this option toggles between FASTMOVE NOW ACTIVE and FASTMOVE NOW INACTIVE.



CASH (Default Show Cash)

Picking the CASH option will toggle between showing and hiding the cash and property value for each player at the end of their turn. This provides an easy way of knowing the potential value of the property and cash at a glance.

If you are playing with other human players, you may wish to switch the visual display off. A cash and property readout may still be obtained by going into the list of owners.

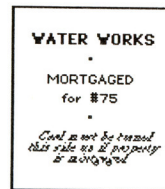
The value of property is calculated on the amount of cash that can be raised from the Bank. An unmortgaged railroad will have a property value of £100, the value the Bank will automatically pay if a player needs to mortgage it.

A mortgaged railway station will effectively have a property value of £0. This is because no more cash can be raised instantly from this property. You may still raise cash by trading the property with another player, but other players aren't always willing to trade.

The value of houses and hotels is also included in the PROPERTY figure, at the value the Bank will pay for them.

Note: At the end of the game the final figure will not be a simple matter of adding property and cash together. The final figure is calculated on face value of property owned: an unmortgaged railway station at £200, mortgaged railway station at £100, any houses and hotels at face value.

It is important to understand that the property value shown during the game refers to the cash that could be raised from the property and not its face value.



AUCTIONING OF PROPERTY... If a player lands on a property which is unsold they will be offered the option to buy it at face value. If the offer is declined the property will be put up for auction by the computer. Players may participate in the auction by pressing their player number (1-6) to register a bid. Pressing the space bar will toggle between the BID and INSTRUCTION prompts.

AUCTIONING OF HOUSES/HOTELS... There are 32 houses and 12 hotels in the MONOPOLY game. If more than one player wishes to buy houses or hotels and the order cannot be fulfilled due to lack of houses and hotels available, the computer will hold an auction and the remaining houses or hotels will be allocated to the highest bidder. The auction is carried out in the same way as the property auction.



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