

Statistic Monopoly

COLLABORATORS

	<i>TITLE :</i> Statistic Monopoly		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 10, 2022	

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Chapter 1

Statistic Monopoly

1.1 Welcome to Statistic Monopoly Documentation

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Statistic Monopoly v1.00
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by Mathew Wilson 1994
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Introduction.

LEGAL!

Installing the game on Hard Disk.

The game.

1.2 Introduction to Monopoly

Yes that's right, another Monopoly. But why? Well, why not.

The only other Public Domain Monopoly game I have seen is a version that was written back in the days when we were still using Disk Doctor. It wasn't that good (No offence to the author) and some friends and I had a few other ideas.

Statistic Monopoly is full of features that you will either find extremely trivial or rather useful.

I must start by apologizing for the size of the program. This program is written in AMOS and compiled with Amos Compiler v1.36 so it takes a huge amount of space!. I no longer program in Amos Basic, as I have made the switch to C so I can at least cut down on the size of my programs! The program contains my own personalised requesters as I and many others are put off by the standard Amos requesters. So this huge amount of code does add to the general size of the program. Oh well.

The game is PAL only.

I hadn't intended to release this game, as it was made entirely for my own personal use but things get around, don't they.

Well I hope you at least enjoy playing this version and that all my endless frustrations with AMOS have been worth while.

Mathew Wilson, September 1994

I can be contacted either by

Postal:

BOX 6022, Halifax Street Post Office
ADELAIDE 5000, SOUTH AUSTRALIA

E-Mail:

via Ben Salmon

salmon@ist.flinders.edu.au

1.3 Some things you should know

This game was originally designed for my own personal use and is intended to bring me no profit in terms of financial gain directly or indirectly from its release into the Public Arena. It is not intended as a replacement for the original game but as an extension. If you do not own a copy of the original game then I suggest you go out and buy a copy before playing this game. It's worth it.

As Parker Brothers would have me point out....

MONOPOLY IS A TRADEMARK OF PARKER BROTHERS
A DIVISION OF TONKA CORPORATION U.S.A.

COPYRIGHT 1935, 1946, 1961

So please don't even think about sending me any real money (who would 8).

My only reward for the endless hours spent on this game is that you enjoy playing it. Look out in the future for its complete rewrite in C and improved graphics. Then you'll know what to do with the Amos version 8-#).

1.4 Installing Statistic Monopoly

Installing Statistic Monopoly onto a hard drive.

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Well firstly, copy the relevant files to a drawer and ASSIGN "MONOPOLY:" to this drawer. If you fail to do the assign then guess what? Yes that's right, it wont work!

Then copy the font "Monopoly" and "Xfont" to your fonts drawer.

Now, just a warning. Because of Amos, the game will have to examine the fonts on your hard disk before doing anything useful. So don't worry, its not formatting your hard disk 8).

I use a font patcher program so this takes no time at all.

I've included some sounds for Statistic Monopoly, but I ended up running out of space for sounds in Chip RAM. Therefore there isn't nearly as many sounds as you'd expect. If you don't have enough Chip RAM then the sounds won't be loaded. I didn't really do much optimizing of the sample size either so that doesn't help.

Oh, I must not forget to tell you. The version I have of AMOS doesn't work properly with the Multi User File System by Nicola Salmoria. This is, no doubt, no fault of MUFS but another fault on behalf of AMOS. When AMOS checks for the existence of a file under MUFS, it ALWAYS says that it can't find it even though its there. Well for the sake of good programming I left the checking routines in my program. If you have any problems like me, then I'll e-mail you my version.

Before you start StatisticMonopoly, you must turn of ALL screen savers because the version of AMOS used to compile this doesn't have the mouse event trick fix in it 8(.

That's all.

## 1.5 Game Menu.

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                                The Game.
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 The board layout

 Starting a new game

 Playing
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## 1.6 The board layout.

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 The Board Layout.
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On the inside of the board you will see a variety of things. At the top you will see a list of the players complete with their position, cash, properties value and score.

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The scoring system used in this game was developed by Matthew Francis. Thanks to Matt for developing it. It certainly adds a lot to the game! Matt is a freak for statistics and he is basically responsible for getting me to add all the trivia information to the game.

Underneath the players info is the dice and time box.

- The dice box shows the last thrown dice.
- The time box shows the real time and the game elapsed time.  
NOTE: You can pause the clock by pressing the right mouse button over the clock box.

Then there is the trivia boxes.

- The General Trivia box shows you a lot of information about the game and is self explanatory. I hope you find it interesting.
- The Personal Trivia box gives information about the current player.

NOTE: By clicking the mouse button over either of these two Trivia boxes !!!! gives you the Statistics Requester. This basically shows you a graph of either all players or the current players stats. You can choose from either Cash, Assets (Properties value), Total (Cash + Assets) or score. This is interesting because it instantly shows you a complete history of the game. Don't forget to have a look from time to time.

The largish box to the right on the inside of the board is the property ← information

or title dead box. Try clicking on any of the properties around the board. Notice how their information appears in this box. It shows all the things normally on the property cards in the board game plus it indicates the owner and the current fine. The fine for any other player landing on this space is indicated by the relevant line being highlighted in white. Also, if a property is mortgaged then the owners name will appear in red.

If you click with the right mouse button over any of the property spaces on the board, a requester showing all the properties, their owner and current fine status will appear.

If you click on Free Parking and Free Parking accumulation is activated then the current amount of cash on the space will be shown.

When you select Jail, the players in jail will be indicated plus the number of turns in jail that the player has served.

## 1.7 Setting up a game.

Setting up a game.

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This document assumes you have a working knowledge of the board game Monopoly®. If you do not then I suggest you go out and buy the original game from Parker Brothers. This is simply a guide to show you

the features of this computer version. As previously stated, this computerised version is fully public domain and costs you nothing.

Select "New" from the Main Menu to begin a game.

You are first asked to set a few parameters before starting the game.

- First, a requester to set the number of players, 2 to 5.
- Then each player sets his name and piece colour in another requester. The pieces do not represent the original ones as it is very difficult to draw them in such a low resolution screen and allow five pieces on the same board location at the same time. This is the reason for a maximum of five players (silly hey).
- In the last config requester you set the following.
 - "Fines and taxes on free parking."
This is an exception to the original Monopoly® rules but is used by a lot of people. It means that every time that any player pays a fine or tax it is transferred and accumulated on the "Free Parking" space. Now when ever any player lands on that space he automatically collects the cash and the balance is reset to zero. Good, hey!
 - "Sell houses for full price."
Another exception to the original Monopoly® rules. This means exactly as it says. When you sell a house back to the bank you get the full price and not half price for your property.
 - "Income tax on cash, not total assets."
Yet another exception to the original Monopoly® rules. On the fourth board position after "GO" (clockwise) there is the "Income tax" space. Normally you would have to pay either \$200 or 10 percent of your total assets to the bank. Not nice. That's what I thought, so now you have the option of paying 10 percent of your cash total instead of your cash plus property value.
 - "Auction properties if not bought."
I and many others have never liked the rule that says that if a player lands on an unowned property and doesn't buy it then it is automatically auctioned to the other players. Well now you can turn it off.
 - "Pass 'Go' before buying property."
Yes, another non-standard rule. This as you probably know only allows players to purchase ANY property once they have travelled round the board once.
 - "Dice roll."
There are two methods to rolling the dice.
 - "Roll"
This flashes up two random numbers very fast and when you hit any key or mouse button it slows down till it stops and shows 2 numbers.
 - "Select"
12 numbers are chosen "randomly" and hidden under 12 boxes. Just select 2 of the boxes with the mouse or press the key corresponding to the letter in the box.

- "Either"
This randomly chooses one of the above.
- "Board version."
Choose between 3 board types, "English", "Australian" or "American".
The game is altered to reflect the difference in versions.
In the English version, all currency is displayed in pounds.
There are a few other minor differences between games.

After closing this requester, which by the way can be short cutted by pressing the right mouse button from anywhere on the screen, you are asked to confirm your settings.

The board is now set up for the chosen version and each player must "throw" to decide who will start.

Now you will automatically enter the
game menu
where the game
begins.

1.8 Playing the game.

Playing the game.
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The game is played from the Game Menu which appears only after a game has been initialised or a game is loaded and Resumed.

You can return to the MAIN MENU by clicking on its button at the bottom of the screen. In the MAIN MENU you can return to the game by clicking on "Resume". You can only resume a game that has been loaded or is being played.

Play is exactly the same as the board version except the banking is done by the computer, obviously.

The button "Roll" will flash when ever the player may roll the dice, BUT this does not mean that he has to roll the dice immediately! He may do a variety of other things before rolling. In fact the game round does not end until the player clicks on the "End Turn" button or he gets himself hopelessly bankrupt.

When a player rolls and the dice numbers set then he will automatically move the corresponding amount on the board, unless he is in jail. Note how non-smooth the movement of the pieces are. This is the best I could do in AMOS without double ←

buffering the screen and wasting more of your precious Chip RAM.

After landing on a space, you may resume control. The computer will execute any relevant events like picking up a Chance card, going to Jail etc.

You may Buy and Sell properties with the appropriate buttons.  
The player selected to buy or sell is determined by the propert list below.

Below the buttons is a list of properties that a player owns. You may view any

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other players properties by clicking on the button above it. You may select the properties in the list with the left mouse button. Using the right mouse button anywhere in the list deselects anything selected. This list is used for indicating which property you wish to sell or build on.

For example; If you want to build on a property group, then you select the  $\leftrightarrow$  property in the list and click on Build. This works the same for Sell and Mortgage.

There is another option, Deal. With this function you may swap, sell or buy properties from another player. "Well how does the computer know which option I want", I hear you ask. Well its simple, its all to do with the status of the property list.

- To swap properties with another player just select one of your properties and then select the other players by changing to his list and highlighting the correct one. Now hit Deal and the computer works it out. All actions are confirmed before execution. Each player is also asked if any money is to change hands at the same time as swapping occurs.

- To buy from another player just make sure you have nothing selected in your list and change to the sellers list and select the property . The buying price must be confirmed by the seller.

- To sell to another player (very similar to buying) just make sure you only select from your list. The selling price must be confirmed as well.

NOTE: Remember that where you leave the property list is important to the action that the computer thinks is happening. eg. If you want to sell to another player then select your property first then change to his list and leave his list showing before selecting Deal.

There are a few keyboard shortcuts.

- 'b' Buy
- 's' Sell
- 'm' Mortgage
- 'D' Deal
- ' ' Next Property List
- <Return> EndTurn
- <Escape> MainMenu

Well simply put, that's it. There is a few other things but they all occur in the game and are self explanatory.

Have fun playing Statistic Monopoly!