

07a63cd0-0

Holger Beer

COLLABORATORS

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WRITTEN BY	Holger Beer	July 1, 2022	

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Chapter 1

07a63cd0-0

1.1 HBMonopoly 1.0 Dokumentation

HBMonopoly 1.2

by **Holger Beer**

- [introduction](#)
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1.2 introduction

This program is another amiga conversion of the well known game Monopoly. Compared to other conversions it has the following excellent features:

- The game runs in full colors in several windows on the workbench
(thus there are some [system requirements](#))
 - The user interface is mostly font sensitive
 - All strings are localized (German, English, Italian)
 - The dumb auction rule is not (yet:^) implemented
 - The game can be controlled with mouse and with keyboard (in most situations)
-

1.3 Copyright etc.

This program is FREEWARE, that means

- You don't have to pay for it.
- It may be copied freely.
- You may charge only a "normal" fee for copying it.
- I take no responsibility for any damage.
- This documentation must accompany every copy.
- It may(shall) be spread via Aminet, public domain CD etc.
- Changes to this program may be made only with a special permission by the .
- etc.

1.4 system requirements

This game needs the following things:

- an Amiga
- AmigaOS 3.0 or better
- gtlayout.library V32 oder higher by Olaf Barthel
(is in this archive)

==> A workbench screen with

- a minimum height of (ca.) 480 pixels.

For example 'PAL:HighRes Interlace'

(for those, who can stand this for some time..),

DBLPAL/DBLNTSC:HighRes "flickerfree"

or the best is a graphics board screen mode

(tested on Cybervision 64 and Picasso IV)

- many colors

the graphics of the game use 14 colors (or so),

that means 16 or 32 colors would be good,

though the game runs of course even in 2 colors.

- some people, who like to play Monopoly
(computer players are not yet really implemented)

1.5 installation

To start the game you don't need any special installation.

It will find the gtlayout.library without installation, but it makes sense to copy the library to LIBS:.

WARNING: Before copying you should test, if there

is no newer version than V37.6 of the gtlayout.library
 in your LIBS:-directory !!
 in this archive there is the plain 68000 version of the library.

Testing:

version libs:gtlayout.library FULL

installing gtlayout.library 36.7:

copy gtlayout.library LIBS:

1.6 rules of the game

First you should select the menu item **Project/New...** , to set up the players for the new game.

After that, the information about the players will show in the middle of the game board. The framed token marks the player, the random generator has chosen, to begin.

Every time, when a player is to throw the dice - and in some situations, when the player has to make a decision -, he can do transactions. He can do this by using the menu.

At this time the player can also query information about properties and ownerships. see menu .

When the player has finished this, he should throw the dice. This can be triggered with the mouse by clicking on a dice or by pressing the space key.

Now there are the following possibilities, depending on the field the player landed on:

- The player landed on a property (street, station or utility)

- property owned by the bank:

The property may be bought

The price is the normal **value** of the property.

- property is owned by another player:

The rent for this property must be paid to its owner.

How to calculate the rent see **information/Property Info...** .

- property is owned by the player himself or

- field 'free parking' (the field in the upper left corner with the car)

nothing happens.

- 'community chest' or

- 'chance' (the fields with the big questions marks)

a random **card** appears in a window

and the player has follow the instructions.

- one of the two tax fields:

The corresponding tax has to be paid:

income tax: 200.-

super tax: 100.-

- jail visit (the field in the bottom left corner)

When you land on this field you are just visiting your fellows in jail

and you can move ahead as usual in the next turn.

· policeman (field in the upper right corner)

From there you must go directly to **jail** .

Your turn ends even if you threw doubles.

· On 'GO' you get 200.- salary.

You also get this money when you pass over 'GO'.

After all actions concerning the field you landed on are done, it's normally the next player's turn. After throwing doubles (both dice show the same number) the player retains the dice and can throw it again. But if the player is so "lucky" to throw three successive doubles, he must go directly to and his turn ends.

During a turn you have unlimited credit. But if you have debts at the end of your turn a warning will show up. When you now press the button 'Give Up' all your assets will be banned from the game board and you have lost the game.

IMPORTANT:

At this point the player can of course organize some money with the menu, e.g. by selling a property.

When in the end there is only one player left, he is the final winner of the game.

1.7 menu overview

Project Information Transactions

1.8 Project menu

Project Transactions

+-----+

|New... AN|

|Open... AO|

|Save As... AA|

|~~~~~|

|Settings... AS|

|~~~~~|

|About... A?|

|~~~~~|

|Quit... AQ|

+-----+

1.9 Information-Menü

Project Information

+-----+

|Property Info... AI|

|Owner Info... AW|

+-----+

1.10 Transactions menu

Projekt Information Transactions

```
+-----+
|Sell AE|
|Exchange AX|
|Buy AB|
|~~~~~|
|Build House/Hotel AH|
|Sell House/Hotel I|
|~~~~~|
|Mortgage Property AM|
|Lift Property AL|
|~~~~~|
|Buy 'g. o. o. jail free'-card I|
|Sell 'g. o. o. jail free'-card|
+-----+
```

1.11 History

History of HBMonopoly

Version 1.0 (3.2.97)

first public release

Version 1.1 (25.2.97)

Bugfix: If a player owned 3-4 stations, houses were displayed there after saving and reloading.

Bugfix: Cleaned up Cleanup routine. Before it could crash when quitting the game.

new: Localization (German, English)

change: Format for saved games changed.

Old saved games can be loaded.

new: Very rudimentary computer players

change: removed close gadget from "new game" window

Version 1.2 (21.3.97)

new: Graphics loading and remapping via datatypes (thanks to Kai Nickel)

Thus it's much faster and supports all graphics formats up to 24 bit.

new: Italian catalog and graphics (made by Luca Longone)

.

Bugfix: negative buy/sell values are not accepted anymore.

Bugfix: Possible graphics problems with many players on a street with

houses removed.

Bugfix: Exchange rate is used when displaying debts.

new: options via tool types.

new: computer players are now a little bit more intelligent, can buy/sell

houses, mortgage property (far from being finished..)

new: sound support

new: to solve graphics problems in gtlayout.library windows

new: all delays can be changed by the user.

change: graphics files are now in a subdirectory

1.12 to do...

The following things I would like to implement into the game:

- really intelligent computer players
- solve problems with broad fonts (topaz/8 or oven 9)
- display the owners directly on the game board
- more sound support (suggestions?)
- open info window when clicking on player status
- open property info window at (double) click on property
- Your suggestions

Don't hesitate to send **me** suggestions, bug reports or just your opinion about this game.

(Also about English translation errors especially in the game)

1.13 about the Author

This program was written by:

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Please send your comments, bug reports, extension wishes, MONEY and other neat things to one of the addresses above.

(I won't read the mail before the 6th of April)

1.14 Project/Neu...

Project/New...

This menu item opens a window, where you can set the number of players, their names and their tokens.

The slider gadget determines the number of players (2-4) and (de-)activates the gadgets below.

The name and the token should be chosen unique for each player to prevent problems.

Sorry, but the cpu players in this version of HBMonopoly are not yet fully supported.

1.15 Project/Open...

Project/Open...

This menu item loads a previously with [Project/Save As...](#) saved game. By default only files with the suffix .MON are displayed in the list.

1.16 Project/Save As...

Project/Save As...

The current game is saved to disk.

File names should end with '.MON' to find them easier afterwards.

Saving is only possible at the beginning of a turn.

see: [Project/Open...](#)

1.17 Project/Settings...

Project/Settings...

not yet implemented..

By now all settings must be done via [tool types](#) .

1.18 Project/About...

Project/About...

shows some unimportant Information

1.19 Project/Quit

Project/Quit

what will happen here?!?

1.20 Information/Property Info...

Information/Property Info...

Here you can query information about every single property.

After selecting a property with the mouse, a window opens, that should look like a 'Title Deed'-card of the "real" Monopoly game.

The Information are as follows:

value: The price you must pay to buy this property from the bank

rent: The rent that must be paid the owner when the property is

unimproved

double rent: This rent is valid when one player owns all properties of one color and none of these properties is mortgaged.

rent with \

1..4 houses: > higher rent for improved properties

rent with hotel: /

costs of houses: Price for one house

(When **selling houses** the

owner gets only half the price back)

owner: 'bank' or the name of a player

If the property is owned by a player, his token is also displayed here.

mortgage value: The money you get, when you select **Transactions/Mortgage Property** .

(Half the property value)

When the property is already mortgaged, this is displayed here.

see also **Transactions/Lift Mortgage**

The rent that is valid will be marked with a red frame. If the property is owned by the bank or is mortgaged then you don't need to pay rent and so there is no red frame.

1.21 Information/Owner Info...

Information/Owner Info...

Opens a window containing a list of the properties, their owners and the current rents.

In the bottom of the window the owners of the two 'Get out of Jail free'-cards are displayed.

This window can contrary to all other windows be left open during the course of the game and is being actualized automatically, when ownerships change.

1.22 Transactions/Sell

Transactions/Sell

A player can use this menu item to sell one of his properties to another player, when he needs money.

The player must give three pieces of information:

- Which property does he want to sell?

The property must be selected with the mouse.

- Which Player does he want to sell the property?

The status display of the potential buyer in the middle of the game board must be selected using the mouse.

- How much money does he demand?

The default is the value of the property, if mortgaged, half the value.

An input of '0' cancels the transaction.

IMPORTANT:

According to the official game rules, improved properties cannot be sold. If you sell them anyway, the houses are sold automatically (also on other properties of the same color group) and the (previous) owner receives half the price he paid for the houses.

IMPORTANT:

If the property is mortgaged, the buyer must pay 10% of the mortgage value to the bank at once (5% of property value). But the buyer gets the chance to lift the mortgage during the transaction. Then he doesn't have to pay these extra 10% rate of interest. He must only pay the "normal" 10% rate of interest. see [Transactions/Lift Mortgage](#) .

(This really is the most complicated rule of Monopoly..)

1.23 Transactions/Exchange

Transactions/Exchange

This function the player can use to exchange one of his properties with a property of one of his rivals. This is in principle the same as when he

- sells his property and
- buys the other property for the same price.

Thus the same rules apply that are marked as IMPORTANT in the chapters

[Transactions/Sell](#) and

[Transactions/Buy](#) .

1.24 Transactions/Buy

Transaction/Buy

With this menu item the player can buy a property from one of the other players.

The player must give two pieces of information:

- Wich property does he want to buy?

The property must be selected with the mouse.

- How much money does he offer?

The default is the value of the property,

if mortgaged, half the value.

An input of '0' cancels the transaction.

IMPORTANT:

According to the official game rules, improved properties cannot be bought. If you buy them anyway, the houses are sold automatically (also on other properties of the same color group) and the (previous) owner receives half the price he paid for the houses.

IMPORTANT:

If the property is mortgaged, the player must pay 10% of the mortgage value to the bank at once (5% of property value). But the player gets the chance to lift the mortgage during the transaction. Then he doesn't have to pay these extra 10% rate of interest. He must only pay the "normal" 10% rate of interest. see [Transactions/Lift Mortgage](#) .

(This really is the most complicated rule of Monopoly..)

1.25 Transactions/Build House/Hotel

Transactions/Build House/Hotel

To build houses the player must now click the property/ies he wants to build on.

Houses can only be built under the following circumstances:

- It must be a normal street
(you can tell it from the colored bar)
- The player must own all streets of this color group.
- No street of this color group may be **mortgaged** .
- The houses on the streets of one color group must be distributed evenly.

That means the difference in the number of houses may not be more the one.

A hotel is practically the same as five houses on one street. (But it look a bit different.)

The costs for one house you can get from **Information/Property Info** or with this simple rule:

- On all streets on the bottom of the board houses cost 50.-
- on the left hand side they cost 100.-
- on the top row 150.-
- and on the right 200.-

WARNING:

When **selling houses** you only get back half the price you paid for them!

1.26 Transactions/Sell Houses/Hotel

Transactions/Sell Houses/Hotel

To sell houses the player must now click the (improved) property/ies.

You must keep in mind, that sites on street of one color group must be maintained evenly. That means the difference in the number of houses may not be more the one.

The player only gets back half the price he paid for the houses.

When **selling property** the houses are sold back to the bank automatically, this menu item need not be called in this case.

1.27 Transactions/Mortgage Property

Transactions/Mortgage Property

After Selecting this menu item the player has to choose the property to be martgaged.

This is only possible for properties with these attributes:

- The property must be owned by the player
-

- The property must not already be mortgaged

And for normal streets also:

- No street of this color group may be improved.

The player then receives half the property value as printed on the game board. (Those who can't read upside down numbers should use [Information/Property Info...](#) !)

As long as the property is mortgaged, the player doesn't receive any rents for it, when another player lands on it.

see [Transactions/Lift Mortgage](#)

1.28 Transactions/Lift Mortgage

Transactions/Lift Mortgage

When the player has again enough moey to lift the mortgage, he should do so to get the full rents from the other players.

You need not only pay back the mortgage value but also 10% rate of interest.

Example:

The Old Kent Road has a value of 60.-

So you get 30.- for the mortgage.

Then you must pay back $30.- * 1,1 = 33.-$.

1.29 Transaction/Buy 'g. o. o. jail free'-card

Transaction/Buy 'g. o. o. jail free'-card

Here is the possibility to buy a 'Get out of jail free'-card from one of the other players. This can be especially useful, if you are currently in [jail](#) .

The player must give two pieces of information:

- Which Player does he want to buy the card from?

The status display of the card owner in the middle of the game board must be selected using the mouse.

- How much money does he offer?

The default is 25.-.

It does not make much sense to offer more than 50.- because for 50.- you can always leave jail.

An input of '0' cancels the transaction.

You should use [Information/Owner Info](#) to see owns such a card.

If the card owner accepts the price and you are in jail, you are presented with the choice to use the crd.

Further information about jail you can get [here](#) .

1.30 Transaction/Sell 'g. o. o. jail free'-card

Transaction/Sell 'g. o. o. jail free'-card

permits the player to sell his 'Get out of jail free'-card to one of the other players.

If the player does not own such a card this menu item has no function.

The player must give two pieces of information:

- Which Player does he want to sell the card?

The status display of the potential buyer in the middle of the game board must be selected using the mouse.

- How much money does he demand?

The default is 25.-.

It does not make much sense to offer more than 50.- because for 50.- you can always leave jail.

An input of '0' cancels the transaction.

If the other player accepts, the money and the card are transferred.

1.31 Chance & Community Chest

In Monopoly there are two different event card stacks:

Chance and Community Chest.

Here the different kinds of cards are described:

- 'Get out of Jail free'-cards:

These are the only cards the player may keep till he can use them in **jail** or **sell** them to other players.

- 'Advance to'-cards:

The Player must move his token immediately to this street and there he must perform the **usual actions** .

If the token passes 'GO', the player receives 200.-.

(Exception: 'Go back to Old Kent Road').

- 'Go to jail'-cards:

The player must immediately go to .

His turn ends and he doesn't get 200.-.

the 'Get out of Jail free'-card can only be used in his next turn.

- 'Receive'- or 'Pay'-cards:

These card have an (positive or negative) effect on your money.

Bsp.: Won Crossword competition, drunk in charge,...

- 'Go back three spaces'-card:

On the field where you then land you must again perform the **usual actions** .

- 'Street repairs'- or 'House repairs'-card:

These cards can be very expensive for players with many houses and hotels.

- '10.- or chance'-card:

Here you can choose, whether to pay 10.- or to take the risk of a chance card.

- 'birthday'-card:

The player gets 10.- from every other player.

This is the card, that also affects the other players.

1.32 Jail

There are three ways to get into jail:

- If you land on the 'Go to jail'-space
(in the upper right corner with the policeman)

- By drawing a '**Go to Jail**'-card

- By throwing three successive doubles.

You get out of jail:

- by using a 'Get out of Jail free'-card.

(You can even buy one when you are already in jail

Buy 'g. o. o. jail free'-card)

- by paying 50.-

- by throwing doubles

after the third turn in jail you get out of jail, but you must pay 50.-

if don't throw doubles.

The options you have are displayed automatically.

1.33 known bugs

On some configurations the colors in the "new game" window are displayed wrong. With the **gfxhack** are displayed right (but this is no perfect solution).

Crashes in dependence with the "new game" window are forced by the stack set too low. There should be no problem with this anymore on the workbench, because I set the icon stack to 10k.

Please tell other bugs when you find them!

1.34 Settings

In a future release the setting will be changable ingame with the menu item "Settings...", but this is not yet implemented. By now all options must be set via tool types.

GFXHACK [Def. FALSE]

If there are only 4color graphics in the "new game" window, you should set GFXHACK=TRUE. This results in slower and more "illegal" graphics output, but it's by now the only solution.

SOUND [Def. TRUE]

Switches sound output off or on.

DICESOUND [Def. PROGDIR:Sounds/dice.8svx]

File name of the IFF-8SVX sound file for the dice sound.

MOVESOUND [Def. PROGDIR:Sounds/move.8svx]

File name of the IFF-8SVX sound file for the token moving sound.

JAILSOUND [Def. PROGDIR:Sounds/jail.8svx]

File name of the IFF-8SVX sound file for the jail sound.

WINSOUND [Def. PROGDIR:Sounds/win.8svx]

File name of the IFF-8SVX sound file for the win sound (s. Bugs).

LANGUAGE [Def. Locale settings]

Specify the language to use (e.g. deutsch, english, italiano). Normally doesn't need to be changed.

MOVEDELAY [Def. 20]

Delay when moving tokens in 50ths of a second.

MOVEFASTDELAY [Def. 10]

Delay when moving tokens fast in 50ths of a second (e.g. card "Advance to Mayfair").

DICEDELAY [Def. 20]

Delay when throwing dice in 50ths of a second.

COMPDELAY [Def. 30]

The time a cpu player "looks" at a card before continuing (in 10ths of a second).
