

## LAYER STATUS

The player status screen appears as shown above after you have duly clicked the name of the player you wish to status. **Shortcut:** Shift-click the name of the player you wish to status.

The **Eq.** column displays how much equity the player owns in the property. (If the property is mortgaged, the mortgaged value displays in the Eq. column. Otherwise the appraised value amount appears there.) The **M** column will have a checkmark if the property is mortgaged. The **bld.** column displays the number of improvements the player has made on the property. If a property has no improvements and you click its **M** column, it will put up a dialog asking if you really wish to mortgage the property. If you answer in the affirmative, the property will become mortgaged. Likewise, if there is a check in the **M** column and you click it, you will be asked to confirm that you really wish to lift the mortgage. In either of these cases your cash, real assets, and networth will reflect the new situation.

## Cheat Option

If you are a registered user, you may have turned on the Cheat option. If so, you can do several nasty things to another player from the status screen while he or she goes to the bathroom. You can edit his cash by typing in a new number for it. If you click on one of his unimproved properties, you will be asked if you want to steal it. Since the program has no way to know who is clicking the mouse, it must also ask which player is stealing it. Selecting your name from the popup list results in the property going to you. Selecting Cancel results in the property not being stolen at all. If the property is mortgaged, you then become responsible for paying back the loan, so

stealing from another player may not always be in your best **interest** (couldn't resist the pun!)