

# Monopoly Retro

for the

Commodore 64

by

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of



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# Introduction

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Welcome to the Monopoly Retro user manual! By reading this manual, you will learn how to play the game and navigate its many menus and dialogues.

It is assumed that you are familiar with the standard rules of the board game version. These rules are not included in this manual except where required to explain some commonly unknown or difficult to understand aspects of the game.

For further information about the variations to the standard rules for this version, you should see the "ReadMe" document. It is also assumed in this manual, that you have read that document.

## Getting Started

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Playing the game is easy! The game can be played with up to six (6) players. These can be other people or you can elect to have the computer ("Victor") play with you.

To load the game, insert the disk and type:

```
LOAD "*", 8
```

Once the loading is finished type:

```
RUN
```

The game will then load additional resource and rules data before starting.

When the game is started, you will be presented with the Game Titles dialogue. You can skip past this dialogue (and the other "standard" dialogues) by pressing any key or clicking the mouse left button or joystick button.



*Game Titles Dialogue*

When the game is run for the first time, it will ask you for some information about the input devices you wish to use. You can elect to use just the keyboard or the keyboard and either a joystick or a mouse. To use the joystick, simply click the joystick button or press the 'J' key. To use a mouse, you will need to press the 'M' key. To use only the keyboard (disabling the joystick, mouse and "hot" button flashing) press the 'K' key.

To use the joystick, it must be in Control Port 2. To use the mouse, it must be in Control Port 1. To navigate with the joystick, move the joystick up or down to change the "hot" button and then click the button to select. To navigate with the mouse, move the pointer over a button and then click the left button to select.

The joystick input is recommended since it can be used to quickly navigate certain buttons. This will be explained in the relevant sections.

Enabled buttons will be shown in a lighter colour (or be "hot", shown flashing white) and disabled buttons will be shown in a darker colour.

This is what the Select Devices menu looks like:



*Input Configuration/Select Devices Menu*

If you select the joystick input, you will be presented with another menu, enabling you to determine the sensitivity (or speed) of the input. To have more accurate control, chose a lower setting. For faster input, chose a higher one.



*Input Configuration/Input Sensitivity Menu*

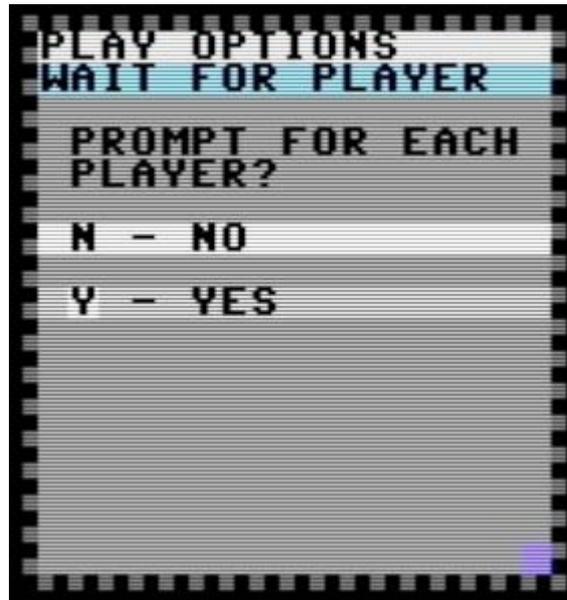
By the way, the yellow square shown at the bottom of these menus will be flashing different colours. This is to let you know that the game is currently waiting for your input to continue and is not in one of the standard "play modes". The same notification is used for dialogues and certain other menus.

Next, the game will ask you for information about the game flow. You can chose to have a dialogue presented each time the active player is changed (to wait for each player to be ready) and whether or not to always jump to the next square.

For first-time or novice players, it is probably better to prompt for each player and

not jump to each square (use the "stepping" method). However, for a faster game, you can elect to not prompt for each player and use the "jumping" method.

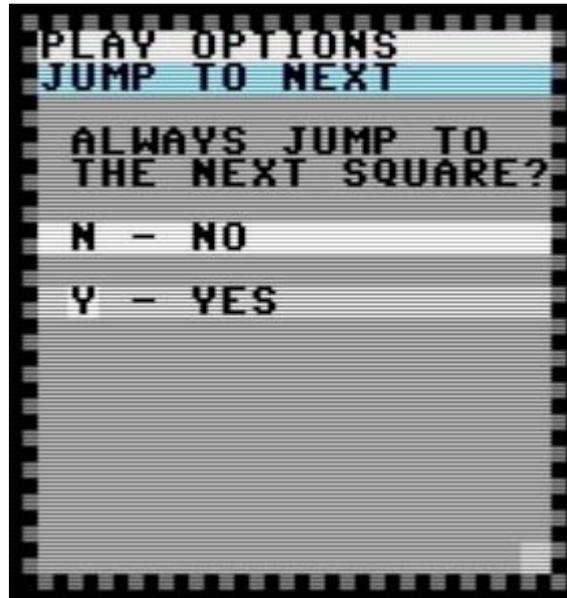
Here is what those menus and the dialogue look like:



*Play Options/Wait for Player Menu*



*Next Player Prompt Dialogue*



*Play Options/Jump to Next Square Menu*

For games subsequent to the first, these menus will not be shown. You can return to these menus (other than the Select Devices menu) in order to change the options from the game's main Play menu.

## **Beginning a Game**

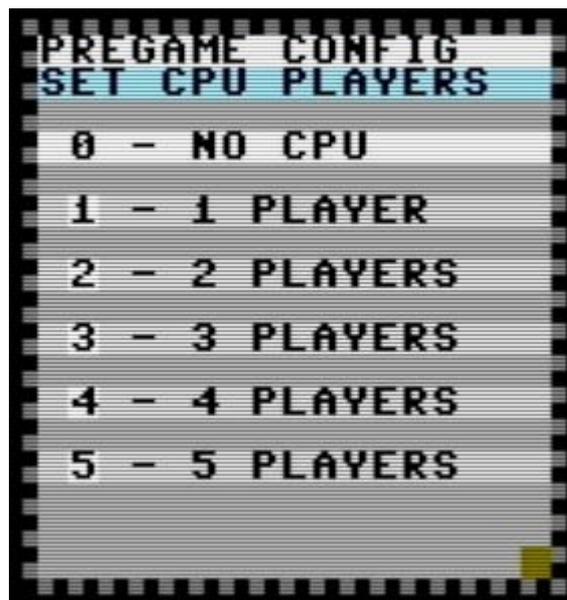
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In order to play the game, the computer needs to know some information about the players and options you want for play. You will need to tell the computer how many human and computer players will be in the game. You can have from two (2) to six (6) players.



*Pre-Game Configuration/Set Player Count Menu*

Next, select the number of computer players ("Victor" and his friends) that you would like to play with you. The exact options shown will depend upon the selection made on the Set Player Count menu. You can have zero (0) to (5) computer players. The menu shown here is for when there are six (6) players in the game.



*Pre-Game Configuration/Set Computer Players Menu*

Now, for each player in the game, you will need to specify the colour they would like to use. The computer players will chose for themselves when it is their turn.



*Pre-Game Configuration/Select Player Colour menu*

As each colour is selected, it becomes unavailable to the rest of the players so that each player has a unique colour.

Next, you need to tell the computer about the rule variations you want. First, you tell the computer how much money you want to have. The normal amount is recommended. However, for two players you may find that a higher amount is better. For more difficult games (and usually for a large number of players), the low amount could be selected.

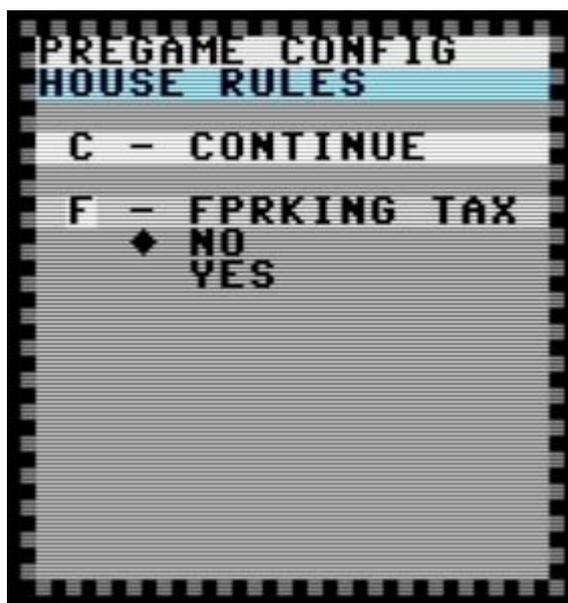


*Pre-Game Configuration/Set Starting Funds Menu*

Now you must select which other "house rules" you want to enable. Presently, there is only one (1) that you can change. Click the relevant button or press its key to toggle the option on or off ("Yes" or "No").

The option you can change is "Free Parking Taxes". When this is enabled (set to

"Yes"), all taxes incurred are not sent to the bank but instead, kept on the Free Parking space. When the Free Parking space is landed on, the player receives the money collected there.



*Pre-Game Configuration/House Rules Menu*

When you are done, click the "Continue" button or press the 'C' key to save the settings and continue to the next menu.

The final menu before the game commences is now shown. Each player must roll the dice to see who goes first. Simply click the "Roll" button or press the 'R' key to roll the dice. The highest roll allows that player to go first. If there is a tie, the lower number player wins. The computer players will roll the dice automatically when it is their turn.

The exact number of players shown will depend upon earlier selections.

A dialogue is shown after all the players have rolled to inform you of who won first place. The menu is shown again but with the "Begin" button shown. Click the button or press the 'B' key to start the game!



*Pre-Game Configuration/Roll For First Menu (Rolling)*



*Game Starting Dialogue*



*Pre-Game Configuration/Roll For First Menu (Starting)*

## Playing the Game – First Steps

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Now the game has begun! The Community Chest and Chance cards will be shuffled and you will be presented with the game's Play menu. From here, you can simply roll the dice and end your turn or perform a variety of other functions. All of the game's main features can be accessed by navigating this menu.



*Play Menu (Page 1/2)*

Generally, you will want to roll the dice and move first. You do this by clicking the "Roll" button or pressing the 'R' key. When you are done, you click the "Next Turn" button or press the 'N' key.

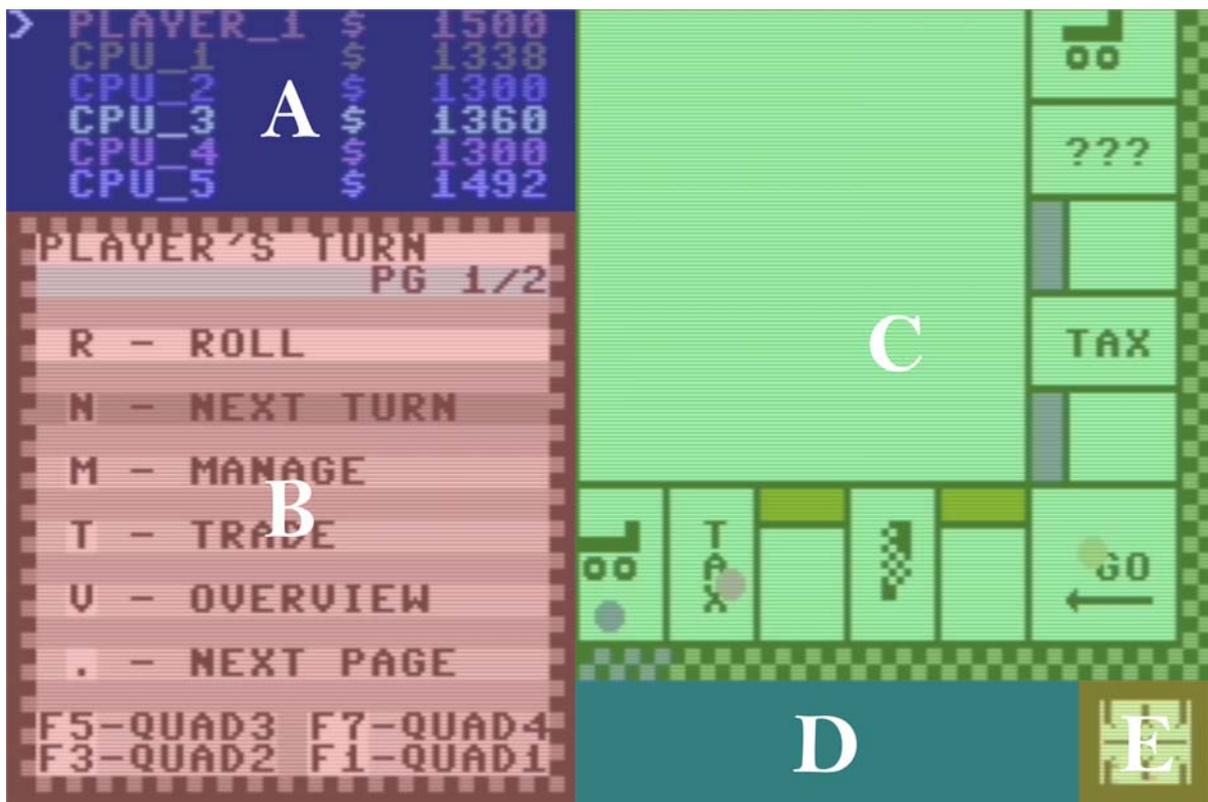
The second page of the Play menu can be accessed by clicking the "Next Page"

button or by pressing the '.' key. This same mechanism is used to switch pages for all multi-page menus.



*Play Menu (Page 2/2)*

In order to understand what is happening in the game, here is a break-down of the screen:



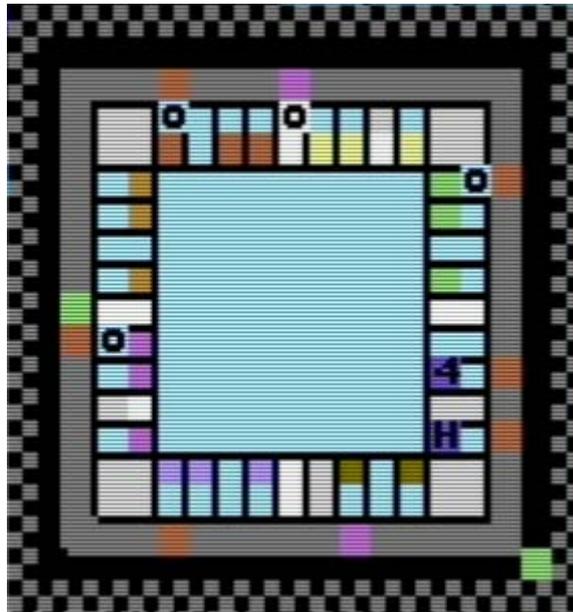
*Break-down of the Game's Screen*

A) The Player Status Area. The player's names are shown here along with their current money. A '>' indicator against the player shows the currently active player. A '#' or '=' shows that the player is in goal with the '=' sign used to

denote that the player has a Get Out of Gaol Free card. A '+' shows that the player has the Get Out of Gaol Free card but is not in gaol.

- B) The Menu Area. The game menus are shown here.
- C) The Game Board Area. A "quadrant" of the board is shown here. Usually it will be the one that the active player is in but it can be changed to show other parts of the board when required or as desired. It also shows markers for each player in that quadrant (in the player's colour). Around the outside edge of the board, the ownership of the squares/deeds is displayed by use of the player's colour next to the square. A solid bar denotes that all in that group are owned by the player. If a square is shown in a dark colour, it is mortgaged. If it is shown in a bright colour, it is selected. The numbers '1' through '4' on a street square's header show the number of houses there. A 'H' is used for hotels.
- D) The Prompt Area. Information about what has just occurred in the game is shown here. All of the game's events have a prompt. There are two (2) prompt lines. The top line is for major events or notifications, the second for minor events. Each prompt is prefixed with a token in a colour to denote to whom the event belonged. Usually it is the player colours for events triggered by players but it may also be light grey for banker events or white for system events.
- E) The Mini-Map Area. All of the player's positions are shown here. The outer lines show the corners, the inner lines the stations. A indent marker is shown for where the edges of the board change.

From the Play menu, an Overview of the entire board can be shown by clicking the "Overview" button or by pressing the 'V' key. This dialogue shows all of the player's positions, the square/deed ownerships, whether they are mortgaged or not and the improvements placed upon them.



*Overview Dialogue*

Also important to note at this point is that player statistics can be displayed by clicking the "Statistics" button or by pressing the 'S' key. First, a menu is shown to allow you to select which player to show information for. Then a dialogue is shown with that player's statistics.



*Select Player Menu*



*Player Statistics Dialogue*

Of course, as already mentioned, you can change the Input Configuration settings to get to the Input Sensitivity menu by clicking the "Input Config" button or pressing the 'I' key. Also, you can change the "Game Options" by clicking that button or pressing the 'O' key to get to the Play Options menus.

## **Getting Around the Board**

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When you have elected to use the Stepping Mode (not Jumping Mode) you will be presented with a special menu while you move. This menu allows you to skip the stepping process and jump directly to the destination square.



*Player Moving Menu*

Similar to this menu is the Game Updating menu which appears when a lengthy or batched process is occurring. Commonly, it also appears when the computer player performs actions in their turn. You can elect to quickly step through the actions by pressing any key.



*Game Updating Menu*

## **Buying a Deed**

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When you land on an unowned square, the deed may be purchased and you will be presented with the Unowned Deed menu. Here it is:



*Unowned Deed Menu*

If you have sufficient money, you can buy the deed by clicking the "Buy" button or pressing the 'B' key. If you don't, you can manage your portfolio to reclaim some equity. See the next section for information about this.

If you really don't want to purchase the deed outright, you must Pass by clicking the "Pass" button or pressing the 'P' key. Doing so will put the deed up for auction. See the "Deed Auctions" section for more information.

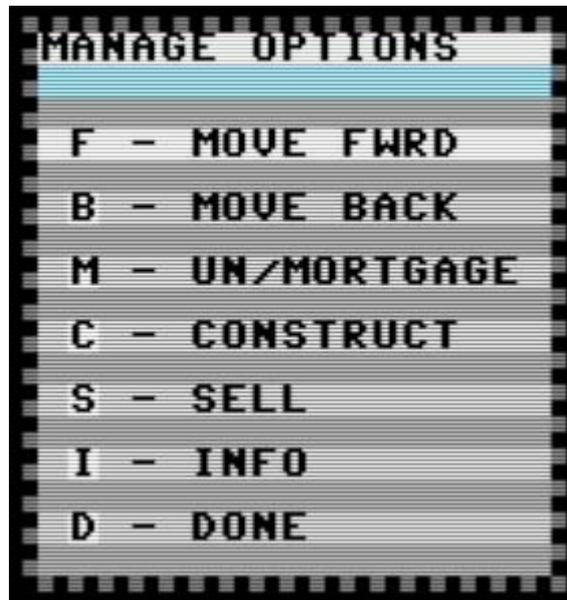
Of course, the other standard options are available from this menu too. Including trading, getting an overview, seeing player statistics and viewing each quadrant of the board.

## **Managing Your Portfolio**

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As the game progresses, you will want to manage your portfolio. This could be either to mortgage a deed in order to pay a debt, reclaim equity to make a purchase or to place improvements on street's square. You may also want detailed information about a particular deed.

You do these things by accessing the Management menu. To get to this menu, click the "Manage" button or press the 'M' key on the Play menu. This menu is also available from most other menus. Its functionality is limited from the Trade and Elimination menus. See the relevant sections for more information.



*Management Menu*

When you open this menu, the game will switch into the "Management mode". In this mode, a square is selected which becomes the focus of the actions on the Management menu. When you close the menu, the game returns to the previous mode and any previous selection is restored (such as for purchasing and auctioning).

When you open this menu, the available houses and hotels are shown in the top prompt line. You cannot Construct more houses or hotels than are available. Selling a hotel when there are insufficient houses to deconstruct it causes the houses count to go negative. When this happens, you cannot leave the Management menu until you Sell the missing or "phantom" houses. See below for more information.

Clicking the "Move Forward (FwrD)" or "Move Back" buttons or by pressing the 'F' or 'B' keys moves the selection forward (clockwise, in the direction of play) or backwards (anti-clockwise). The joystick left and right directions can be used to quickly access these buttons. Use left to move forward and right to move back. You can have one of the other buttons "hot" as well as move the selection in this way.

The selected deed can be mortgaged or unmortgaged using the "Un/Mortgage" button or by clicking the 'M' key.

You can construct improvements by using the "Construct" button or by pressing the 'C' key when you own all of a street's group.

You can sell improvements by using the "Sell" button or by pressing the 'S' key.

To get information about the selected square, click the "Info" button or press the 'I' key. The Information dialogue for a street deed looks like this:



*Square/Deed Information Dialogue*

Slightly different dialogues are given for the utilities, stations and other squares.

Once you have finished with the management options, click the "Done" button or press the 'D' key to return to the previous menu. As mentioned above, you cannot leave this menu if the current houses count is negative.

## **Oh No! I've Gone to Gaol**

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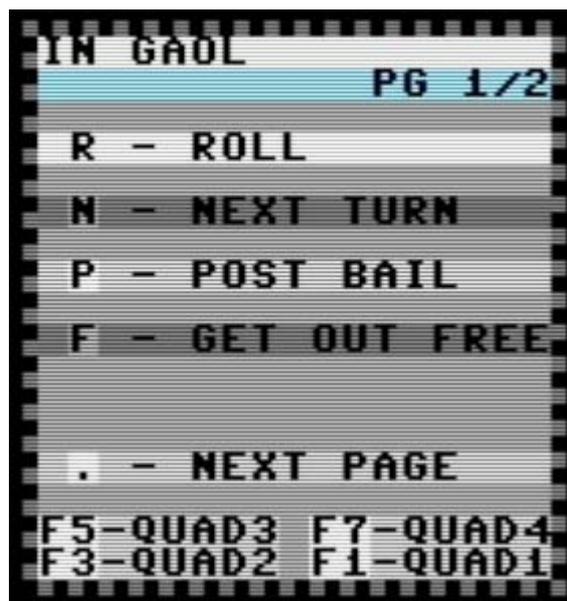
This is bound to happen eventually, either from rolling three (3) doubles in a row, landing on the Go to Gaol square or getting a Go to Gaol Community Chest or Chance card.

When you go to gaol, your turn is over and you are presented with the Gone to Gaol menu. You can only move on to the next player. Here is what it looks like:



*Gone to Gaol Menu*

When it is your turn next, you will be presented with the In Gaol menu. This menu allows you to roll to get out of gaol up to three (3) times, immediately post bail or use a Get Out of Gaol Free card, if you have one.



*In Gaol Menu (Page 1/2)*

You can, of course, do all of the usual things from this menu as well, including manage, trade, view the overview, get player statistics and view each quadrant of the board. These are all listed on page two (2) of the menu.



*In Gaol Menu (Page 2/2)*

If you run out of chances to get out of gaol by rolling, you must post bail and will be presented with the Must Post Bail menu.



*Must Post Bail Menu*

The only thing you can do is post bail and move the number of squares from your last roll. If you don't have enough money to cover the cost of bail, you will be presented with the Player Must Pay menu. See the "When I Don't Have Enough Money" section for information about this.

## **Deed Auctions**

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Sometimes, you simply cannot afford to buy a deed or you may decide that you want to pass up the opportunity for some other reason. When you do, the deed is put up

for auction. Each player gets to bid in their turn (starting with the player after the one that passed).



*Deed Auction Menu (Page 1/2)*



*Deed Auction Menu (Page 2/2)*

Here you can change the bid amount and bid, pass for the round or forfeit any further bids in the auction. The auction always starts at \$10 and that can be the first bid. Each subsequent bid must increase the amount to be valid. Once all but one player has passed or forfeited, the auction is won by the last bidder. If all players decide to pass or forfeit, then the auction is cancelled and the deed goes unowned.

To bid, use the "Amount (Amt)" buttons (there are buttons for hundreds, tens and ones – up or down) or press the 'U', 'I', 'O', 'J', 'K' or 'L' keys and then "Bid" using that button or press the 'B' key. To "Pass" click that button or press the 'P' key. To "Forfeit" click that button or press the 'F' key.

Using the joystick, you can quickly navigate through the "Amount" buttons. Use left or right to move the "hot" button selection left or right and up or down to move the "hot" button selection up or down. Moving left from the first takes you to the last on the right, right from the last takes you to the first on the left. Moving up from the top moves the "hot" selection to the last button on the menu. Down from the second row moves the "hot" selection to the next button on the menu.

Of course, all of the standard features are available from this menu too.

Deed Auctions can also occur after a player has been eliminated, either to the bank or because the defeating player doesn't want or cannot afford the deeds. See the "When the Game is Over" section for more information.

## Trading – Initiation

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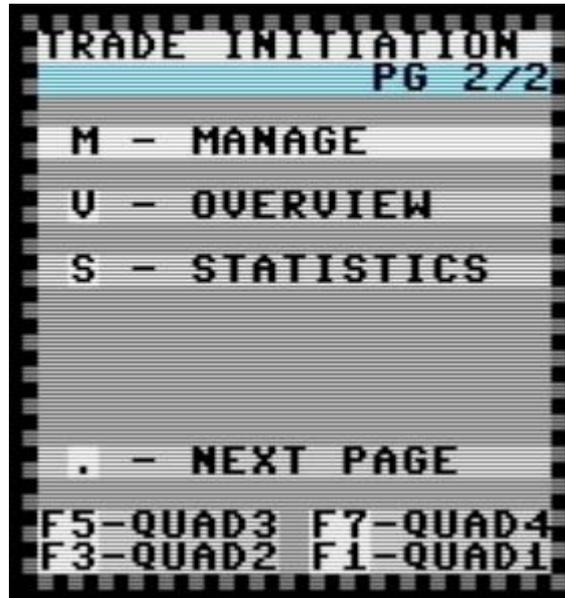
Trading is done in two stages, Trade Initiation and Trade Approval. The menus and dialogues for each stage are very similar. We will discuss Trade Initiation first since it must occur first.

Trading is available from most menus. You cannot trade during an elimination transfer, however (it is counted as a kind of trade). See the "Elimination Transfers" section for more information.

When you select the Trade option or button you are taken to the Trade Initiation menu.



*Trade Initiation Menu (Page 1/2)*



*Trade Initiation Menu (Page 2/2)*

At first, you must select the player that you wish to trade with. The menu presented to do this is the same Select Player menu that is shown when getting player statistics except that the currently active player is unavailable for selection (of course). See the relevant topic in the "Playing the Game – First Steps" section.

Next, you must fill out the Wanted or Offering details. The Wanted details are what you would like the player you are trading with to give you. The Offering details are what you are going to give that player in return.

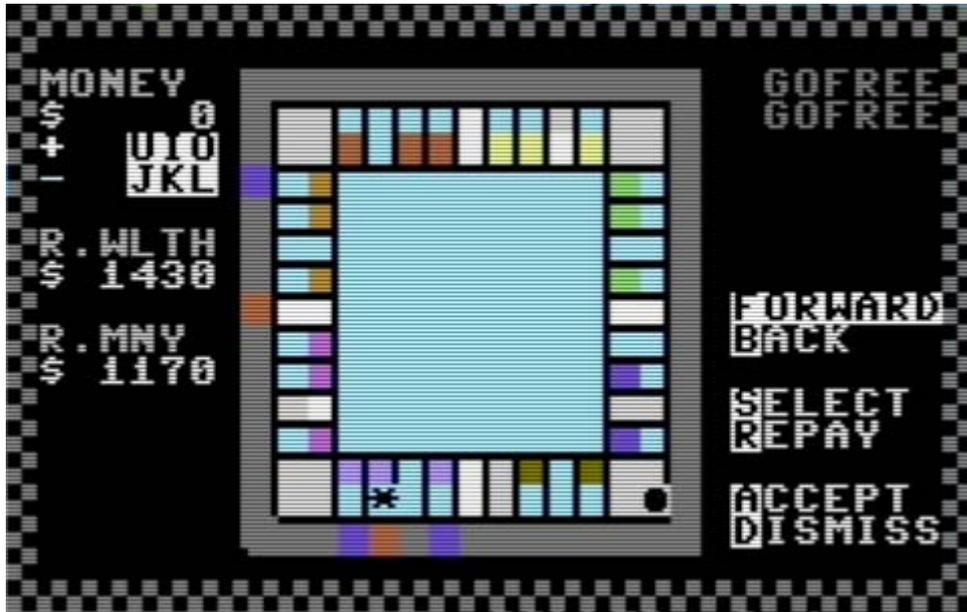
You can trade money, Get Out of Gaol Free cards (if you or they have any) and any deeds you or they might have.

The dialogues shown for the Wanted and Offering details are very similar except that for Trade Initiation, the Wanted dialogue allows you to set a mortgaged deed to "Repay" status or not. I will provide some more information since this is in relation to commonly unknown rules.

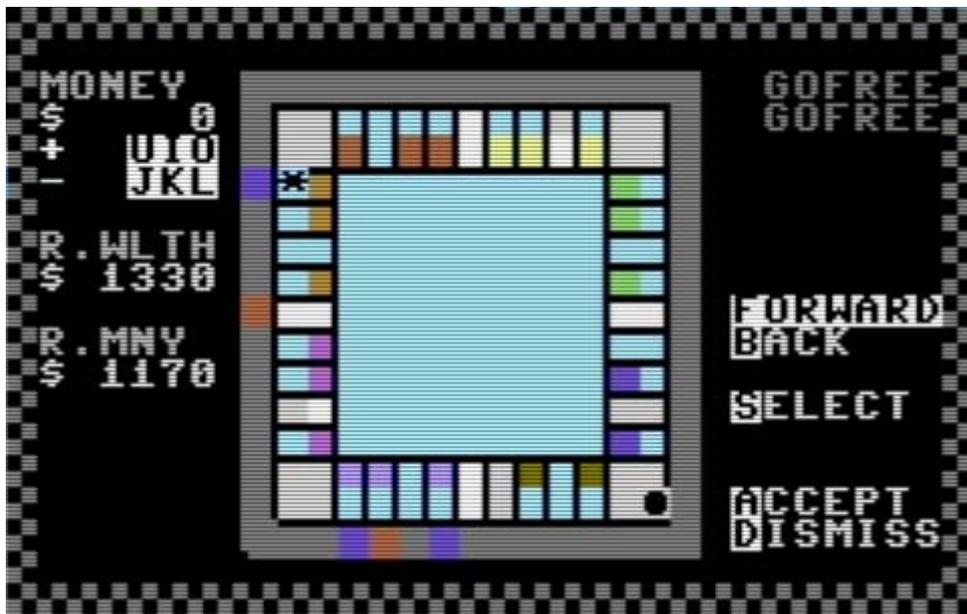
For trades (and elimination transfers), any deed you receive that is mortgaged incurs at a minimum, a fee. That fee is the same 10% (rounded up) fee that is incurred by repaying mortgages. You can instead elect to immediately repay the mortgage and pay the same repay charge that is required to repay a mortgage. It is best, if you can afford it, to repay a mortgage during the trade (or elimination transfer) since you will then only be charged the 10% fee once.

The "Trade Selection (Initiation Wanted)" dialogue is presented for the Wanted details. The "Trade Selection (Initiation Offering)" dialogue is presented for the Offering details. These dialogues show an overview, just like the "Overview" dialogue (see the "Playing the Game – First Steps" section) except that only information pertaining to the players involved in the trade is shown.

Here they are:



*Trade Selection (Initiation Wanted) Dialogue*



*Trade Selection (Initiation Offering) Dialogue*

These dialogues are slightly complex at first glance but they are actually simple once you get used to them.

When they are presented, a token will be flashing to indicate which square or Get Out of Gaol Free card is the current focus. You can see that token in the illustrations on the Go square. When you "Select" a square/deed for trade, a '✱' will be placed on that square. When you elect to repay a mortgaged deed (you must select it first), a '♣' is shown on that square, next to the selection mark. This is not shown in the illustrations. Using the "Forward" and "Back" buttons moves the focus through the squares on the board and the Get Out of Gaol Free cards (clockwise for "Forward" and anti-clockwise for "Back").

You can only select to Offer your own deeds and conversely, only select as Wanted

the other player's deeds.

You can select the amount of money to trade using the buttons under the "Money" section. There are buttons for hundreds, tens and ones – up or down. Press the 'U', 'I', 'O', 'J', 'K' or 'L' keys or click them to change the value.

Using the joystick, you can quickly navigate through these Money buttons. Use left or right to move the "hot" button selection left or right and up or down to move the "hot" button selection up or down. Moving left from the first takes you to the last on the right, right from the last takes you to the first on the left. Moving up from the top moves the "hot" selection to the "Dismiss" button on the menu. Down from the second row moves the "hot" selection to the "Forward" button on the menu.

When the Money buttons aren't "hot", you can also use the joystick to quickly navigate the dialogue. Joystick left is the same as the "Forward" button, right the "Back" button.

As you select deeds, the Remaining Wealth (shown on the dialogue as "R.Wlth") is updated to tell you how much equity you are gaining or losing. You cannot enter into a trade which causes you to go to zero (0) remaining wealth or less.

When you trade money or elect to repay a mortgage, the Remaining Money value is updated (shown on the dialogue as "R.Mny"). You cannot enter into a trade that would cause the Remaining Money to be negative. You must Manage your portfolio (see the "Managing Your Portfolio" section) or change your selections if you wish to continue.

To "Accept" the information entered click that button or press the 'A' key. To "Dismiss" the information currently being entered (and revert to any previous selection) click that button or press the 'D' key.

Once you have entered in the details for the trade you wish to make, click the "Confirm" button on the Trade Initiation menu or press the 'C' key. If you have decided against making a trade, you can "Cancel" by clicking that button or pressing the 'X' key. A trade cannot be confirmed if the "tradee" (target of the trade) cannot afford the trade – either their remaining wealth would be zero (0) or negative or their remaining money would be negative if only the mortgage fees were incurred.

When you confirm the trade, a Trade Approval Interrupt will occur. The game will switch the active player to the one selected in the trade and they will be presented with the Trade Approval menu. This is described in the next section.

It is important to note that the Management options you have when managing from a trade are limited. You cannot mortgage or unmortgage a deed when it is selected for trade and you cannot construct any improvements but you can sell them.

# Trading – Approval

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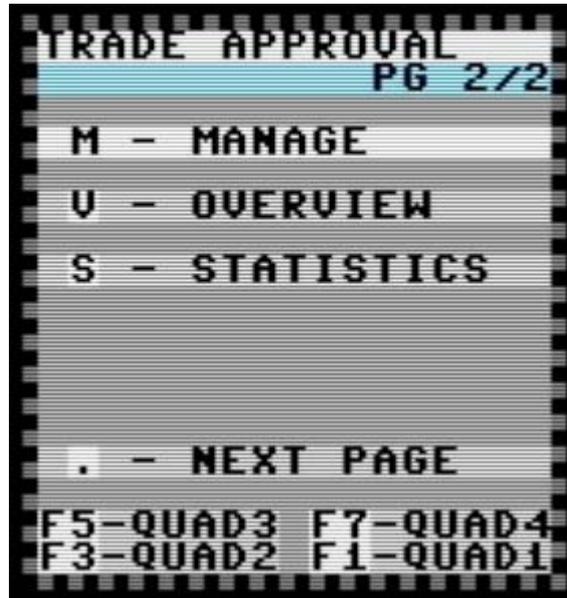
When another player requests a trade with you, you are presented with the Trade Approval menu. This menu allows you to see which player initiated the trade as well as what they are Offering and what is Wanted in return. This is the same as the Trade Initiation.

However, you cannot change any of the details of the trade except for which of the offered, mortgaged deeds you wish to repay.

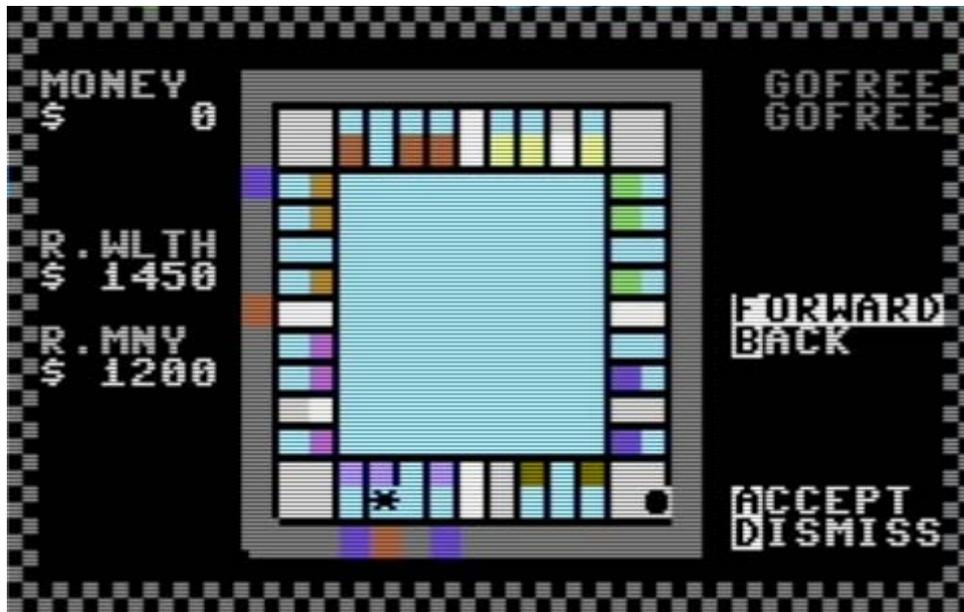
The same Management limitations as for Trade Initiation also apply. You cannot mortgage or unmortgage a deed when it is selected for trade and you cannot construct any improvements but you can sell them.



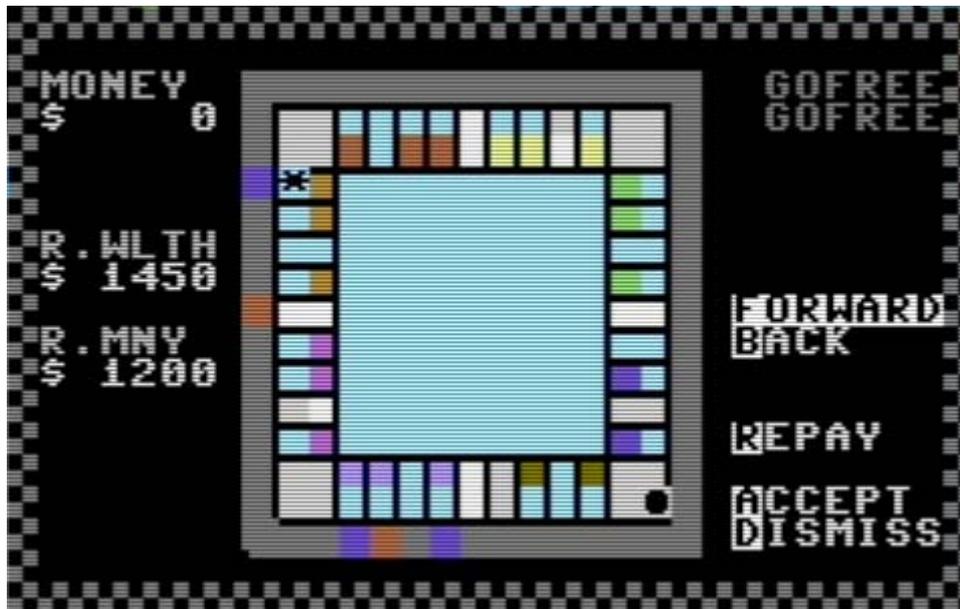
*Trade Approval Menu (Page 1/2)*



*Trade Approval Menu (Page 2/2)*



*Trade Selection (Approval Wanted) Dialogue*



*Trade Selection (Approval Offering) Dialogue*

For more information about navigating these dialogues, see the previous section.

If you are happy with the trade details, you can "Confirm" and approve the trade by clicking that button on the Trade Approval menu or by pressing the 'C' key. If you aren't, you can cancel the trade by clicking the "Cancel" button or by pressing the 'X' key. You cannot approve a trade if it would cause you to have negative remaining money (because of repayments). You must Manage your portfolio if you wish to approve the trade or change your repayment options, in that case.

If there are mortgaged deeds in the trade Offering details and you haven't reviewed them when you confirm the trade, then you are given a warning that such a condition exists and that you will be charged fees. This warning dialogue is shown only once. To approve the trade, simply confirm again.

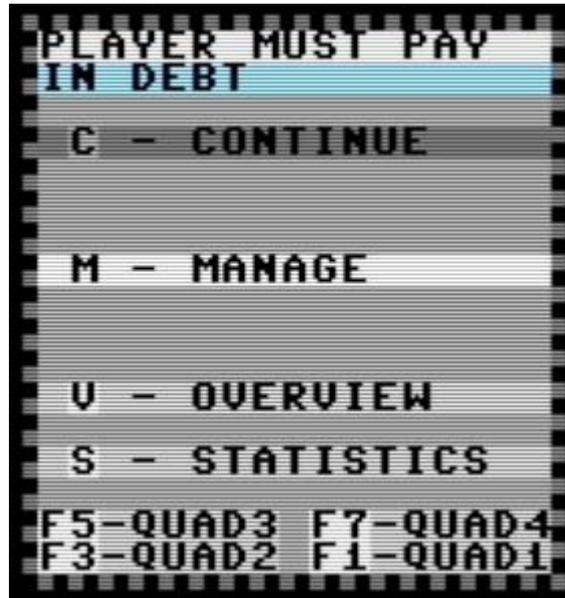
If you confirm and approve the trade, the trade actions will be executed (money and Get Out of Gaol Free cards will be transferred and deeds will be traded).

## **When I Don't Have Enough Money**

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Sometimes, when it is not your turn or when you are forced to post bail coming out of gaol, you may not have enough money to cover what you owe.

When this happens and you have the equity to cover the debt, a special "Must Pay" interrupt occurs and you will become the active player. You will be presented with the "Player Must Pay" menu. You must manage your profile and reclaim some equity as money in order to continue. You do this in the same way as you would "Manage" from any other menu, by clicking the "Manage" button or by pressing the 'M' key.



*Player Must Pay/In Debt Menu*

Once you have enough money, that is you have zero (0) or more dollars, you may "Continue" by clicking that button or by pressing the 'C' key. Play will return to the last active player or next player that must pay.

## **When the Game is Over**

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When you have insufficient wealth (equity plus money) to cover a debt, the game is over for you – you have been eliminated from the game.

If there is only you and another player in the game then the game is over and the other player has won. A dialogue is shown, telling everyone who has won.

However, if there are still more players in the game then the deeds, cards and wealth you have remaining must be redistributed. A dialogue is shown to indicate that you have lost the game and have been eliminated.

If you lost because of a debt to another player, then all of your remaining wealth and Get Out of Gaol Free cards are given to that player. All of your improvements are returned to the bank and all of your deeds mortgaged. Your deeds will be offered to the player that defeated you by a special form of trade called an "Elimination Transfer". See the next section for further information.

If you lost because of a debt to the bank, then all of your remaining improvements are returned to the bank, your Get Out of Gaol Free cards are returned to the corresponding deck and your deeds unmortgaged and put up for auction. Each deed will be auctioned in turn. You should see the "Deed Auctions" section for more information.

# Elimination Transfers

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When you have defeated another player, any deeds that player had are mortgaged in an attempt to cover the debt. Then, they are offered to you in a special form of trade.



*Player Eliminated Menu (Page 1/2)*

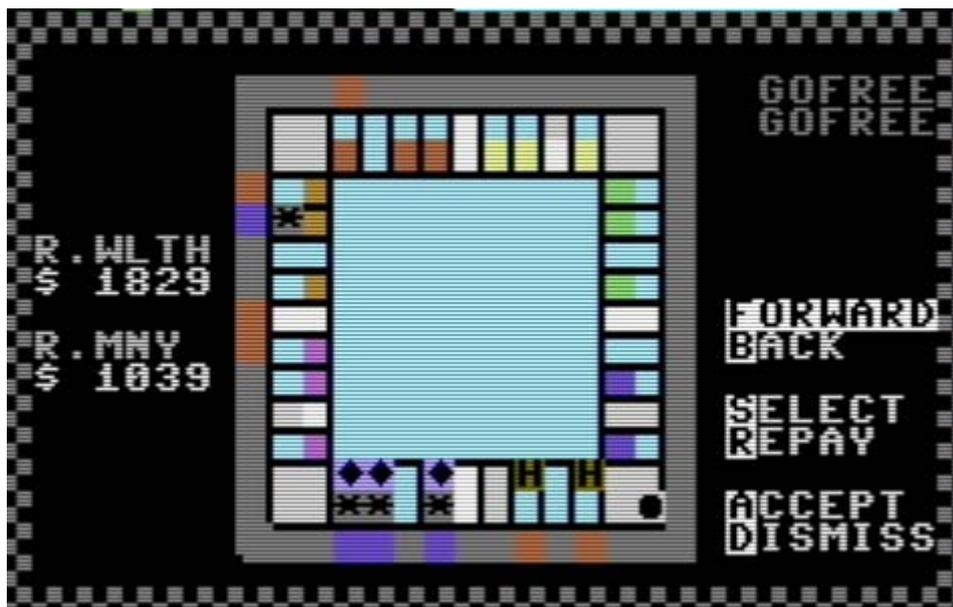


*Player Eliminated Menu (Page 2/2)*

From this menu you can see who you defeated by clicking the "Player" button or pressing the 'P' key.

By default, none of the player's deeds are selected. If you attempt to "Confirm" the elimination transfer without reviewing the offered details, you are given a warning to inform you that this is the case. You are only given this warning once. "Confirm" again to continue.

To select which deeds you wish to claim, click the "Offering" button or press the 'O' key. You will be taken to the "Trade Selection (Elimination)" dialogue.



*Trade Selection (Elimination) Dialogue*

Here you can select which deeds you wish to claim (you will be charged at least the fee) and which you wish to repay (you will be charged the full repayment amount but you will gain equity).

Again, the mortgaged deeds you receive in a trade or elimination transfer must be repaid (as per mortgage repayments) or a fee (the 10% rounded up fee) is charged.

The same mechanisms for navigation are used here as for Trade Initiation (Wanted). See the "Trading – Initiation" section for more information.

You cannot confirm an Elimination Transfer if your Remaining Wealth is zero (0) or negative nor can you confirm if your Remaining Money would become negative. You must manage your portfolio or change your selection and/or repayment options to continue.

Any deeds the player owned that are not claimed by you are returned to the bank, unmortgaged and put up for auction as per a loss to the bank. See the previous section and the "Deed Auctions" section for more information.

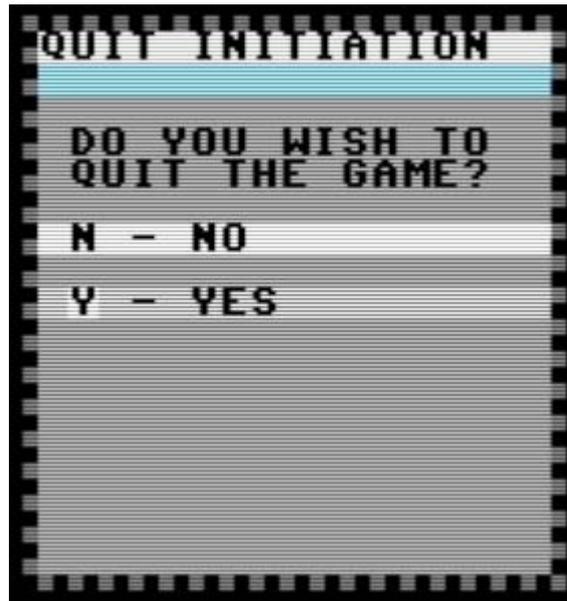
## **Abandoning the Game**

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Sometimes, you will not wish to complete the game. Either there is a stalemate (none of the players wish to trade) or the game is taking too long.

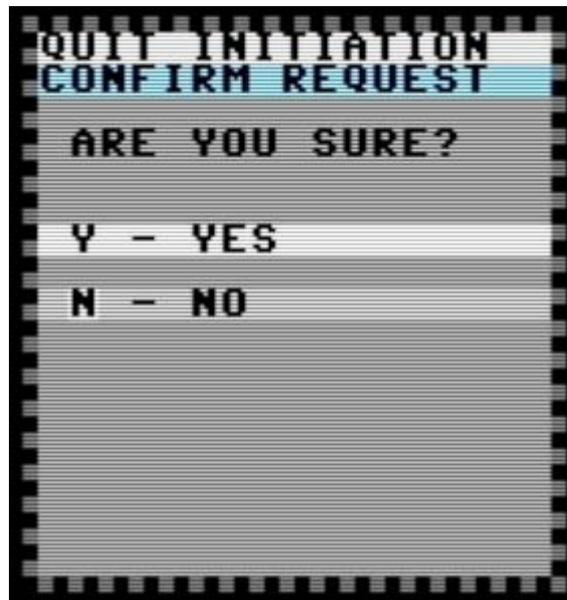
If this is the case, you can call quits to the game by clicking the "Quit" button or pressing the 'Q' key on the Play menu. See the section "Playing the Game – First Steps".

When you do this, you are presented with a confirmation menu. You can select whether you intended to do this or not.



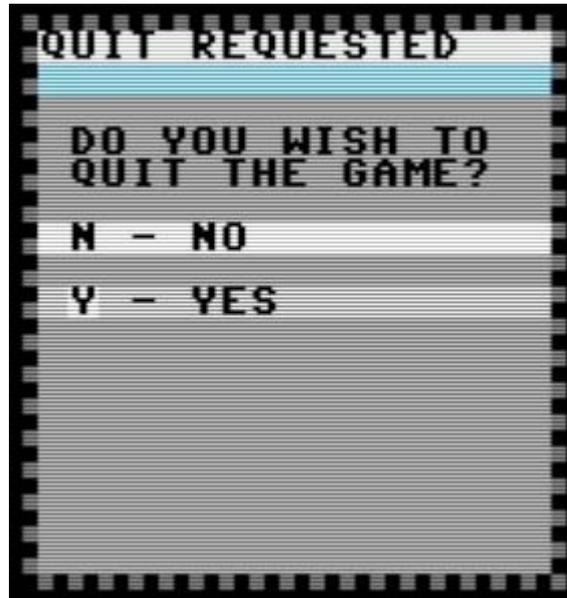
*Quit Initiation Menu*

If you click the "No" button or press the 'N' key, you are returned to the previous menu. If you click the "Yes" button or press the 'Y' key, you are asked to confirm your selection.



*Quit Initiation/Confirm Request Menu*

If you click the "No" button or press the 'N' key, you are returned to the previous menu. If you click the "Yes" button or press the 'Y' key, each player in turn is asked whether they would like to quit or not.



*Quit Requested Menu*

If any player responds "No" by clicking that button or pressing the 'N' key then the quit request is denied and play resumes from where it left off. All players must click the "Yes" button or press the 'Y' key to quit the game.

When the game is abandoned, the player with the highest score is declared the winner by default. The score can be seen on the Player Statistics dialogue. See the "Playing the Game – First Steps" section for more information.

## **Finalé**

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We at Ecclestial Solutions hope you enjoy playing the game as much as we enjoyed making it. It has been a labour of love and something we have wanted to do for a very long time. Being able to present it to you is a great honour!

Thank you for playing!