

# Monopoly

## Documentation

Lab Batch 56

**Game:** This game is basically a Mayfair Monopoly game. This is basically a business game, which can last hours or even days. This is a game played by 2-4 players. This is a dice based board game. Our game is based on the actual Mayfair Monopoly, which has been modified for appeal to IIT students. Though the game's rules are the same, the names and the way the fines are imposed are all completely changed.

### Basic Rules of the Game

#### Idea about the Game:

The object of the game is to learn business of trade by buying and selling of properties so that one becomes the wealthiest of the players and so honoured as Business Tycoon. Players come across various hurdles of the business world making them used to losses/gains or how to tackle them. Right from the beginning of the game till the end it gives the player excitement, pleasure and excitement. When a player's token lands on a space not already owned, he may buy it from the bank. Otherwise he has to pay rent to the owner of the site. Rents are generally increased by erection of houses and hotel. During financial difficulties, properties can be mortgaged to the bank.

#### Aim

The game can be played in different modes. One is the classic game and the other is the timer game.

- **Classic:** The aim of the game in this mode is to finish off the game as the lone survivor in the game.
- **Timer:** The aim of the game in this mode is to finish as the player with the highest assets at the end of the specified time limit. If only one player survives within the time limit, he would win the game.

## Details of the Game

- On the Business board, several popular sites of India companies and establishments have been drawn representing different colour groups.
- Arrangements for chance and community chests, jail, rest house, clubs... are made.
- The game has a board, bank, fake money coins/notes, tokens representing players and houses/hotels, and cards giving the details of the positions on the board.
- The board has 36 positions on it. Each has a specified property assigned to it.
- Of these 36 positions on the board, there are 20 places, 6 services, start position, jail, club, restroom, income tax, wealth tax and 2 cards each of chance and community chest.
- The 26 places and 6 services are modes of property, the remaining are modes of winning prizes or imposing fines.

## Rules

- The order of the play, i.e. the order in which the players take their turn is determined by a dice throw at the beginning of the game. The one with the highest number on the dice will be the first to take a turn and the order would be a clockwise way starting from the one with the highest number on the dice.
- Then all the players are given a specified amount of money by a bank which is an infinite source of money
- Once the order is determined, the game starts with player's being assigned "Start" position on the board.

- The first player throws the dice. The number on the dice will determine the number of positions the player has to move on the board in a specified direction. Once he gets to the position determined by the dice, the various possible options are
  - o The position is a mode of property transfer
    - § If any other player does not own the position on which the player is standing, then he is given the chance to buy that position.
    - § If some other player already owns the position on which the player is standing, then he has to pay a rent to the owner of that property.
    - § If already the player owns that property then he has a chance to upgrade the property by building houses and hotels according to the options available.
  - o The position is mode of prize/fine
    - § The player is entitled to some loss/gain according to the position he is in and the number on the dice.
    - § The losses could be of the form like loosing chances, paying fines to either the bank or other players.
    - § The gains could be of the form like gaining an extra chance, receiving prizes either from the bank or from other players.
- This way the game continues and the game finishes when the aim of the game is achieved.

## **Changes made to the Game**

- The basic idea of the changes made to the game is to give an appeal to the game.
- The places/properties are some of the best engineering colleges in the country, like IIT, NIT and some others.
- The other positions are named according to the way of life of an IIT student.
- There are two dices, tokens of each colour representing the player during the journey on

the board, hostels, labs for each colour, title deed cards for every property and Business promissionary notes of various denomination.

- The positions on the board are

- o **Property based positions**

1. IIT Bombay
2. IIT Guwahati
3. VIT Vellore
4. NIT Warangal
5. IIT Madras
6. NIT Trichy
7. IIIT Hyderabad
8. IIST Trivandrum
9. IIT Kharagpur
10. Delhi College of Engineering
11. IT BHU Varanasi
12. IIIT Gwalior
13. BITS Hyderabad
14. IIT Kanpur
15. IISc Bangalore
16. IIT Delhi
17. BITS Pilani
18. BITS Goa
19. NIT Surathkal
20. IIT Roorkee
21. IIM Ahmadabad
22. IIM Calcutta
23. IIM Bangalore
24. IIM Lucknow
25. Playstation

## 26. Digital Home Theatre

### o **Other positions**

1. Exams
2. FR Grade
3. SAC
4. H 10
5. Chance
6. Community Chest
7. Chance
8. Community Chest
9. Income Tax
10. Wealth Tax

- The way of an IIT student's life is also seen in the way the losses/gains are imposed. Below given are modes of imposing losses/gains through two positions called Chance/Community Chest.

### o **Community Chest** (The number at beginning of each line is number given by the dice roll. The number on the dice determines the fines/prizes.)

§ 2 - Get an XX Grade- Get to the FR block

§ 3 - Your thesis gets published- Rs.2000

§ 4 - Go outing with your girlfriend- Rs.3000 loss

§ 5 - Selected in Inter IIT- Go to IIT Delhi

§ 6 - Birthday treat to the other players- Rs.500 to each player

§ 7 - Got a girl in Mood I- Get an extra chance

§ 8 - Caught putting proxy- Loose Rs.2000

§ 9 - Won Eureka- Gain Rs.1500

§ 10 - You are imposed a mess fine –Loose Rs.1000

§ 11 - Set a business deal for Eureka- Gain Rs.2500

§ 12 - You have been blacklisted. Remain in SAC- Loose a chance

o **Chance**

§ 2 - Fine imposed by DOSA for drinking – Loose Rs.2000

§ 3 - Appreciation for EDU cell – Gain Rs.2500

§ 4 - Your ID card is stolen - Loose Rs.1000

§ 5 - A week off –Go to BITS Goa

§ 6 - Caught cheating in exam, get an FR- Get to the FR block

§ 7 - Internship offered- Gain Rs.2000

§ 8 - Girlfriend ditches you, go to H10- You loose a chance

§ 9 - Won gyration- Gain Rs.1500

§ 10 - Caught in H10 after 10pm- Loose Rs.3000

§ 11 - Treat for catching other hostel student in your mess- Gain Rs.3000

§ 12 - Make general repairs for all your labs- Pay Rs.500 per each lab

## **How to play?**

Firstly you will be welcomed to the monopoly game with a monopoly window. Then you can

proceed by clicking in the window. Then you can opt for a new game or go for a previously saved game or can exit the game. Choosing the load game will directly lead you to the window wherein the board and other buttons will be visible and the game proceeds from the part where you previously left. Then you have to choose the mode of the game- timed and infinite. The timed mode will be for a fixed time of 1 hour. The infinite mode will run infinitely and the ending of the game will be explained below in the game play. If you choose for a new game, you must now choose the number of players playing the game. Then you will be lead to the part where in you have to choose colours of your choice, which will depict yourself in the game. After finishing this you will be lead to the screen where in you will encounter the board and other main functions.

Firstly after the players are ready to play, they will all roll the dice. The one with the highest roll on the dice will be the player who will start the game. The order of play is designed in the clockwise manner for the other players. Then all the players are placed at the start position, which is “Exams” in our case. Then the first player will roll the dice. Based on the number on the dice, the player advances forward. The position he gets into will decide his fate. Now if he gets into a property-based position, then he has a chance to buy it as all of the positions belong to the bank right now. If the player wishes, he can click on the “Buy” button and then confirm that to buy that position, i.e. “college” in our case. If the first player gets into other position like SAC, FR Grade, Chance, Community Chest then he will either encounter some kind of losses or gains based on the position he is. If he is **chance** or **community chest**, he is entitled to some losses/gains based on the number he rolled on the dice. The details of these are already put above. If he gets into the position “**SAC**”, then every other player in the game has to pay Rs.100 to the player in SAC. If he gets into “**H-10**”, then the player in H-10 has to pay Rs.100 to every other player. If he gets into “**FR Grade**”, then that player has to post a bail for Rs.500 and get out of that position in his next chance. If the player manages to cross the “**Exams**” position, then he is entitled to receive a sum of Rs.1500 from the bank. If he gets into “**Income Tax**”, then he has to pay an amount of Rs.1500 to the bank. Instead if he gets into “Wealth Tax”, then he has to pay an amount of Rs.1000 to the bank. After he finishes his chance, he passes on the chance to the next player in line. He will roll the dice by clicking on the “Roll Dice” button. Then the second player advances based on the number on the dice just like the

first player. Then the second player can either be in the spot owned by the first player or an unowned property position or other position. If the second player gets into a preowned property position, he has to pay a rent to the owner of that position according to the rules for which you can look the card for the position on which you are placed. Clicking the card, which pops out the card details, can do this. If the second player gets into an unowned position, then he can buy the position from the bank just like the first player has done. If the second player gets into the other positions, then his fate is just as explained above for the first player. Now this process continues with the rest of the players if any. Then in the second round the first player will roll the dice and the game thus proceeds. Now as the game proceeds, a stage may come where a player is in need of money or else he may go bankrupt. Then if the player is on a position that he owns, then he can get money either by mortgaging it to the bank and regaining it later or selling it to the bank. If a player wishes to **mortgage**, the player can do so by pressing the “Mortgage” button on the top of the window. Doing so he gets half the rate of that position. Then later when he wants to get it back by **unmortgaging**, you can do so by clicking on the ‘unmortgage’ button thereby paying the bank the amount you have taken with an interest of 10%. The player can even **sell** the position on which he is standing for raising his money standard. He has the option of selling it to the bank by clicking on the ‘sell’ button. This will fetch him the price of the position he is on. This way the game continues. Then finally there may come a stage where in a player goes bankrupt, i.e. the has no money to complete the dues and has no cards to his credit. At this stage he has to give up and get out of the game. Thus as the game continues, the players can be out of the game. If the game is running in the timed mode, the game gets completed after an hour and the winner will be decided by the total properties of the players. If the game runs in the ‘infinite’ mode, then the winner will be the one who will be the last survivor in the game. Thus the game gets completed.