



## **AUTOMONOPOLI**

By J.H. Woodhead

(c) Automata U.K. Ltd 1983  
for 48K Sinclair ZX Spectrum

*All rights reserved. Produced and made entirely in the U.K.*

### **LOAD ““**

#### **AUTOMONOPOLI**

The object of this classic game is to monopolise all sites and property within the field of play, by acquiring them by purchase or making deals. When your cassette has successfully loaded, select the number of players and enter their names, (including “ZX” if your computer is playing), and select a counter for each player.

All players begin the game with £1500, and start at “GO”. The Bank displays the current players financial status, and during play the player’s location is the left-hand square on your screen. The board will move automatically according to the throw of your dice. If you throw a double you must throw again, but three consecutive doubles will land you in “JAIL”.

## **AREA OF PLAY**

Passing or landing on “GO” credits a player with £200.

Landing on “CHANCE” or “COMMUNITY CHEST” will result in various penalties or rewards, including “Get out of Jail Free” which may be held until needed, or sold to another player. Landing on “TAX” squares incur automatic payments to the bank.

Landing on “FREE PARKING” results in neither penalty nor reward.

Landing on “GO TO JAIL” will put you behind bars.

## **BUYING SITES**

When landing on a site that is for sale you are asked if you wish to pay the purchase price. To buy a site press “Y”. If for any reason you do not purchase, press “N”. The site is now up for auction. If your Spectrum is playing its bid is displayed at the bottom of your screen. Any other bid is invited by selecting a player’s flashing number followed by their bid. For no bidders press “0”. When sites have been sold, the owner’s name will be displayed on screen, along with the rent due and any houses or hotels that the owner may have built there. If you land on someone else’s site, your rent is automatically paid.

## **STATE OF PLAY**

Press “X” to display the Property File, which shows the current state of all the sites in the game. Sites are grouped in sets of various colours, and if one player owns a full set, rents due to that player are doubled, and that player is entitled to erect properties on suitable sites (excluding Railway Stations, Electricity Company and Water Works).

Press “P” to display the current position of all players, “X” to return to Property File, followed by “R” to return to the game.

## **BUILDING ON SITES**

The erection of houses and hotels can happen only before or during a player’s turn. If you wish to build, press “X” to go to the Property File. Next, press “H”, and enter the number of the sites on which you want to build. Your financial status is displayed, along with the price of property. You may build up to four houses per site, and a fifth house will result in the construction of one hotel only per site.

## **MORTGAGING**

Mortgaging of property can be arranged during a player’s own turn, if that player needs to raise funds for any reason, such as being overdrawn at the Bank. Press “X” for the Property File, followed by “M”. Now enter the number of the site to be mortgaged. The mortgaged value of the property is displayed, along with your new bank balance. If you have built houses or a hotel on your site, one house may be sold at a time, at 50% of its purchase price.

## **UNMORTGAGING**

To unmortgage property that you have previously mortgaged, press “X”, followed by “M”, and enter the relevant site number. You will be charged an additional 10% of the mortgage value.

## **SWAPPING**

If two players want to make a cash or property deal, Press “X”, followed by “S”. Now enter the flashing numbers of these two players. Next, enter the number of the first player’s site to be swapped, or simply press “ENTER” if that player’s sites are not involved. Now enter the amount of money involved in the deal, or press “ENTER” if no money is changing hands. Repeat this process for the second player in the deal.

## **BANKRUPTCY**

If you become overdrawn, you can raise money by mortgaging your property, or by borrowing from another player, using the SWAP procedure. Failure to raise the necessary money will force you to retire from the game, and your property will go to your creditor. If this creditor is the Bank, your property will be auctioned to the other players. This property is displayed and the sites to be auctioned have "ACTION Press A" beside them. Players should enter their bids accordingly.

## **SAVE GAME FACILITY**

To save a game of AUTOMONOPOLI during play, press "Z", and follow instructions.

To reload your saved game, type in CLEAR 57579 : LOAD " " and load as usual. Your game will commence at the last position of play.

## **YOUR ZX SPECTRUM....**

Has been given a cool, cunning personality, and it plays an honest but ruthless game. It knows all of the rules, and will advise you at every stage of play. We suggest that a game where your computer is an active player will add a sparkling new dimension to your enjoyment of AUTOMONOPOLI.



We dare you to play AUTOMONOPOLI against your computer – but BEWARE, it may well win! Rise to the challenge of AUTOMONOPOLI from Automata.

“we put some*TING* in computing...”



with FULL SIZE MOVING BOARD DISPLAY, AUTOMATIC HONEST BANKER,  
STATE OF PLAY AT TOUCH OF KEY, SAVE GAME FACILITY.

### **WARNING !**

*This product is not to be re-sold, hired, loaned, copied in part or in whole,  
or exchanged. Any infringements or illegal usage will be prosecuted.*