

Monopoly Walkthrough

by The Lost Gamer

Updated to v1.4 on Jan 13, 2004

This walkthrough was originally written for Monopoly on the NES, but the walkthrough is still applicable to the PSX version of the game.

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by The Lost Gamer (ilovecartoonssomuch@yahoo.com)

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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Monopoly. It's based off the board game and hit TV show (it lasted 13 weeks!). I've been feeling a bit down about my guides for awhile now, so I'd appreciate feedback about this guide (suggestions on how to make it better, pointing out good/bad points, etc.). You can reach me at ilovecartoonssomuch@yahoo.com, but make the subject blank when you send me a letter (see Random Stuff #1 for more information). If you want to use part of this guide for something, please ask first (see Random Stuff #2 for more information on THAT). Okay, that's probably all the general information you need to know.

Thanks to Robert Ferguson for typing out the Monopoly guide, which was useful in making this guide.

Thanks to Sardius for having the website that I found Robert's guide on.

002-Information about Monopoly

Like I said above, Monopoly is a board game and TV show (see

Random Stuff #3 for more concerning the game show). Here's some stuff from the manual about the game (board and video):

Parker Brothers' MONOPOLY Real Estate Trading Game was presented to Parker Brothers during the Depression by Charles B. Darrow of Germantown, Pennsylvania. Darrow had made the first games by hand, given them to friends and sold a few through Philadelphia department store. But as demand grew, he could not keep up with the orders and arranged for Parker Brothers to acquire the rights to the game in 1935.

Since then, it has become the leading proprietary game not only in the United States but throughout the Western world. It is published under licence in 32 countries and in 23 foreign languages!

This Nintendo Entertainment System version of the MONOPOLY game confirms to all the rules of the board game and some of the rules used in tournament play. The beauty of this version is that the computer acts as the Banker and takes care of all the accounting and money management tasks-which speeds up play and prevents mathematical errors in the High Finance Department! Players are advised to read the basic MONOPOLY game rules at the back of this book to learn-or refresh-the basics. Then play a test game consisting of human players only while you familiarize yourselves with the particulars of play on the Nintendo Entertainment System. Then you'll be ready to play against the eight fast-playing, sometimes ruthless computer opponents. Note, too, that we've created a special series of eight Wheel and Deal pre-set games. These four player game setups assume that players have already acquired certain properties and assign all players a certain amount of cash, which varies from scenario to scenario, so they can "cut to the chase" and begin the game at the high-stakes trading level. You may also your own pre-set game by selecting "Game Editor" at the beginning of the game; this way, you decide who gets what.

Also/more helpful is the actual list of Monopoly rules (once again from the manual).

BASIC MONOPOLY GAME RULES

These are the traditional and internationally accepted rules for the board game, plus certain tournament rules. We have re-worded and revised some sections to reflect the fact that the game will be played on the Nintendo Entertainment System. The screen will indicate certain basic instructions as you proceed through a game.

OBJECT... To become the wealthiest player by buying, renting and selling property.

PREPARATION... Each player enters his/her name and selects a token on-screen. The computer Banker automatically allots each player \$1500 from the Bank and keeps track of all other equipment.

BANKER... The computer will always act as the Banker.

THE BANK... Besides its money, the Bank holds the Title Deed

cards and houses and hotels prior to purchase by the players. The Bank pays salaries and bonuses. It sells and auctions properties and distributes their proper Title Deed cards, sells houses and hotels, and loans money when required on mortgages. The Bank collects all taxes, fines, loans and interest and will buy back houses and hotels (at half price).
Note: All of these functions are performed automatically by the computer.

THE PLAY... The computer selects who goes first, and that player uses the A button to "roll" the dice. The token is automatically moved that number of spaces along the board. After the play is completed, the turn passes to the next player. (The computer sets the order of play; to see the sequence of players, see the "Status" section in Main and Sub-Menus.) The tokens remain on the spaces occupied and proceed from that point on on the player's next turn. One or more tokens may rest on the same space at the same time. Depending on which space his token reaches, a player may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "GO TO JAIL," etc.
If a player rolls doubles, he moves, then rolls and moves again.

GO...Each time a player lands on or passes over "GO," the Bank pays him a \$200 "salary." This amount is added to the player's "account" and the new total automatically appears on-screen every time that person begins a turn.

BUYING AND AUCTIONING PROPERTY... Whenever a player lands on an unowned property, he may buy it from the bank at its displayed price. If he does not want it, it will be auctioned, and the computerized Banker will sell it to the highest bidder.

PAYING RENT... When a player lands on a property owned by another player, the owner "collects" rent from him in accordance with the information displayed on its Title Deed card. The computer handles the whole transaction.
If the property is mortgaged, no rent can be collected.
It is an advantage to hold all Title Deeds in a color group because the owner may then charge double rent for unimproved properties in that group (i.e., Boardwalk and Park Place or Connecticut, Vermont and Oriental Avenues). This rule applies to unmortgaged properties even if another property in that color group is mortgaged.
It is an even greater advantage to have houses or hotels on properties because rents are much higher than for unimproved properties.

CHANCE and COMMUNITY CHEST... When a player lands on either of these spaces the computer gives instructions to follow- and automatically makes the appropriate move or handles any monetary transaction. Hit A to proceed.
The "Get Out of Jail Free" card is held in a player's "account"- and will show on his assets screen- until needed. To use it, press Select; see "Get Out of Jail" in Main and Sub-Menus. After being used, it is "returned" to the "pack."

INCOME TAX... When a player lands on "Income Tax" he has two options: He may estimate his tax at \$200 and pay the Bank, or he may pay 10% of his total worth to the bank. His total worth

is all his cash on hand, printed prices of mortgaged an un-mortgaged properties, and the cost price of all buildings he owns. The player must decide which option he will take before he adds up his total worth.

JAIL... A player lands in Jail when...

(1) his token lands on the space marked "GO TO JAIL," OR (2) he is allocated a card marked "GO TO JAIL," OR (3) he throws doubles three times in succession.

When a player is sent to Jail he cannot collect \$200 salary on that move since, regardless of where his token is on the board, he must go directly to jail. A player's turn ends when he is sent to Jail.

If a player is not sent to Jail but in the ordinary course of play lands on that space, he is "Just Visiting," incurs no penalty, and moves ahead in the usual manner on his next turn.

A player gets out of Jail by...

(1) throwing doubles on any of his next three turns; if he succeeds in doing this he immediately moves forward the number of spaces shown by his doubles throw; even though he has thrown doubles he does not take another turn, OR (2) using a "Get Out of Jail Free" card if he has one, OR (3) paying a fine of \$50 before he throws the dice on either of his next two turns.

If the player does not throw doubles by his third turn he must pay the \$50 fine. He then gets out of Jail and immediately moves forward the number of spaces shown by his throw. Even though he is in Jail, a player may buy and sell property, buy or sell houses and collect rents.

FREE PARKING... A player landing on this space does not receive any money, property or reward of any kind. This is just a "free" resting place.

HOUSES... When a player owns all the properties in a color group, he may buy houses from the Bank and erect them evenly on those properties.

If he buys one house, he may put it on any one property. The next house he buys must be erected on one of the unimproved properties of this or any other complete color group he may own.

The price he pays the Bank for each house is shown on his Title Deed card for the property on which he erects the house.

The owner can still collect doublerent from an opponent who lands on the unimproved properties of his complete color group.

A player may buy and erect at any time as many houses as his judgement and finances will allow. But he must build evenly, i.e., he cannot erect more than one house on any one property of any color group until he has built one house on every property of that group. He may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, he cannot build three houses on one property if he has only one house on another property of that group.

As a player builds evenly, he must also break down evenly if he sells houses back to the Bank (see "Selling Property" below).

HOTELS... When a player has four houses on each property of a complete color group, he may buy a hotel from the Bank and erect it on any property of that color group. The four houses from that property are returned to the Bank, and he pays the price for the hotel as shown on the screen. Only one hotel may be erected on any one property.

BUILDING SHORTAGE... When the Bank has no more houses to sell, players wishing to build must wait for some player to turn back or sell houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold by auction (see "To Bid At Auction" in Buying and Auctioning Properties) to the highest bidder. Hotels take priority over houses when bought or auctioned.

SELLING PROPERTY... Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color group.

Houses and hotels may be sold back to the Bank at any time for one half the price paid for them.

All houses on one color group may be sold one by one, evenly, in reverse of the manner in which they were erected. All hotels on one color group may be sold at once. Or they may be sold one house at a time (one hotel equals five houses) evenly, in the reverse of the manner in which they were erected.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its must be sold back to the Bank at half price. The mortgage value is displayed on each Title Deed card. No rent can be collected on the mortgaged properties or utilities, but rent can be collected on un-mortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color group are no longer mortgaged, the owner may begin to buy back houses at full price.

The player who mortgages property retains possession of it, and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. The new owner may lift the mortgage at once, if he wishes, by paying off the mortgage plus 10% interest to the Bank. If he does not lift the mortgage at once, he must pay the Bank 10% interest when he buys the property, and if he lifts the mortgage later he must pay an additional 10% interest as well as the amount of the mortgage to the Bank.

BANKRUPTCY... A player is Bankrupt when he owes more than he can pay either to another player or to the Bank.

If his debt is to another player, he turns over to that player all that he has of value and retires from the game. In the making of this settlement, if he owns houses or hotels, he must return these to the Bank in exchange for one half the amount of money paid for them.

This cash is given to the creditor. If he has mortgaged property he also turns this property over to his creditor, but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. It is possible for the player collecting the debt to go bankrupt if the 10% cannot be paid.

After the new owner does this, he may, at his option, pay the

principal or hold the property until some later turn, at which time he may lift the mortgage.

Should a player owe the Bank, instead of another player, more than he can pay (because of taxes and penalties) even by selling his buildings and mortgaging property, he must turn all his assets over to the Bank. The Bank immediately sells by auction all property so taken, except buildings.

A bankrupt player must immediately retire from the game.

THE LAST PLAYER LEFT IN THE GAME WINS.

MISCELLANEOUS... Money can only be loaned to a player by the Bank, and then only by mortgaging property.

003-The Actual Guide

Press start to start the game.

Select the number of players you want (2-8). Press A to select a number, and then okay.

Now you need to decide which players will be computer players or human players. Select H and okay for human, and C and okay for computer.

If the character you choose is human, you'll get to put in a name for that character. Pick a name that is no greater than eight letters.

If the player you choose is a computer, you need to pick which of the eight computer players you want to use. They are: Arthur (see Random Stuff #4), Gertrude (see Random Stuff #5), Erwin (see Random Stuff #6), Maude (see Random Stuff #7), Carmen (see Random Stuff #8), Isaac (see Random Stuff #9), Penelope (see Random Stuff #10), and Ollie (see Random Stuff #11).

Next, the player you just made chooses on a token (the piece that represents them on the board). You don't see this for a computer player. Press right/left to choose among the different tokens (see Random Stuff #12).

Now you need to decide on whether there should be a time limit or not. Press A if no, press B if yes. If you want a time limit, you get to choose the time (from 15 seconds to five minutes).

If you choose the time limit, you can get a cool deal. The computer will give everyone two random cards so you can get right into the game and spend less time with acquiring property. Of course, you can choose to not do this.

Next, you can start or edit the game. There are finished (select when you're done), show board (it shows the board), set cash (more on that later), assign property (more on that later), place token (more later), place houses/hotels (more on that later), and load prepared game.

If you choose set cash, you can adjust the cash values given to each player. Each player automatically starts with \$1,500.

You can make this number higher or lower. However, you can only do this one player at a time (good chance to get an early advantage, increase your money and decrease your opponents).

If you choose assign property, property is assigned. Pick a player, and they can buy any property they want to. Once you've got property bought, you can use the assign houses/hotels option to put houses/hotels on that property.

If you choose place token, you can put any player's token anywhere on the board, and they will start in that place.

You can choose load prepared game if there are 2-4 players only. There are eight of these games. If there are two players, players 1 & 3 combine, as do players 2 & 4. If there are three players, player four is killed. Here're the eight preset games.

NUMBER 1- THE BIG BOYS

All players start with \$1000

Player 1 Dark Blues, Dark Purples

Player 2 Yellows

Player 3 Reds

Player 4 Greens

NUMBER 2- TRADER'S DELIGHT

All players start with \$500

Player 1 Boardwalk, Pacific ave., Kentucky ave., Pennsylvania RR, St. James Place, Connecticut ave.

Player 2 North Carolina ave., Ventnor ave., Water Works, Short Line RR, Indiana ave., St. Charles Place, Vermont ave., Mediterranean ave.

Player 3 Pennsylvania ave., Atlantic ave., Illinois ave., Tennessee ave., Virginia ave., Baltic ave., Reading RR

Player 4 Park Place, Marvin Gardens, B&O RR, New York ave., Electric Company, States ave., Oriental ave.

NUMBER 3- EVEN STEVEN

All players start with \$1000

Player 1 Boardwalk, States ave., Kentucky ave., B&O RR, Baltic ave.

Player 2 North Carolina ave., New York ave., Reading RR, Indiana ave., Vermont ave.

Player 3 Pacific ave., Illinois ave., Tennessee ave., Oriental ave., Pennsylvania RR

Player 4 Park Place, Short Line RR, Mediterranean ave., Ventnor ave., Virginia ave.

NUMBER 4- SMALL STUFF

All players start with \$500

All players start on Free Parking

Player 1 Light Blues, Utilities

Player 2 Light Purples

Player 3 Oranges

Player 4 Dark Purples, All Railroads

NUMBER 5- MONEY ISN'T EVERYTHING

All players start with \$300

Player 1 Light Blues, Greens, Short Line RR

Player 2 Light Purples, Reds, Both Utilities

Player 3 Oranges, Yellows

Player 4 Dark Purples, Dark Blues, All Railroads except
Short Line

NUMBER 6- SHORT AND SWEET

All players start with \$500

Player 1 Greens with 4 houses

Player 2 Reds with hotels

Player 3 Yellows with hotels

Player 4 Light Purples with hotels, Dark Purples with
hotels, all Railroads

NUMBER 7- BUILDING SHORTAGE

All players start with %1500

Player 1 Reds with hotels, Dark Purples with 4 houses each,
all Railroads

Player 2 Yellows with 3 houses each, Light Purples with hotels

Player 3 Light Blues with hotels, Oranges with hotels, Both
Utilities

Player 4 Greens with 4 houses, Boardwalk with 2 houses, Park
Place with 1 house

NUMBER 8- IT'S A START

All players start with %1500

Player 1 Indiana ave., New York ave., Pennsylvania RR

Player 2 Ventnor ave., Virginia ave., B&O RR

Player 3 Vermont ave., Pennsylvania ave., Reading RR

Player 4 Park Place, Baltic ave., Short Line RR

Whew! Finally, your game is all set up. Now it's time to
play!

The computer decides the order in which the players play.
Press A to roll the dice.

Press A to buy a piece of property you land on. Use the
arrows to see more of the card. Press B if you don't want
it (it goes up to auction). From this screen, you can see
all of the cards in the game (the ones you have are colored
appropriately, the ones you don't are colored gray, and the
ones that are unowned are blank).

Press select any time at the game to go to a main menu. First
select the player, and then you will get to some options.
They are: Finished (do this when you're done), properties,
buildings, status, and game controls.

When you select properties, you can choose trade, mortgage,
and un-mortgage. If you choose trade, you have to choose
your trading partner, and how much money you want to give
them. Then choose offer to select which property to give
to your partner. Choose yes to make the trade. Your trade
partner can do the exact same options (and can even deny
you). This way the two traders can give each other counter-
offers. The deal is made when both members choose yes.

When you select mortgage, you get to move among your properties
and decide which to sell to the bank (you get 50% of what
you paid for). Un-mortgage is used to buy properties that
you have mortgaged. You get charged the mortgage price and

10% interest.

Well, that's the properties option. Next is Buildings. In this, you can buy/sell houses/hotels. Pretty basic.

Next in the main menu is status. Status has five options: portfolio, assets, deeds, board, and sequence.

Portfolio allows everyone to see the property they own. Assets is the same, only the properties are grouped by color, not player.

Deeds lets you see the deeds for anything on the board. The deed shows who owns it, how much rent is (due to houses/hotels), and the mortgage/unmortgage statuses.

Board lets you see where the players are on the board by pressing the arrow buttons. Sequence tells you the order of play.

The last part of the main menu is game control. From here are the options timer, hurry, computer, and end game.

Select timer to mess around with your current timer (I described this earlier). Choose hurry to control how fast the computer players are going. Choose computer to make certain human players computers (or vice-versa). Choose end game to end the game (the person with the most wins).

Also, the main menu will display the get out of jail menu if you're in jail. You can use a get out of jail free card, pay the \$50, or try to get doubles.

Okay, that's all you need to know. Hope you have a good time playing Monopoly!

004-Game Genie Codes

YLSSOLPU Collect \$300 as you pass Go
IPSSOLPU Collect \$100 as you pass Go
AAVZKAYP Pay \$0 to get out of jail
IPVZKAYO Pay \$100 to get out of jail
LOOAVKZP Pay \$30 for luxury tax
IOOAVKZO Pay \$100 for luxury tax
PUOAVKZP Pay \$200 for luxury tax
AESAVGPL Pay \$0 for income tax
LOSAVGPL Pay \$30 for income tax
IOSAVGPU Pay \$100 for income tax
YUSAVGPU Pay \$300 for income tax
YLOSLKLG \$300 to buy Boardwalk
LIOSLKLK \$600 to buy Boardwalk
PLOIZGIG \$200 to buy Park Place
LGOIZGIK \$400 to buy Park Place
LIOIZGIG \$600 to buy Park Place
IPOSZGPU Houses on Park Place cost \$100
YLOSZGPU Houses on Park Place cost \$300
IPXILGPU Houses on Boardwalk cost \$100
YLXILGPU Houses on Boardwalk cost \$300
YAOAILLA Go Back 7 spaces instead of 3 on Chance

This section contains random stuff that got referred to in the rest of the guide.

Random stuff #1: I get a lot of junk mail (also known as spam). In fact, I get so much junk mail that I've stopped using my e-mail address (ilovecartoonssomuch@yahoo.com) for anything important. Changing the address for all my guides would be a real pain in the butt, so I'm keeping the address solely for this purpose. The reason why you need a blank subject is simple: there's never a blank subject on junk mail. Clever idea, huh?

Random stuff #2: Take a look at the credits section. That's right, buddy, this stuff is copyrighted! You need the author's permission to use copyrighted things, so ask first. Otherwise I could do something really bad to you! (Don't worry about me turning down your request to use this guide; there's a 99.9% chance I will).

Random stuff #3: NOTE: The beginning of this sounds irrelevant, but isn't. Some time ago, I decided it would be easy to do a guide for Super Jeopardy!, and started to make it. It turned out to be a big project, and I shoved it into my to-do list. While getting some background information on the game, I found a review on Vimm's Lair done by Brian Henegar. In his review he said that Monopoly was being developed into a prime time TV show in 1990. The man behind it, Merv Griffin, tried to get ABC to run it, but ABC didn't like it; they liked Jeopardy! better. So Merv decided to make a deal; he'd let ABC have a special Tournament of Champions (Super Jeopardy! is based off that singular Jeopardy! episode) if they'd let him have the Monopoly show. Merv got the Monopoly show on the air then. Unfortunately, Monopoly (with Mike Reilly) was cancelled after thirteen weeks. Oh well, that's TV for you (Comedy Central's "That's My Bush", a TV show they promoted relentlessly, got cancelled after the eighth episode).

Random stuff #4: According to the Manual, he is a self-made, rags to riches millionaire. Growing up in a North Carolina orphanage, he learned the value of a dollar early and never forgot it! He made his first fortune on the New York docks and has never lost his hard bargaining ways

Random stuff #5: According to the Manual, she is the widow of a wealthy New England banker, Gertrude lives frugally and protects her investments wisely. Although she has a generous nature, she has a sharp mind and knows when someone is taking advantage of her.

Random stuff #6: According to the Manual, this hustler from the wrong side of the tracks runs a half-way house for ex-cons; he says it's a charitable venture, but it's really quite profitable. Erwin disdains living cheaply, and sometimes he's a little too loose with small change.

Random stuff #7: According to the Manual, Maude's father is

Daddy Graham V. Park, one of the richest tycoons in the land. She's always lived in the lap of luxury and can't imagine any other way of life. Her sly good looks and amiable charm have always kept her in diamonds, and she wastes money shamelessly.

Random stuff #8: According to the Manual, from her start waiterssing tables in South America, Carmen earned enough to buy a rail ticket to the U.S. She had a few hard knocks in the midwest before learning how to hold her own in negotiations. She's a quick learner who never makes the same mistake twice, and a good worker. She's got a future ahead of her.

Random stuff #9: According to the Manual, Isaac's still young, so he has to learn to temper his ambitions. He likes to read and play chess, and dislikes clanking machinery. He's most at home sipping lemonade on the porch with his parents.

Random stuff #10: According to the Manual, she is a sweet girl with a trusting heart, Penelope's biggest thrill was being elected high school prom queen in Atlantic City. She dislikes rough men and especially dislikes having to travel by Erwin's half-way house.

Random stuff #11: According to the Manual, Ollie's a good natured man who just can't seem to hold on to his money. There's always someone who needs it more than he does, and he just can't say no. Also, he occasionally likes to splurge for a big night out on the town, and his taste runs to the glitzy part of the city. His friends tell him he should settle down, but he says he'll always be a drifter.

Random stuff #12: The available tokens are: a hat, a wheelbarrow, a racecar, a jockey on a horse, an iron, a dog, a shoe, and a thimble.

006-Credits

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