ATTENTION

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McNopoly

(WITH APOLOGIES TO MESSRS WADDINGTONS) & Parker Brothers!

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HARDWARE REQUIRED:-
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PDP-8, LINC-8 OR PDP-12 WITH 8K MEMORY AND DECTAPE, LINC TAPE
CR (PREFERABLY) A DISC. LINC-8'S WITHOUT DISC WILL NEED HARDWARE
MODIFICATIONS IN ORDER TO RUN OS/8 OR PS/R.

ADDITIONAL SOFTWARE REQUIRED:-
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PS/8 OR OS/8 OPERATING SYSTEMS, CMSI'S FS/8 FCCAL, PREFERABLY
THE JULY 72 VERSION OR LATER.

LOADING THE PROGRAM SUITE
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** THIS VERSION OF 'MCNOPOLY' IS SUPPLIED EITHER AS A PAPER TAPE
CR AS AN ASCII FILE 'MCNPOC.FD' ON AN CS/12 LINC TAPE, AND COM普RISES
9 FCCAL PROGRAMS WHICH CALL EACH OTHER AS SUBROUTINES SO THAT THE
COMPUTER WILL ACT AS 'BANKER' IN A GAME WHICH FOLLOWS THE ENGLISH
BOARD VERSION FAIRLY CLOSELY.

LINC TAPE VERSION - COPY THE ASCII FILE ONTO LTA0 (FOR EXAMPLE)
WITH PIP 'LTA0:MCNPOC.FD<LTA1:MCNPOC.FD/A'. MOUNT A LINC TAPE WITH
ZEROED DIRECTORY ON UNIT 1, TYPE 'A', THEN 'AS LTA1 DSK' (OR BETTER,
USE A DISC AS 'DSK' IF YOU HAVE ONE). THEN PROCEED FROM 41% BELOW.

PAPER TAPE VERSION - PLACE THE PAPER TAPE IN THE HIGH-SPEED
READER, RUN PIP AND TYPE 'SYS:MCNPOC.FD<PTR:'. IN RESPONSE TO THE
'V', STRIKE ANY KEY, AND THE PAPER TAPE SHOULD READ IN.

41% YOU SHOULD NOW HAVE AN ASCII FILE CALLED 'MCNPOC.FD'
WHICH IS 38 BLOCKS LONG ON AN APPROPRIATE FILE-STRUCTURED DEVICE.
TO CONVERT THIS INTO THE NECESSARY 9 FCCAL PROGRAMS, RUN THE CMSI
PS/8 FCCAL, AND ANSWER '4' TO THE INITIAL DIALOGUE.

THESE 9 PROGRAMS SHOULD BE RUN ON DEVICE 'DSK'. IF THIS IS A
DISC, WELL AND GOOD, BUT IF LINC TAPE OR DECTAPE, THE PROGRAMS SHOULD
BE AS NEAR THE DIRECTORY AS POSSIBLE TO SAVE LONG PAUSES DURING PLAY.
IN THIS CASE, MOUNT A ZERO-DIRECTORY TAPE ON DEVICE 'DSK'. NOW GIVE
THE DIRECT FCCAL COMMAND 'OPEN INPUT (DEVICE:MCNPOC'. THE FIRST PART
OF THE FILE WILL NOW BE READ IN AND AUTOMATICALLY BE STORED AS THE
PROGRAM 'MCNP.FC' ON 'DSK'. AN ERROR MESSAGE, PROBABLY 203.28,
WILL THEN BE TYPED OUT. RESPOND WITH '0 R 1' ('CPEN RESTORE INPT'),
THE NEXT PART OF THE FILE WILL BE STORED AS THE PROGRAM 'MCNREN.FC'.
AND THE ERROR MESSAGE WILL AGAIN APPEAR. EACH TIME YOU GET THE ERROR
MESSAGE, RESPOND WITH '0 R 1' - FINALLY THE WORD 'MCNPOLY' WILL BE

** ONLY THE PAPER TAPE VERSION HAS BEEN SUBMITTED TO DECUS.
Typed out, and the game has started. All 9 programs will have been saved.

Directory of DSK

The relevant section of the directory of device DSK should now read:

MONP.FC 5
MONREN.FC 2
MONCHA.FC 4
MONCOM.FC 3
MONHOU.FC 4
MONSEL.FC 3
MONMCR.FC 2
MONLST.FC 2
MONPO.FC 6

As mentioned above, if the device is deckape or linetape, this section should be the first part of the directory. The order has been chosen to minimise pauses for taaf movement.

Playing the game

The 'master' of the nine programs is the last-named, which calls the others as subroutines of itself at appropriate moments in the game. On subsequent occasions, the game may be started by answering '0' to the initial dialogue of 'FOCAL', then giving the direct command 'L R MONOPO' ('LIBRARY RUN MONOPOLY').

The computer types 'MONOPOLY' and asks for the number of players. At least 8 may play, but 20 is too many, even for the July 1972 version of PS/8 FOCAL. All players use the same keyboard in the present version, but doubtless some will wish to amend the programs to use separate keyboards. A brief list of instructions follows, which should be kept for quick reference. Each player will start with $2000 in his account, and no property.

Player 1 will start, most appropriately by striking 'P' (Play) in response to the question 'Now what?'. His dice throw will then print out, and the master program calculates his subsequent board position and calls the appropriate line of 'MCNP.FC' to tell him his position on the board. 'Chance' or 'Community Chest' will lead to appropriate actions determined by the programs 'MONCHA.FC' or 'MCNCH.FC'. If the player lands on a property, 'MONP' types the name, preceded by a letter denoting the set to which the property belongs, and a number denoting its position on the board. If the property is owned by another player, rent is calculated by 'MONREN' and automatically transferred between the two accounts. If the property has no owner, the player is asked 'Will you buy it?' at the proper price, and must type 'Y'(Yes) or 'N'(No) as required. The computer then asks again 'Now what?'. If 'P' is typed again, the master program examines the previous dice throw: if a double
SUFFICIENT PROPERTIES, put this way only re-calculate by sites, utilities, stations or mortgage properties. These in turn, to move each, the others lifted positive back balance. His speaking, I do property but will be spent and he will receive no further opportunities. A property-owner may appeal as often as he likes, but unless the amount of property he owns has changed since the last appeal or 'I' option. There is no point in appealing more than once. A suspension is automatically lifted when the bank balance is high enough.

Rents on properties are increased by building houses on the properties, but this may only be done when a complete set is owned by the player. There are 8 sets, A-H. Sets A and H contain 2 sites each, the others 3 each. Houses may not be built on other players' sites, utilities, stations, or mortgage properties. A player is supposed to build evenly on a set, i.e., the maximum and minimum number of houses on sites within sets should not differ by more than 1, but the software exercises no constraint in this respect. Building a 5th house on a site converts the 'houses' into a 'hotel', and no further building on the site will be permitted. It is therefore in a players' interests to collect sets, and it may be worth paying a premium to another player to complete a set.

A player may be sent to jail (as in the board game) by landing on position 30, receiving a 'go to jail card' from 'chance' or 'community chest', or on throwing a third double in one turn. Unless he has previously received a 'get out of jail free card', $50 will then automatically be deducted from his account, and he will be free to move again. A fourth double will immediately re-sentence him, and another $50 fine will be levied, and so on.

'Chance' and 'community chest' contain the same 'cards' as those in the board game, but they are selected by random number rather than by sequence in a shuffled pack, so two consecutive players may draw the same 'card' occasionally.

Rents for utilities and stations are as in the board game.
BUT RENTS FOR PROPERTIES ON WHICH HOUSES MAY BE BUILT ARE CALCULATED FROM A FORMULA WHICH ONLY ROUGHLY APPROXIMATES THE VALUES FOUND IN THE BOARD GAME.

AS WELL AS ENTERTAINMENT AND A DEMONSTRATION OF THE POWER OF PS/8 FCCAL IN COMPUTING LINE NUMBERS AND USING LIBRARY COMMANDS, 'MONOPOLY' OFFERS A GOOD GO-NO-GO CHECKOUT OF THE HARDWARE, AS INTERMITTENT FAULTS PRODUCE EFFECTS THAT ARE MORE EASILY SEEN THAN AN ERROR IN THE 4TH DECIMAL PLACE IN A STATISTIC. HAPPY PLAYING!