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SCRABBLE®

MONOPOLY®

CLUEDO®

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LOADING INSTRUCTIONS

AMSTRAD TAPE

Insert the tape with the side containing the game you wish to play uppermost.
To run MONOPOLY or SCRABBLE type **RUN ""** and press **ENTER** (or press **Ctrl Small-ENTER**).

CLUEDO is saved after MONOPOLY. To load type **RUN"CLUEDO"** and press **ENTER**.
We recommend that you reset the tape counter and note where CLUEDO starts so that you can find it quickly in future.

AMSTRAD DISK

Insert the disk and type **RUN"MENU"** and press **ENTER**. Select the required game from the menu.

C64 TAPE

To run MONOPOLY or SCRABBLE type **RUN""** press **Shift RUN/STOP**.

To load CLUEDO type **LOAD"CLUEDO"** and press **RETURN**.

We recommend that you reset the tape counter and note where CLUEDO starts so that you can find it quickly in future.

C64 DISK

Insert the disk and type **LOAD"" ,8,1** and press **RETURN**.

SPECTRUM TAPE

To run MONOPOLY or SCRABBLE type **LOAD""** and press **ENTER**.

To load CLUEDO type **LOAD"CLUEDO"** and press **ENTER**.

We recommend that you reset the tape counter and note where CLUEDO starts so that you can find it quickly in future.

SPECTRUM DISK

Insert the disk and select **LOADER** from the opening screen. Select the required game from the menu.

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SCRABBLE®

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COMPUTER SCRABBLE®

A Introduction

B Rules for playing SCRABBLE®

C Playing Computer SCRABBLE® on your computer

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Spectrum Software by PSION LTD®

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A Introduction

Computer SCRABBLE® is a highly sophisticated computer program which allows you and others to play SCRABBLE® on or against your microcomputer. The program can provide you with up to 3 opponents in any one game - each programmed opponent can be assigned one of 4 skill levels.

All you need is the Computer SCRABBLE® program and your microcomputer system. The program provides an "on-screen" board and all the facilities of the board game.

The Computer SCRABBLE® program includes a playing vocabulary of over 11,000 words. These have been carefully selected from Chambers 20th Century Dictionary and Chambers WORDS (which is the reference used in the official SCRABBLE® tournaments) to ensure a consistent and competitive level of play from the Computer SCRABBLE® program. In addition, the program will check words that you play against its vocabulary and challenge any words it does not "know" - as its vocabulary is finite you are able to either accept or reject its challenge.

The program has play levels 1 to 4 with level 1 being the least skilled opponent and the highest level being the most skilled. As an indication, the Computer SCRABBLE® program is tuned to achieve average scores of 200 points at level 1 and 300+ points at level 4.

B Rules for playing SCRABBLE®

SCRABBLE® is a word game for two to four players. The play consists of forming interlocking words, crossword fashion, on the SCRABBLE® playing board using letter tiles with various score values.

Each player competes for a high score by using his letters in combinations and locations that take best advantage of letter values and premium squares on the board. The combined total score for a game may range from about 500 points to 700 or more depending on the skill of the players.

THE PLAY

Each player has seven letters in his rack at the start of the game, and after each play draws enough new letters to maintain his total.

The first player combines two or more of his letters to form a word and places them on the board to read either across or down with one letter on the centre square. Diagonal words are not permitted.

A player completes his turn by counting and announcing his score for the turn. He then draws as many new letters as he has played, thus always keeping seven letters in his rack.

The second player, and then each in turn, adds one or more letters to those already played so as to form new words. All letters played in any one turn must be placed in one row across or down the board. They must form one complete word and if, at the same time, they touch other letters in adjacent rows they must form complete words, cross-word fashion, with all such letters. The player gets full credit for all words formed or modified by his play.

New words may be formed by:

- a. Adding one or more letters to a word or words already on the board.
- b. Placing a word at right-angles to a word already on the board. The new word must use one of the letters of a word already on the board or must add a letter to it.
- c. Placing a complete word parallel to a word already played on the board so that adjoining letters also form complete words.

No letter may be moved after it has been played.

The two blank tiles may be used to represent any letter desired. When playing a blank the player must indicate what letter it represents, after which it cannot be changed during the course of the game.

Any player may use his turn to replace any or all of the letters on his rack. After discarding them he draws the same number of letters and his discarded ones are then mixed with those remaining in the pool. He then awaits his next turn to play.

Any words found in the standard dictionary are permitted except proper names, etc., usually commencing with a capital letter, those designated as foreign words, abbreviations and words requiring apostrophes or hyphens. Consult a dictionary only to check spelling or usage. Any word may be challenged before the next player starts his turn. If the word challenged is unacceptable the player takes back his tiles and loses his turn.

Play continues until all tiles have been drawn and one of the players has used all of the letters in his rack or until all possible plays have been made.

SCORING The score value of each letter and the letter distribution is indicated in the tables at the end of this section. Note that the value of the blank is zero.

The score for each turn is the sum of the score values of all the letters in each word formed or modified in the play plus the premium values resulting from placing letters on premium squares.

Premium Letter Squares: A light blue square doubles the score of a letter placed on it. A dark blue square trebles the letter score.

Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square; it is trebled when a letter is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word is formed that covers two premium word squares the score is doubled and then re-doubled (4 times letter count), or trebled and re-trebled (9 times letter count) as the case may be. Note that the centre square is a pink square and therefore doubles the score for the first word.

The letter and word premiums apply only in the turn in which they are first played. In subsequent turns letters count at face value.

When a blank letter tile falls upon a premium word square the sum of the letters in the word is doubled or trebled even though the blank itself has no score value.

When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) in the score for each word.

Any player who plays all seven of his tiles in a single turn scores a premium of 50 points in addition to his regular score for the play.

At the end of the game, each player's score is reduced by the sum of all his unplayed letters, and, if one player has used all of his letters, his score is increased by the sum of the unplayed letters of all the other players.

EXAMPLES OF WORD FORMATION AND SCORING

In the following, each word added in successive turn is shown in a box. The scores shown are the correct scores if the letter R is placed on the centre square. In turn 1 count **HORN**; in turn 2, **FARM**; in turn 3, **PASTE** and **FARMS**; in turn 4, **MOB**, **NOT** and **BE**.

Turn 1: Score 14

H O R N

Turn 2: Score 9

F
A
H O R N
L

Turn 3: Score 25

F
A
H O R N
M
P A S T E

Turn 4: Score 16

F
A
H O R N
M O B
P A S T E

LETTER VALUES				LETTER DISTRIBUTION			
Letter	Score	Letter	Score	Letter	Quantity in Game	Letter	Quantity in Game
A	1	N	1	A	9	N	6
B	3	O	1	B	2	O	8
C	3	P	3	C	2	P	2
D	2	Q	10	D	4	Q	1
E	1	R	1	E	12	R	6
F	4	S	1	F	2	S	4
G	2	T	1	G	3	T	6
H	4	U	1	H	2	U	4
I	1	V	4	I	9	V	2
J	8	W	4	J	1	W	2
K	5	X	8	K	1	X	1
L	1	Y	4	L	4	Y	2
M	3	Z	10	M	2	Z	1
Blank	0			Blank	2		

C Playing Computer SCRABBLE® (Spectrum)

After loading the program you will be asked a few questions to determine various parameters such as how many players you wish etc. These questions and the required responses are listed below:

1. Is your television colour or black and white: press **C** for colour or **B** for black and white.
2. Do you wish to load a previously saved game: press **Y** for Yes or **N** for No.
3. Select total number of players: press 1 to 4.

For each player in turn:

4. Do you wish the spectrum to play as this player: press **Y** or **N**.
5. If Yes then at what level do you wish the computer to play: press 1 to 4 where 4 is the hardest level.
6. The name of the player: type the name then press **ENTER** (a maximum of 8 letters for human players and 7 for any computer players).

Finally,

7. Do you wish to see the computer thinking: press **Y** or **N**. Selecting **N** means that you

don't see any computer players trying words on the board, nor is the computer's letter rack displayed on the screen during its move.

8. Do you want the computer to wait between its moves: press **Y** or **N**.

The computer will then randomly choose who is to play first, draw the SCRABBLE® board and load the letter racks with letters - again selected completely at random. You can trust it not to cheat!

The screen will then show the SCRABBLE® board with a panel to the right displaying the players' names and scores, along with a list of options. There is also a full size display of the current player's letter tiles, and his name will be flashing. A description of the options available is given below:

C Playing Computer SCRABBLE® (Amstrad and Commodore)

PLAYERS' NAMES AND SKILL LEVELS

A name must be given for each player taking part in the game - including computer opponents. When prompted for a name, simply type in the name followed by the **RETURN** key.

The entry of the player's name is followed by a request for a skill level. If this player is **NOT** to be a computer player, then press the **RETURN** key - **DO NOT PUT IN A SKILL LEVEL**. If the computer is to be this player then press one of the numeric keys 1 - 4 at the top of the

keyboard for the appropriate skill level of this computer player.

The program repeats the prompt asking for the next player's name. Up to 4 players can be entered and any or all of them may be computer players.

As soon as you have entered the desired number of players, you may press RETURN instead of typing a third or fourth name. This tells the program that all the players have been entered and that you are now ready to start playing.

The Computer SCRABBLE® program follows with a series of YES/NO questions which can be answered with one keystroke (Y for yes and N for no). Each question has a default value which may be entered by pressing RETURN. The default values are shown below in brackets.

Are you using a colour television/monitor? (Y)

The Computer SCRABBLE® program substitutes special symbols for the premium square colours to enable you to play on a black and white set. It always assumes a colour television to start with (this is also the default).

Do you want to watch me thinking? (Y)

While the computer player chooses its word, it is possible to see its "thoughts" as it tries to score different words.

Do you want to see all the racks? (Y)

While others (or the computer) are playing, you may want to see your current rack and the program can display it continually on the screen. However this may mean that another player can see your letters and alter strategy - in practice we have found that most players find little assistance from being able to see the other players' racks. If you reply N to this question, the program will pause each time a player starts and ends a turn. A note can then be made of the new rack. Players can take turns using the screen and keyboard - effectively hiding their racks.

Do you want sound effects? (Y)

This question requires no explanation.

Are you also using the SCRABBLE® board? (N) (Commodore only)

If you are using a SCRABBLE® board, the program expects the tiles to be drawn from the board game and it will simply keep track of the scores. In addition, if the program is also providing an opponent, someone will need to draw its tiles.

The last prompt (before the game starts) deals with the speed at which the program places words on the board - not the time it takes 'thinking'. The delay between letters can be varied from 0 (minimum delay) to 9 (maximum) - if you are watching the program 'thinking' then 3 or 4 are good values to try.

THE PLAY (Amstrad and Commodore)

The current player's rack and name are displayed at the bottom left of the screen. The player must then enter a word, or one of the options displayed in the right-hand side of the screen.

OPTIONS (Spectrum)

The various options are selected by pressing **SYMBOL SHIFT** and the option letter eg. the option **"VIEW RACKS"** is selected by typing **SYMBOL SHIFT** and **V** together. The options can be selected at any time during the game, except when the computer is taking its turn.

The options are:

V - VIEW RACKS this option displays the letters of all players in the side panel. Restore the **OPTIONS** panel by pressing **SYMBOL SHIFT** and **O**.

S - SYMBOLS this option calls up another display that indicates the premium value square. Return to the **OPTIONS** panel by pressing **SYMBOL SHIFT** and **O**.

R - REARRANGE allows the current player to rearrange his letter tiles on the rack. Having selected this option simply type your letters in the order you wish to see them.

C - CHANGE if desperate you can change any or all of your letter tiles, but this uses up your turn. Having selected this option you are prompted to simply type the letters you wish to change. If you make a mistake use the **DELETE** key. When satisfied press **ENTER**. If you wish to **PASS** just press enter without having typed any letters.

J - JUGGLE instructs the computer to rearrange the current player's letter tiles in a random manner.

T - TILE VALUES displays the alphabet with corresponding scoring values. Return to the **OPTIONS** panel with **SYMBOL SHIFT** and **O**, or view the letter **DISTRIBUTION** with option **D** (**SYMBOL SHIFT** and **D**).

D - DISTRIBUTION displays the number of tiles of each letter that are available at the start of the game.

Q - QUIT abandons the game and allows you to either start another or save the current game on a separate blank cassette for completion at a later date.

OPTIONS (Amstrad and Commodore)

Quit game - This means that you wish to stop playing immediately without completing the game.

Pass 1 turn - If you cannot find a place to play any of your tiles to form a word, then you can skip a turn by passing. Normally this is only used at the end of a game when there are no tiles left which could be exchanged.

Premiums - The program responds to this option by displaying the premium squares with their values.

Tile Values - The full set of tiles is displayed in the right-hand screen area, showing the distribution of tiles.

Number of tiles - The full set of tiles is displayed in the right-hand screen area, showing the distribution of tiles.

Change tiles - This option allows you to exchange 1-7 tiles from your rack for fresh tiles. It also counts as a turn. After choosing this option, type in the letters in your rack which you wish to exchange, followed by **RETURN**. The program will remove those and pick new tiles for you.

Juggle rack - The program will juggle the letters in your rack giving a new arrangement. This is helpful as a way of looking for playable words.

Hint 1 word - If you are stuck, the program can give you a hint of one playable word. The program looks at your rack and the board and displays a playable word and possible position on the board.

Swap racks (Commodore) - At some stage, you may want to reverse your position in the game or take over the program's rack. This option will give you the program's rack and the program player will take over your rack. The game continues from this point. (Note: this is only available in a 2-player game).

MAKING A MOVE (Spectrum)

Once you have thought of a word you wish to play you need to show the computer where to place the word. Move the cursor with the Keys 5 to 8 to where you want the word to start and press **A** or **D** to indicate whether the word is to run Across or Down the board.

You are now ready to play your word by simply typing it and pressing **ENTER** when you've finished (you don't need to type any letters that are already on the board, the computer will do it for you).

Assuming that you haven't tried an illegal move the computer will then score the move and ask you if you want to accept it or try another: press **Y** for Yes or **N** to have another attempt. Once you are happy with your move and have answered Yes the computer will move your letters from the large rack onto the board and refill your rack. After a brief pause to let you see your new letters the computer will move on to the next player, but remember you can still

view your rack in the side panel by asking the next human player to select option V.

PLAYING A BLANK - when it comes to playing a blank letter the procedure is slightly different. To play the blank letter press the **SPACE** key once and the cursor will not move. Then type the letter you wish the blank to represent and continue with the rest of the word as normal. You will see that the blank tile displays the letter you have nominated, but in inverse video to indicate that it is a blank (with zero scoring value).

ILLEGAL MOVES - the computer will not let you use letters that are not on your rack, so you can't cheat. Similarly it will not accept words that are placed on the wrong part of the board and will allow you to try again.

CHALLENGING - once you have made your move the computer will search its vocabulary of over 11,000 words. If it can't find the word, or any of the new words formed by the move, it will ask you to confirm that the words are legal. Being a trusting computer it will accept the word if you type **Y** and reject it if you type **N**. In the latter case you score nothing and lose your turn, as per the rules.

This facility allows for challenges by other human players who must not let the current player type **Y** until the challenge is settled! The computer itself cannot be challenged but it can only play words that have been stored in its memory, and these have been carefully checked for legality by a **SCRABBLE®** expert.

FINISHING - at the end of the game the computer will reduce each player's score by the sum of his unplayed letters, and if one player has used all his letters his score will be increased by the sum of the unplayed letters of the other players.

SAVING - a partly played game can be saved on a separate blank cassette for completion later. Take the **QUIT** option and then follow the instructions offered on the screen. Remember to use a separate blank cassette - only a datafile will be saved, not the entire program.

RELOADING - a partly played game can only be reloaded from within the main program so make sure you have loaded Computer **SCRABBLE®** from the original cassette first. Then take the **QUIT** option, from where you can choose to reload an old game. This facility is also available at the start of the program. You will be prompted to enter the file name of your saved datafile, then press **ENTER** and start your tape running.

STRATEGY - the computer has an element of strategy programmed into it, so even at the hardest level (4) it may not place the highest scoring word it can, perhaps hoarding a useful letter like an **S** for a more profitable move. However it does not play a negative strategy such as avoiding opening up a premium score square to an opponent - it can beat you without adopting tactics like that.

VOCABULARY - the computer's vocabulary contains over 11,000 words, an unprecedented

achievement on a relatively small computer. In order to make sure the computer could play a sufficient number of high scoring words some simple words in everyday use have been omitted - so if the computer challenges you and you are sure it is a permitted word,

PLAYING A WORD (Amstrad and Commodore)

A cursor or marker appears on the board at the top left-hand corner. Using the keys which normally control the cursor, position the cursor where the first letter of your chosen word should go. Then press: A for across or D for down and the program will display your word on the board. Press X to cancel your choice of word.

After displaying the word, the score is calculated and displayed and you may try a different word - you may do this as often as you like.

If no other attempt is desired, the program will check the word played and any other words formed against its own vocabulary. The Computer SCRABBLE® program will challenge the validity of any word it fails to recognise.

When the program challenges, if you accept the challenge as valid (i.e. the word was indeed wrong), then you lose both your turn and the score achieved. However, if you reject the challenge (it is quite possible to play a valid word that the program does not recognise - as the program has a finite vocabulary), then the program will accept the word played and any word generated.

When the program asks **ARE YOU SURE?** for a particular word, you can override the challenge by pressing Y - it will then accept your play.

After your word is played, the scores on the top right-hand corner of the screen are updated and new tiles are given to replace those you have used.

AT THE END OF THE GAME (Amstrad and Commodore)

As soon as there are no tiles left to draw, and one player has used all the tiles in the rack - the game ends.

The Computer SCRABBLE® program also recognises the end of the game by the fact that there are no new tiles left to draw after a turn, and each player has passed once in a full round.

When the end has been reached, the program adjusts each player's score by the letters left in the racks and announces the winner.

You then have the opportunity to play again with the same players and levels.



MONOPOLY®

Waddingtons

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**The Computer Edition of
WADDINGTONS
MONOPOLY®**

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- A Introduction and Rules for playing MONOPOLY®**
- B Playing MONOPOLY® on your computer**

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A Introduction and Rules for playing MONOPOLY®

BRIEF IDEA OF THE GAME

The idea of the game is to buy and rent or sell properties so profitably that players increase their wealth - the wealthiest becoming the eventual winner. Starting from "GO", move the tokens around the board according to the throw of the dice.

When a player's token lands on a space not already owned, he may buy it from the Bank; otherwise it is auctioned off to the highest bidder. The object of owning property is to collect rents from opponents stopping there. Rentals are greatly increased by the erection of Houses and Hotels, so it is wise to build them on some of your Building Sites. To raise more money, Building Sites may be mortgaged to the Bank. Community Chest and Chance cards give instructions that must be followed. Sometimes players land in Jail. The game is one of shrewd and amusing trading and excitement.

EQUIPMENT

Monopoly Real Estate Trading Game Equipment consists of the board (on the screen) with spaces indicating Building Sites, Railway Stations, Utilities, rewards and penalties over which the players' pieces are moved. There are two dice, and six tokens of various designs for playing pieces. Thirty-two green Houses, twelve red Hotels and two sets of cards for Chance and Community Chest spaces. There are Title Deeds for every property.

PREPARATION AND MONEY

Each player chooses one token to represent him on his travels around the board. All other equipment goes to the Bank.

Each player receives £1,500 from the Bank.

TO START THE GAME

Each player in turn throws the dice. The player with the highest total starts the play. His token is placed on the corner marked "GO", he throws the dice and moves his token in the direction of the Arrow the number of spaces indicated by the dice. After he has completed his play, the turn to play goes in the order in which names have been entered. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. One or more tokens may rest on the same space at the same time.

According to the space which his token reaches, a player may be entitled to buy Building Sites or other properties - or be obliged to pay rent (if another owns the property), pay taxes, draw a Chance or a Community Chest card, "Go to Jail", etc.

If a player throws doubles his token is moved as usual the sum of the two dice and the space thus reached is effective (i.e. the player is subject to any privileges or penalties

pertaining to that space). Retaining control of the dice, he throws again and moves his token as before, and again, the space thus reached is effective. If, however, he throws three doubles in succession, he does not move his token on his third throw but immediately "goes to jail" and his turn ends. (See Jail.)

Every time that a player's token either lands on or passes over "GO", while going in the direction of the Arrow, the Banker pays him £200 "Salary".

LANDING ON UNOWNED PROPERTY

When a player lands on an unowned property (i.e. on a Building Site for which no other player holds the Title Deed) whether by a throw of the dice or by a move forced by the draw of a Chance or Community Chest card, the player has the option of buying that property from the Bank at its displayed price. If a player elects to buy, he pays the Bank for that property and receives the Title Deed card. If the player declines his option, the Banker must immediately offer this property for sale by auction and must sell it to the highest bidder, accepting money in payment and give the buyer the proper Title Deed card as evidence of ownership. Any player, including the one who declined the option of buying at the displayed price, may bid. Bidding may start at any price.

LANDING ON OWNED PROPERTY

When a player lands on owned property either by throw of the dice or by a move forced by a Chance or Community Chest card, the owner collects rent from him in accordance with the list printed on the Title Deed card applying to it.

Note: If the Site contains a House or Houses, the rent is larger than it would be for an unimproved Site. If the Site is mortgaged, no rent can be collected. Double rent cannot be collected from a Colour-Group if one Site is mortgaged. A player holding four stations, but with one mortgaged, may only collect rent from the other three - i.e. he would collect £100 - not £200.

Note:- If the owner fails to ask for his rent before the next throw of the dice no rent may be collected.

ADVANTAGES FOR OWNERS

It is an advantage to hold Title Deeds for all Sites of a complete Colour-Group (for example: Mayfair and Park Lane - or Pentonville Road, Euston Road and The Angel Islington) because the owner may then charge double rent for unimproved Sites of that property.

Houses can only be built on Sites of a complete Colour-Group owned (see Houses). The advantages of owning Houses and Hotels rather than unimproved property is that rentals are very much higher than for unimproved Sites and profit the owner immensely.

LANDING ON "CHANCE" OR "COMMUNITY CHEST"

A player is allocated the next card from the pack indicated and follows the instructions. The "Get Out of Jail Free" card, however is retained until used. After being used, it is "returned" to the pack.

LANDING ON TAX SPACES

All tax is collected by the Bank.

LANDING ON "FREE PARKING"

When in the ordinary course of play, a player's token reaches this space, the player receives no benefit nor incurs any penalty, and moves ahead in the usual manner on his next turn.

BANKER

The computer will always act as Banker.

THE BANK

The Bank holds, besides the Bank's money, the Title Deed cards and Houses and Hotels prior to purchase and use by the players.

The Bank pays salaries and bonuses, sells properties to the players and delivers the proper Title Deeds therefor, auctions Sites, sells Houses and Hotels to the players, loans money when required on mortgages of property at the mortgage value which is one-half of the Site value printed on the board. The Bank will at any time buy back Houses and Hotels from Building Sites at half-price.

The Bank will account for all properties you buy from it, taxes, fines, money penalties, loans and interest.

JAIL

A player lands in Jail - (1) If his token lands on the space marked "GO TO JAIL".

(2) If he is allocated a card marked "GO TO JAIL".

(3) If he throws doubles three times in succession.

Note: When a player is sent to Jail his turn ends there. He cannot collect £200 Salary in that move since, regardless of where his token is or of the the path of the board he must move his token directly into Jail.

A player gets out of Jail - (1) By throwing doubles on any of his next three turns after landing in Jail. If he succeeds in doing this he immediately moves forward the number of spaces shown by his doubles throw; he also has another throw of the dice.

(2) By using a "Get Out of Jail Free" card (provided he already owns such a card by having on a previous turn drawn it from a Chance or Community Chest).

(3) By paying a £50 fine before he throws the dice for either his next or succeeding turn to play.

(4) A player must not remain in Jail after his third turn (i.e. not longer than having three turns to play after being sent to Jail). Immediately after throwing the dice for the third turn he must pay a £50 fine unless he throws doubles. He then comes out and immediately moves forward from Jail the number of spaces shown by his throw.

A player may buy and erect a House, sell or buy property, and collect rentals, even though he is in Jail.

VISITING JAIL

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

HOUSES

Houses can be brought only from the Bank and can only be erected on Sites of a complete Colour-Group which the player owns. (e.g. If one player succeeds in owning Pentonville Road, Euston Road and The Angel Islington, i.e. a complete Colour-Group, he may at any period of his ownership buy a House or Houses from the Bank to erect thereon). If he buys one House, he may put it on any one of these Sites. The next House he buys and erects must be put on one of the unoccupied Sites of this or of any other complete Colour-Group he may own. The price he must pay the Bank for each House is shown on the Title Deed of the Site. (On the unimproved Sites of his complete Colour-Group he continues collecting double rental from an opponent landing thereon).

A player may buy and erect in accordance with the above rules, at any time, in his turn, as many Houses as his judgement and financial standing will allow, but he must build evenly. He cannot erect more than one House on any one Site of any Colour-Group until he has built one House on every Site 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 Site. He cannot build, for example, three Houses on one Site if he has only one House on another Site of that Group. Similarly, Sites must be maintained evenly - i.e. if Houses have to be sold they must be removed equally from Sites of a Colour-Group. Houses may not be built on Sites if one of the same Colour-Group is mortgaged.

HOTELS

A player must have four Houses on each Site of a complete Colour-Group before he can buy an Hotel. He may then buy an Hotel from the Bank to be erected on any Site of that Colour-Group, delivering to the Bank in payment, the four Houses already on the Site plus the additional cost of the Hotel (£200 for an Hotel on Park Lane or Mayfair) shown on the Title Deed. (It is very desirable to erect Hotels on account of the very large rental which may be charged. Only one Hotel may be erected on any one Site).

BUILDING SHORTAGE

When the Bank has no Houses to sell, players wishing to build must wait for some player to return or sell his Houses to the Bank before they can build. 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 to the highest bidder.

SELLING PROPERTY

Undeveloped Sites, Railway Stations and Utilities (but not buildings thereon) may be sold to any player as a private transaction for any amount that the owner can get. No Site, however, can be sold to another player if buildings are standing on any Sites of that Colour-Group. Any buildings so situated must be sold back to the Bank before the owner can sell any Site of that Colour-Group. Mortgaged property cannot be sold to the Bank - only to other players.

Houses and Hotels may be resold by players to the Bank only, but this may be done at any time and the Bank will pay one half of the price paid for them. In the case of Hotels, the Bank will pay half the cash price of the Hotel plus half the price of the four Houses which were given in the purchase of the Hotel.

MORTGAGES

Mortgaging properties can be done through the Bank only. The mortgage value is shown on each Title Deed. The rate of interest is 10 per cent, payable when the mortgage is lifted. If any property is transferred which is mortgaged, the new owner may lift the mortgage at once if he wishes, but he must pay 10 per cent interest. If he fails to lift the mortgage, he still pays 10 per cent interest and if he lifts the mortgage later he pays an additional 10 per cent interest as well as the principal.

Houses or Hotels cannot be mortgaged. All buildings on the Site must be sold back to the Bank before any property can be mortgaged. The Bank will pay one half of what was paid for them.

In order to rebuild a House on mortgaged property the owner must pay the Bank the amount of the mortgage, plus the 10 per cent interest charge and buy a House from the Bank at its full price.

BANKRUPTCY

A player who is bankrupt, that is, one who owes more than he can possibly pay, must turn over to his creditor all that he has of value, and retire from the game. In making this settlement, however, if he owns Houses or Hotels, these are returned to the Bank in exchange for money, to the extent of half their cost as shown on the Title Deeds, and this cash is given to the creditor. If a bankrupt player turns over to his creditor property that has been mortgaged, the new owner must at once pay the Bank the 10 per cent interest on the loan. At the same time he may at his option lift the mortgage by paying the principal.

In case a player is unable to raise enough money to pay his taxes or penalties, even by selling his buildings and mortgaging his property, the Bank will take over all of his assets and sell by auction to the highest bidder everything so taken excepting the buildings. The player's token is then removed. The last player left in the game wins.

MISCELLANEOUS

If a player owes more rent than he can pay in cash he may by agreement trade with his creditor part in cash and part in property. In this case, the creditor will often accept certain property (even if it is mortgaged) at a value far in excess of the printed one so as to obtain additional property for buildings or to block another player from obtaining control of that property.

A computer player will always demand rent and not offer or accept a trade in lieu of rent!

Property owners must watch out for rents due. Do not help other players to watch their properties.

The Bank loans money only on mortgage security. Players may not borrow money or property from each other.

RULES FOR PLAYING THE SHORT GAME

Before commencing, the players stipulate the time at which the game shall end. At the end of the game, the richest player is the winner.

At the start of the game the Banker "shuffles" the Title Deed cards and, after having cut them, he deals two cards to each player. The players immediately pay the Bank the price of the property thus dealt to them.

The game then proceeds in the usual manner until the agreed finishing time is reached. No further dealings must take place, but if a player is in actual play when the finish is

announced, he is allowed to complete his move, and any transactions in connection with it. Each player then totals up the values of his possessions comprising:

- (1) Cash in hand.
- (2) Building Sites, Utilities or Railway Stations owned by him, at the full purchase price.
- (3) Mortgaged property at the mortgage value.
- (4) Houses owned, valued at their respective cost prices.
- (5) Hotels, valued at the cost of five Houses.

The player with the highest total is the winner.

B Playing MONOPOLY® on your computer

PIECE SELECTION

After the program titles have been displayed a starting menu appears showing the playing pieces. Allocate these to the participating players by keying the appropriate number. The computer will ask if you wish this player to be a computer player or not. Press **Y** (Yes) or **N** (No) depending on your wishes. Then type in the player's name followed by **ENTER/RETURN**.

2-6 players can participate, and all or any of them may be designated as computer players. When all the desired participants have been entered press the **ENTER/RETURN** key.

PLAYERS MENU

This is shown at the top of the screen. The initial letter of every entry when pressed will initiate that function.

Mortgage **O**wners **H**ouses **T**rade **R**ent **D**ice

WHO GOES FIRST ?

Each player in turn "throws" the dice by pressing **D**. A computer player will throw the dice on its turn automatically. The player with the highest total starts. (If two or more players get the highest, then they throw again.) Thereafter, play is in the same order in which the player's names have been entered.

Mortgage

To mortgage or unmortgage a property press **M**. A cursor appears on the screen board at "GO". The cursor should be moved to the appropriate property using the cursor keys. Press the **SPACE BAR** and the property information will appear on the bottom of the screen. Other

properties can be chosen and viewed in this manner. If you wish to mortgage or unmortgage the displayed property press **ENTER/RETURN**. The computer will check the status of the property and take the appropriate action.

O wners

On pressing **O** all properties are listed below the screen board. The player who owns a particular property will have his number displayed on the right-hand side of the property name. If a player requires to see his individual portfolio he must then enter his number.

Pressing the **SPACE BAR** will list the properties and pressing the **P** key shows the Title Deed. If a property is mortgaged, it is displayed with white characters on a red background. Press **ENTER/RETURN** to leave the portfolio and owner list.

H ouses

Houses and Hotels may be bought and sold at any time. The computer asks if the transaction is a buying or selling one, as well as the number of Houses you wish to buy. Selling Houses is done one property at a time. All the players have an opportunity to enter their requirements prior to the final transaction taking place. If there are insufficient Houses available, an auction will be held by the Bank.

Each player in turn develops Sites on the screen board, one property at a time. This is done by positioning the cursor on the board, over any property in the set and then pressing the **SPACE BAR**. Pressing the **Q** key will quit the transaction. Property details for that set will appear in the lower portion of the screen. Other properties can be chosen and viewed in this manner. If you wish to develop a displayed property, position the cursor over the Site and press the **ENTER** key. The computer will automatically validate and place a House/Hotel on the property.

Selling is done in a similar manner - move the cursor to the property set on the screen board, press the **SPACE BAR** to display the property details and the **ENTER/RETURN** key to select the property.

T rade

A player wishing to buy, sell or exchange property with another player should press **T**. The program will ask who is trading and the player must enter his number. Trading is between **ONE** offered property and either another exchange property or properties with the option of a cash balance.

The offer property is selected first by moving the cursor to the required Site and pressing the **SPACE BAR** to display the details. Pressing **ENTER/RETURN** will select the property for

trading.

The computer will ask you to enter each property to be exchanged (selected in the usual way with the cursor). When no more properties are required for the transaction, press the **N** key. The computer then asks if a cash adjustment is required, and, if so, to which player it goes and the amount. When the transaction is agreed by the other player, the computer effects the transfer.

R ent

When a player lands on your property at the end of a move you may claim the appropriate rent. To do this press **R**. Rent will then be automatically paid to you. The computer checks for property sets and mortgaged properties. Where the player has insufficient funds, the computer will initiate House Selling or Mortgage procedures.

D ice

The computer will display the current player's name, number and playing piece. If the current player wishes to see his cash or assets he should press **C** or **A**. To throw the dice press **D**. The player's piece will be moved accordingly. A short pause occurs before the computer moves on to the next player. If rent is due, the owner's token will appear on the screen during the short pause. If you land on an unowned property you may buy it. If you do not buy, the Bank will automatically auction the property.

SHORT GAME

After the piece selection, you will be offered the option of a short game. If you enter **Y**, you must then specify how long the game will last in hours and minutes. During the game, the time is updated every minute. When the specified time has lapsed the program will immediately calculate and display the value of the player's holdings - the player with the highest total wins.

AUCTIONING

Auctions are determined by the Bank, and will occur when a player lands on a property which he does not wish to buy, when the Bank receives property from a player as payment or when two or more players wish to buy Houses when there is a shortage of Houses. The auction is conducted by the Bank; players are asked to enter their bids - to enter a bid the player must enter his player number followed by the bid. If a player bids beyond the value of his assets the auction is voided.

END GAME

Pressing the **CTRL** and **C** keys simultaneously (Amstrad), the **SHIFT** and **F7** keys (Commodore), and the **CAPS SHIFT** and **SPACE** keys simultaneously (Spectrum) at the end of a player's move will bring the game to an end. The computer will calculate and display the value of all the players' holdings - the player with the highest total wins.

Virgin
**Leisure
Genius**



CLUEDO®

Waddingtons

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The Computer Edition of
WADDINGTONS CLUEDO®

- A Introduction**
- B Rules for playing CLUEDO®**
- C Playing CLUEDO® on your computer**

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A Introduction

CLUEDO® is a detective game of investigation, skill and luck. The game takes place on the ground floor of "**Tudor Close**", where a mysterious murder has taken place!

The object of the game is to solve by elimination and deduction the mysterious murder of **Dr Black**, the owner of the house, whose body has been found at the foot of the stairs. The **WINNER** is the first person to identify in **ONE** accusation all of the following:

- **the murderer**
- **the weapon used**
- **the room in which the murder was committed**

At the time of the investigation, there are 6 occupants at "**Tudor Close**" and some (or all) of them may also be investigating the crime - even the villain will not know that he (or she) is the guilty person until the end of the game!

The 6 occupants are:

- | | |
|-----------------------------|-------------------------|
| - Colonel Mustard | - Professor Plum |
| - The Reverend Green | - Mrs Peacock |
| - Miss Scarlett | - Mrs White |

There are also 6 **weapons**, any one of which may have been used to commit the crime. They are:

- | | |
|----------------------|----------------------|
| - Dagger | - Candlestick |
| - Revolver | - Rope |
| - Lead Piping | - Spanner |

The game starts with each player being given a limited set of clues which they then use as a basis for their investigations. The search for further clues is then conducted room by room - where each suspect may be questioned and the possible weapons examined.

Computer **CLUEDO®** is a sophisticated and entertaining game which allows you to play **CLUEDO®** on or against your computer. The program can provide you with up to 5 opponents whose skill levels (novice, intermediate and experienced), can be set to suit your own ability.

You are also supplied with a pad for making your own "**Detective Notes**".

B Rules for playing CLUEDO®

Players may move their pieces anywhere on the board on the squares (except the staircases) according to the throw of the dice.

Pieces must move in straight lines only, i.e. forward and/or crosswise, but never diagonally. Players may enter rooms by the doors only, but cannot leave a room in the same move, i.e. entering a room ends the move (it is not necessary to throw the exact number of units on the dice to enter a room. For instance, if you need 4 to bring you into a room and you throw 6, the last 2 units are ignored when you enter the room).

No two pieces may occupy any one square, nor may a player move his piece through the square on which another piece stands. A room, however, may be occupied by any number of pieces and weapons.

A player's piece may remain stationary in any room during any number of his turns to play.

Secret passages enable players to move from certain rooms to those indicated in one move. This can be done at a player's turn without throwing the dice but constitutes a move.

A player may make a "**suggestion**" (which must include the 3 factors - **Room, Person, Weapon**) on any of his turns of play when (and **ONLY WHEN**) his playing piece is in the room concerned in the "**suggestion**".

Playing pieces transferred to a room as the result of a "**suggestion**" being made are not replaced in their original places afterwards. Players must resume moving their pieces from their new positions on the board.

C Playing CLUEDO® on your computer

A "**character**" is displayed on the right-hand side of the screen - **Miss Scarlett** - who is always the first player. The program will prompt you for the first player's name. Simply type up to 8 letters of the player's name and press the **ENTER/RETURN** key on the right-hand side of the keyboard.

The entry of the player's name is followed by a request for a play level. If the computer is to be this player then press one of the keys **1-3** at the top of the keyboard to allocate it an

appropriate skill level. (1 - novice, 2 - intermediate, 3 - experienced). If this is **NOT** a computer player then simply press **ENTER/RETURN**.

The computer chooses the next "**character**" at random and repeats the prompts for name and skill level as above. Up to 6 players can be entered, and any of them may be designated as computer players. (Remember that all the occupants of "**Tudor Close**" are suspects - whether they are players or not). Once you have entered the names of all those playing then simply press **ENTER/RETURN** instead of entering another name. This tells the program that all the names have been entered and you are ready to start the game. (The program will automatically continue after a sixth player has been entered). The Computer **CLUEDO**® program follows with a series of **YES/NO** questions which can be answered with one keystroke (**Y** for **YES** and **N** for **NO**). Each question has a default value (shown below in brackets) which is entered by simply pressing **ENTER/RETURN**. The questions are listed below:-

Are you using a colour monitor ? (Y)

The Computer **CLUEDO**® program substitutes letters for the character colours to enable play on a green screen monitor. It always assumes a colour display to start (this is the default).

Do you want sound effects ? (Y)

The reply **N** ensures that there are no apparent delays due to sound generation.

The last prompt deals with the speed at which the program moves pieces on the board - not the time it takes "**thinking**". The speed can be varied from 0 (fastest) to 9 (slowest) - if you are playing Computer **CLUEDO**® for the first time then 3 or 4 are good values to try.

The program will randomly select a **murderer, weapon and room** and remove their "**clue cards**" from the game - these are the "**MURDER CARDS**" and are placed face down in the centre of the board.

Each player now rolls the computer dice (by pressing any key) and the player with the highest number becomes the "**clue dealer**". The program now "**deals**" the clue cards starting with the player whose name was entered after the dealer's name. (If the dealer is the last player entered, then the deal starts at the first player).

THE PLAY

The Computer **CLUEDO**[®] program draws a floor-plan of the ground floor of "**Tudor Close**". The corridors between rooms are marked out in squares for the movement of pieces.

The pieces representing the players are placed on their starting positions. The play always starts with **Miss Scarlett** and continues clockwise.

Each player rolls the dice and moves that number of squares along the passage to any room desired. When it is your turn to move, roll the dice and to get the number of squares in the move and direct the cursor to the point where you want to move your piece. (Use the cursor keys at the bottom right of the keyboard). Then press **ENTER/RETURN** when you reach the desired square.

The program will only let you move the number of squares appropriate to the roll of the dice.

The next player may then roll the dice and move an appropriate number of squares. When a player reaches a room, that player can immediately make a "**suggestion**" about the crime by calling a suspect and weapon into the room for enquiries. The screen display changes to that of the room which the current player has entered. On recognising that a player is in the room, the program presents **3** choices to that player.

- 1 Roll the dice.** A player may roll the dice and leave a room by any door - making a normal move.
- 2 Secret passage.** A player may use up to one turn by taking a secret passage to another room.
- 3 Suggestion.** Using the cursor keys a player can choose a suspect and weapon for the current room and suggest that (for instance) the murder was committed in the **lounge** by the **Reverend Green** with the **spanner**. The person and weapon appear on a "**suspect sheet**" on the screen.

After such a suggestion has been made, the next player in turn must (if possible) show one clue card which refutes this suspicion. A card shown may be either a room, person or weapon. The program pauses here and allows a player to cover up a section of the screen.

This allows a human player to show a clue card without exposing the card to another human player. The card may be shown after responding **Y** to the question "**Are you ready?**".

If the next player in turn is unable to show a clue card, the enquiry passes on to the next player after that until one card has been shown. Obviously, if no one has a card to show, the player making the suggestion has isolated one or more of the "**Murder Cards**".

Clue Cards

Any player can see their own clue cards dealt to them by selecting the appropriate entry on the menu.

Notes

Amstrad and Commodore -:

Any player can make notes by using the cursor keys to move to an entry and then highlighting it with a letter or number.

To erase the highlight use the **SPACE BAR** key.

Spectrum -:

Any player can make notes by using the cursor keys to move to an entry and then highlighting it with a colour. The keys 1-5 at the top of the keyboard set the colours as follows -: **1 - Blue, 2 - Red, 3 - Mauve, 4 - Green, 5 - Cyan.**

To erase the highlight use the **0** key.

Accusation

When a player feels sure that all the clues have been examined, a full accusation can be made. In the same way as a card is shown, the program provides a covered area for the player and allows the accusation to be made in secret.

If the accusation is correct, the program exposes the "**Murder Cards**" and declares the winning player. If the accusation is wrong, the player is out of the game and only participates in order to be a suspect and to show cards as appropriate. The program will offer to take over a human player's cards if he is declared out of the game.

When a player's piece has been moved to a room to answer an enquiry, it remains there and is not replaced in the original position. Players must resume moving their pieces from their new positions on the board. If (one assumes it is an accident), a player fails to show a card in response to a "suggestion" (on their third try) then they are penalised by being out of the game in the same way as if a wrong accusation had been made.

If at any time, you wish to end the game or "give up", simply press the **CTRL** and **C** keys (Amstrad), the **F1** key (Commodore) or the **CAPS SHIFT** and **SPACE** keys simultaneously (Spectrum), and the game will come to an end. The program will then show you the "Murder Cards".

AT THE END OF THE GAME

The Computer **CLUEDO**[®] program recognises the end of the game when a **correct** accusation has been made.

When the end of the game is reached, the program announces the name of the winner and displays a suitable message.

You then have the opportunity to play again with the same players and levels.

