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1. Installation.

To install AWorld Table Game: Metropolis, run the installation program SETUP.EXE under Windows. The following steps will complete the installation of the game:

1. When SETUP starts, choose the language that you want to install the game in -- English and Spanish are available.
2. Enter in the dialog box that follows the destination directory where you would like the files to be placed.
3. When the files have been copied, you will be asked if you want to create a new Group for the Metropolis files. Choose "Yes" if you want a new Group created in Program Manager (Win3.X) or the Start Menu (Win95).

2. System Requieriments.

- PC or compatible.
- 80486 or above.
- 4Mb RAM.
- WIN 3.1 or WIN95.
- Mouse.
- Sound card (optional).

About colours.

This game uses a palette of 256 colours. If you have a different video configuration (16 colors, 32K, 64K, 16M ...), you can still run the program. But it may execute slowly in more than 256 colors, and the graphics will be poor in 16 colors. If this is a problem, please re-configure your Windows system for 256-color display.

About sounds.

You need to have a sound card installed that is compatible with Windows Sound System (TM).

3. Instructions

AWorld Table Game: Metropolis is a board game for up to five players. The object is to ruin all your adversaries. To achieve this, you try to buy the best lots on the board -- the value of each lot is proportional to the street(s) adjacent to it -- and build on them. The center of the board is generally the most valuable, though lots surrounded by two or more streets combine the values of each street -- for example, a "corner" lot on two streets of equal value would be worth twice as much as a lot situated on only one of those streets. (To see a street's value, click on the desired street.)

When the game starts you select the type of board and number of players in the game. The minimum number of players allocated by the program is two. Also, you can change the names of the players. The defaults are: "Player 1", "Player 2", ..., "Player 5".

Once the players, their names, and the type of board are assigned, begin the match!. The die is thrown in a turn by clicking the "play" button ([control panel](#).) The player's token then moves forward as many spaces as the die shows. (Rolling a six does NOT provide a second throw.) During a player's turn, before the die is thrown, the player can view his properties ("last", "next" buttons in [control panel](#)) and pay off the mortgage (button "\$", [control panel](#)) if a property is mortgaged. After the die is thrown, the player can only decide whether to buy a property landed on (if unowned) or build on the property (if he already owns it).

When a player lands on a Governor's structure, the following can occur:

Governor. Pay or receive money.

Employment Office. Accept or refuse a job offer.

University/School. Accept or reject educational opportunities. (Higher levels of education get you better job offers at the Employment Office.)

Police. Pay a fine and forfeit a random number of turns.

Prison. Lose 1 turn (visiting).

Hospital. Pay hospitalization bill and lose a random number of turns.

Justice. Go to Prison; forfeit 6 turns there.

The player who eliminates all the other players wins the game.

3.1. The view area.



The large top-left part of the screen is the view area, in which you see the board, players, and structures. You can move the view area by using the "arrows keys" on the keyboard or the "Arrow buttons" (F) in the control panel, or simply by moving the mouse cursor to the left, right, top, or bottom margins of the screen if Mouse-Move is checked in the Options Menu.

In the view area you can obtain information about structures or streets by left-clicking the mouse over them. The information given for structures is: type of structure; street(s) adjacent; owner; land value (price of the undeveloped lot); and current payment (cash that must be paid to the property's owner by a player who lands there). For streets, the information given is name and street value; the latter influences the land value, building costs, and payment amounts for properties on that street.

3.2. Information screen area.

The screenshot shows three distinct sections of the information screen area, labeled A, B, and C from top to bottom.

Section A: A table listing player status:

Player 1	\$8879
Player 2	\$138082
Player 3	GAME OVER
Player 4	\$2333
Player 5	GAME OVER

Section B: A text box showing the current turn and transactions:

TURN Player 4
Mortgage terrain \$5250
Pay Player 1 \$3500

Section C: A "TITLE DEED" screen showing property details:

TITLE DEED

Streets:
Medium St.
Borned St.

HOUSES

Lot value:	\$7800	P\$1950
Houses:	\$3900	P\$1950
Apartment:	\$3900	P\$2925
Skyscraper:	\$3900	P\$3900
Stores:	\$7800	P\$4875
Shopping C:	\$7800	P\$5850
Hotel:	\$11700	P\$6825

MORTGAGE \$3250
20 day(s) to pay off

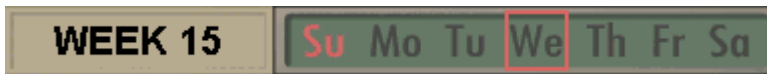
The information screen area is placed on the right, and consists of three parts:

A. The player status screen. Shows the names and cash of the players. You can obtain more information by clicking the left mouse button over the name of the player whose details you wish to view. A dialog box is then displayed showing, in addition to name and cash, his education, job, salary (weekly wages), number of properties, and any mortgages. A die spinning next to a player's name indicates his turn.

B. The transfer screen. Displays the transactions of the players in the game -- payments made to other players, buying or building, etc. Shows results of the last player's turn.

C. The "Title Deed" screen. Allows you to view your properties (when player is human) or a report of the computer opponent's properties. In the first case, when a player has one or more properties the "title deed" for each displays the following information: a picture of the lot or the structure built on it; the street(s) adjacent to it; the cost for each construction option (\$XXXXX) -- money you must pay to make "improvements" to the property; and the amount of cash your adversaries must pay when they land on the property (P\$XXXXX -- current value in red). If the property is mortgaged, the bottom of the "title deed" shows in red the word "MORTGAGED", the cost of paying off the mortgage, and the days remaining to pay it off before the property will be seized. You can view all the titles by using the buttons "Left arrow" (B) and "Right arrow" (C) in the control panel.

3.3. Calendar.



Below on the left you can see the calendar for the game, displaying the week of the game and the weekday marked with a red box. The latter is important information because in the game the payday is on Saturday, after all the players have moved.

3.4. Control panel.



At the bottom of the screen on the right is the "control panel". It's a group of buttons for control of the game during the player's turn.

A. The "play" button: Throws the die. Click it to go when it's your turn or the computer's turn.

B. Left Arrow button: At the beginning of your turn, you can press this button to see the title deed of your last property.

C. Right Arrow button: Shows the title deed of your next property.

D. The "magnifying glass" button: Click this to highlight on the board (view area) the property associated with the title deed shown.

E. The dollar-symbol (\$) button: Click to pay off the mortgage on the property referred to by the title deed shown (if it is mortgaged). Insufficient funds disable this.

F. Arrow buttons: Move scene.

The buttons Left arrow (B), Right arrow (C), "magnifying glass" (D), and dollar-symbol (E) are only available when the player is human.

4. Keyboard & Menus.

Keyboard.

- SPACE:** Button "play" (A) in the control panel.
- PAGE UP key:** Button "last property" (B) in control panel.
- PAGE DOWN key:** Button "next property" (C) in control panel.
- 'L' key:** Button "magnifying glass" (D) in control panel.
- 'P' key:** Button "dollar symbol (\$)" (E) in control panel.
- Arrows Keys:** Move scene, (F) in control panel.

For more information about the buttons (A),(B),(C),(D),(E), and (F), see [3.4. Control panel.](#)

Menus.

File Menu.

- New. Start a new game.
- Open. Open a saved game.
- Save. Save the current game.
- Quit. Quit game.

Options Menu.

- Zoom. Checked, you see the board in true (1:1) scale; unchecked, in scale 1:2.
- Mouse Move. Checked, allows you to move the scene by moving the mouse cursor to the left, right, top or bottom margins of the screen.
- Auto-Move. Checked, the view area follows the movement of the actual player.
- Sound. Checked, the sound is on.

Help Menu.

- Index. Open the help file index.
- About. About the game.

Mouse.

- Left button: Select a structure or menu.
- Cursor to left, right, top, bottom margins: Move scene (if Mouse Move enabled).

5. About.

**AWorld Table game: Metropolis.
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