INDEX to AWorld Table game: Metropolis   Help.

1. Installation.

To install AWorld Table game: Metropolis.   Run the installation program SETUP.EXE under Windows. The following steps will help you install the game:

1. Choose the language that you want when setup starts.   English and Spanish are available.

2. Then enter in the next dialog box the destination directory (where you would like the files to be placed).

3. Finally, when the files have been copied, you will be asked if you want create a new group for the Metropolis files. Choose yes if you want a new group to be visible in the Program Manager   (Win3.X) or Start menu (Win95).

2. System Requeriments.

-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 another video configuration (16 colours, 32K, 64K, 16M..) you can run the program, but it may run slowly in more than 256 colours, or graphics   will be poor in 16 colours.   If this occurs, please configure your Windows system for 256 colour display.

About sounds.

You need have installed sound card compatible with Windows Sound System (TM).

3. Instructions

AWorld Table game Metropolis is a board game for up to five players. You must ruin all your adversaries, and for this purpose you may buy the best lots on the board (the value of each lot is proportional to the street(s) enclosing it) and build on them.   The center of the board should be the most valuable, though the lots enclosed by two or more streets add to the value of such lots.   (To see   the street's value click on the street).

When the game starts select the type of board and number of players in the game; the minimum number of players is two.   Also, you can change the name of the players; the default is: Player 1, Player 2,..., Player 5.

Once the players, names and type of board are assigned, begin the match!.   The die is thrown for each turn by clicking the "play" button (control panel) and will move forward as many spaces as the die shows (the six does NOT allow for a second throw).   During a player's turn, before throwing the die the player can view his properties ("last","next" buttons in control panel and pay off the mortgage) when a property is mortgaged.   After throwing the die, the player can decide to buy a property when it has no owner (or build on it if it is his own).

When a player is on a Governor's site, the following can happen:

> **Governor.** Pay or receive money.
> **Employment office.** You can accept or refuse a job.
> **University-school.** Take and pay for education (allows better jobs in the employment office).
> **Police.** Pay a fine, and drop out for a "random" number of turns.
> **Prison.** Drop out 1 turn only.
> **Hospital.** Pay for hospitalization and drop out for a "random" number of turns.
> **Justice.** Out 6 turns in prison.

The player who eliminates all 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 using the keyboard "arrow keys", "Arrow buttons" (F) in control panel, or simply with the mouse cursor in the left, right, top, or bottom margins of the screen when Mouse-Move is checked in the Options Menu.

       In the view area you can obtain information about the site or streets by left-clicking the mouse on them.   The information provided about a site is: name, streets enclosing it, owner, land value (property price) and the current payment (cash that must be paid to the property's owner). Street information provided is: name and street value; (the latter affects the land value and payments for structures near the street).

3.2. Information screen area.
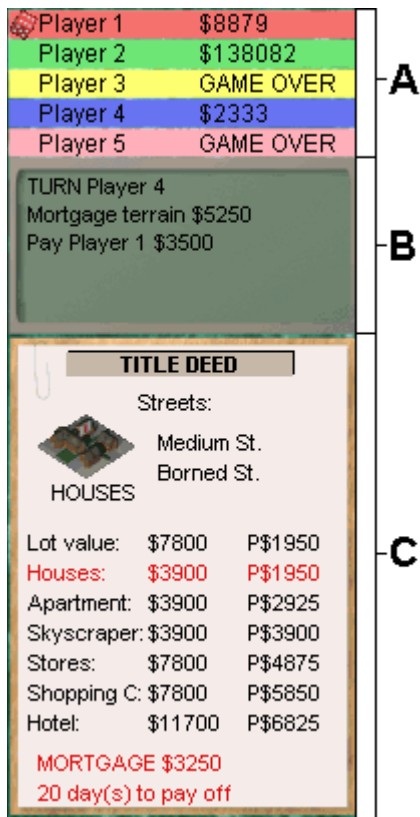
The information screen area is placed on the right and is in three parts:

A. Information on player status. Shows name and cash balance of all players.   Obtain more information by left-clicking the mouse on the player.   This pops up a dialog box with information, including education, job, salary (weekly wages) and properties held.   A die spinning over a player indicates it is currently his turn.

B. The transfer screen. Details transfers between players whenever a player pays another player, buys or builds, etc. Shows the latest player's turn.

C. The "Title Deed" screen. Here you can see your properties   (when player is human) or a report on the computer's properties.   When a player has any properties, the "title deed" displays the following information: a picture with the structure built or property lot and the streets enclosing it, the value of each structure, $XXXXX (showing cost to improve the property), and money that your opponents must pay when landing on your property P$XXXXX (text in red colour).   If the property is mortgaged the word "MORTGAGED" shows in red, along with cost to pay off the mortgage, plus days left to pay it off before it will be seized.   You can view all titles using the buttons "Left arrow" (B) and "Right arrow" (C) in the control panel.

3.3. Calendar.
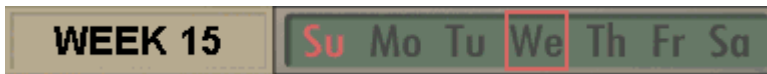
       At the bottom left you can see the calendar for the game, displaying the week and day of the week marked with a red box.   The latter is important information, because payday is on Saturday, when all the players have moved.

3.4. Control panel.

At the bottom right is the "control panel", a set of buttons controlling of the game during the player'sturn.

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

B. Left Arrow button: During your turn press this button to see the title deed of your latest property purchase.

C. Right Arrow button: To see the title deed of your next property on the board.

D. The "magnifying glass" button: Click it to see (view area) buildings on the title deed displayed.

E. The dollar-symbol ($) button: To pay off a property's mortgage.

F. Arrows 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', (G) in control panel.

For more information about the buttons (A),(B),(C),(D),(E) and (G) see

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 1:1 scale; unchecked in scale 1:2.
- Mouse Move. Checked, allows moving the scene with mouse cursor in 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 in left, right, top, bottom margins: Move scene.

5. About.

WEBSITE: http://www.ctv.es/USERS/innaky/

E-Mail: innaky@ctv.es