



User Guide

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Version 1.0

May 2001

English

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Getting Started

System requirements

To install and run Minipolis you will need:

1. A PDA running Palm OS™ version 3.0 or later, like a Palm III, Palm IIIx™, Palm V, Handspring Visor, Sony Clie, etc.
2. Around 200 K of available system memory on your PDA.

Installing Minipolis

To install using a PC:

1. Make sure that you have the Palm™ Desktop organizer software installed on your PC.
2. The file, which you have downloaded from the Internet, is named **minipolis.zip**.
Uncompress the file **minipolis.zip** in a directory of your choice on your PC hard drive. To do that you will need an archiving program compatible with the Zip archive format.
3. The uncompressed archive consists of three files, namely **minipolis.prc**, **MinipolisUserguide.pdf**, and **ReadmeMinipolis.txt**. To install MiniPolis on your PDA, double-click the file “**Minipolis.prc**”.
4. Follow the on-screen instructions.

To install using a Macintosh:

1. Make sure that you have the Palm™ Mac Pac software installed on your Macintosh.
2. The file, which you have downloaded from the Internet, is named **minipolis.zip**.
Uncompress the file **minipolis.zip** in a directory of your choice on your Macintosh hard drive. To do that you will need an archiving program compatible with the Zip archive format.
3. The uncompressed archive consists of three files, namely **minipolis.prc**, **MinipolisUserguide.pdf**, and **ReadmeMinipolis.txt**. To install MiniPolis on your PDA, double-click the file “**Minipolis.prc**”.
4. Follow the on-screen instructions.

To install using a UNIX-based computer:

1. Make sure that you have a PalmOS installation program (for instance Pilot-link) installed on your computer.

2. The file, which you have downloaded from the Internet, is named **minipolis.zip**. Uncompress the file **minipolis.zip** in a directory of your choice on your computer. To do that you will need an archiving program compatible with the Zip archive format.
3. The uncompressed archive consists of three files, namely **minipolis.prc**, **MinipolisUserguide.pdf**, and **ReadmeMinipolis.txt**. To install MiniPolis on your PDA, install the file “**Minipolis.prc**” using the installation program (see 1. above).

Uninstalling Minipolis

To uninstall **Minipolis**:

1. Using your stylus tap on the **Applications Launcher**.
2. Tap on the **Menu** icon (located just below the Application Launcher to the left of the Graffiti Writing Area), and then choose **App ->Delete** from the Context Menu on the top of the screen.
3. Find Minipolis in the list of installed applications, tap on it to highlight it, and then tap the **Delete** button. Confirm the deletion by tapping on the **Yes** button.
4. Tap the **Done** button to finish uninstalling Minipolis.

Running Minipolis

To start **Minipolis**:

1. Using your stylus tap on the **Applications Launcher**.
2. Then tap the **Minipolis** icon.



Introduction

Enter the virtual city of Minipolis and take control! Turn every building, street, avenue, and airport into your own possession and RULE! This is what Minipolis is all about.

All the players start on equal terms – no property and \$1500 in cash. Whether you win the battle for money and power or lose everything depends solely on you and your luck.

You will be immediately immersed into a fierce battle for initial property acquisition, property trading, acquiring whole neighborhoods and cashing on them by charging obscene rates for hotels and houses. The closest friends who play with you will become vicious financial enemies in a matter of minutes.

Subtle plans to outsmart the competition, the joy when you start making piles of cash, the emotions of getting ripped off by an adversary or the city authorities, the ultimate pleasure of ruling the game - all of this is bound to happen when you play Minipolis!

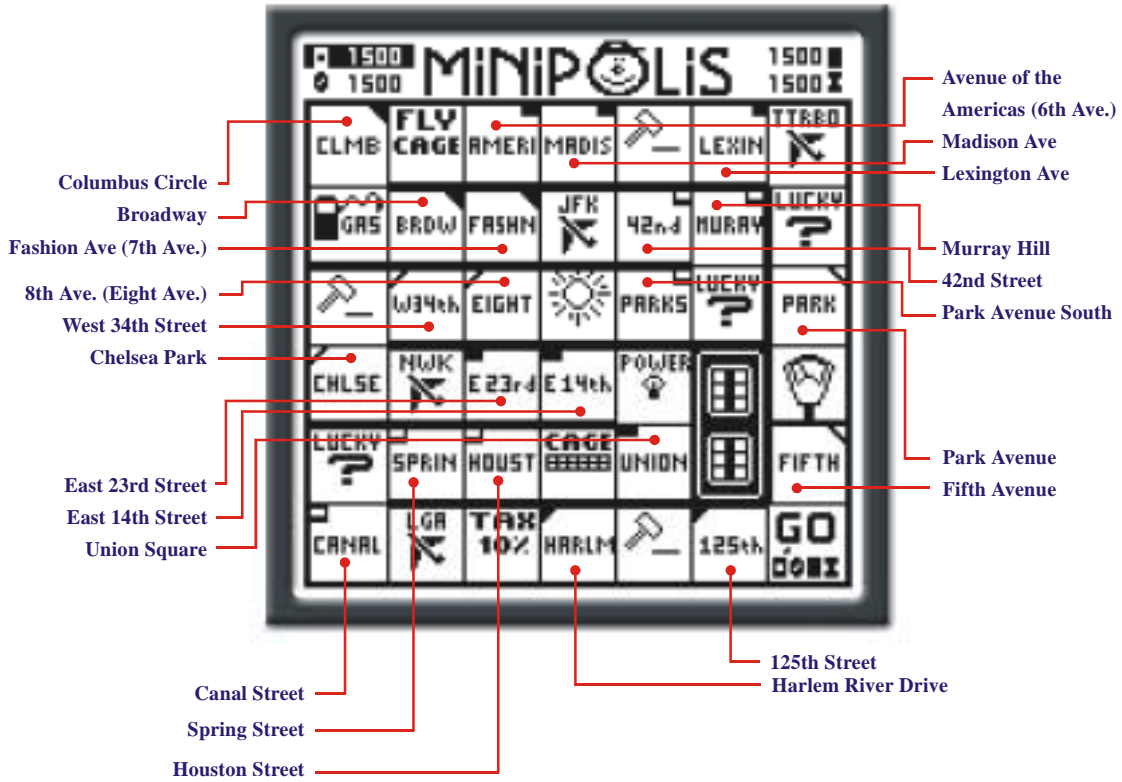
Tutorial - A walk through Minipolis

The Virtual Board is specifically designed to fit the screen of your PDA twisting its way from the "not so good" to the "exclusive" neighborhoods.

It is where all the real estate action takes place.

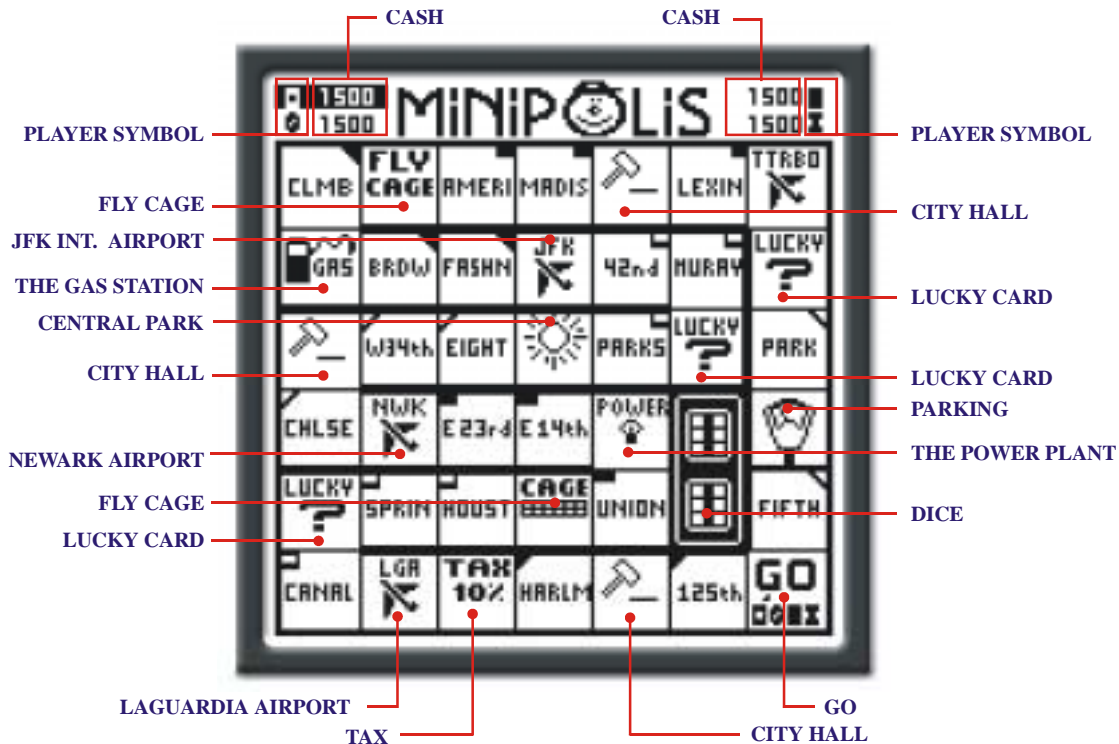
The square fields on the Virtual Board represent the city of Minipolis with its streets and avenues grouped in neighborhoods, its transportation system, and city government.

Streets and Neighborhoods in the “Minipolitan” Area (for the default prototype city - New York City)



Minipolis Airports (for the default prototype city - New York City)

1. LaGuardia Airport
2. Newark Airport
3. JFK International Airport.
4. Teterboro Airport



Special Places in Minipolis.

1. **GO** – This is the place where the game starts. You get \$200 every time you pass through it, before entering the great city of Minipolis for another round of mean real estate action.
2. **TAX** – Death and Taxes, remember? In Minipolis you have an option – you can either pay \$200 flat, or pay what you really owe (which is 10% of all your assets).
3. **Lucky Card** – It's your luck. Good or bad, you have to live with it.
4. **The Cage** – If you get locked in the cage, you can either pay your way out (\$50 will do the job), or roll the dice. You can fly away if you throw a deuce.
5. **The Power Plant** – This is one of the two energy sources in Minipolis. If you own it, you charge \$50 rent for it. If you own the Power Plant and the Gas Station, you charge double.
6. **City Hall** – The authorities in Minipolis are tough but just. They will take, but also give.
7. **Central Park** – The name says it all. It's a park; it's in the center of the city. Just stop for a minute, relax, and enjoy the afternoon sun. For free!

8. **The Gas Station** – This is one of the two energy sources in Minipolis. If you own it, you charge \$50 rent for it. If you own the Gas Station and the Power Plant, you charge double.
9. **“Fly cage”** - If you arrive at this field you are taking a shortcut to the CAGE.
10. **Airports** – There are four airports in the Minipolitan Area. If you own them all, you will rule the transport system and cash on it.
11. **Parking** – As is to be expected, parking in the Minipolitan area is either expensive or illegal. In both cases it will cost you \$75.
12. **Player Symbol** – There are up to four players represented by one of the following symbols – white square, circle, black square, and an “i” symbol. If you tap on a Player Symbol, you can view all the properties the player owns and also deal properties. The player symbol moves along the board and is also shown in all the streets and avenues this player owns.
13. **Cash** – This figure is shown next to the Player symbol and indicates the amount of cash on hand this player has.
14. **Dice** - To throw the dice you have to tap on them twice - first you tap to roll the dice, then you tap to stop them rolling.

Minipolis Property Symbols

Owner Symbol



The four players are represented by the following symbols - white square, circle, black square, and an "I" symbol. These four symbols are shown on the top of the screen along with the cash each player currently has.

In the Color version of **MiniPolis** ownership of properties can be displayed in two different ways:

1. By showing the player symbol in the upper part of any square on the virtual board (just like the non-color version)
2. By changing the color of the property name (which is black when this property is not owned) to match the color of the player, who owns this property.

You can toggle between these two display modes by tapping on the MiniPolis logo at the top of the screen.

Neighborhood symbol



There are eight neighborhoods in Minipolis. They are represented by the following symbols: left black triangle, left white triangle, right black triangle, right white triangle, left black square, left white square, right black square, and right white square. All streets and avenues are grouped in these eight neighborhoods and the neighborhood symbol is shown in the upper left or right-hand corner of every field on the virtual board.

Remember that you can build houses and hotels only if you own

all the streets and avenues in a neighborhood.

In the Color version of **MiniPolis** the neighborhoods are represented by colored horizontal strips at the top of each square on the virtual board.



Flashing Player Symbol

The flashing player symbol in a field shows that it is this player's turn to roll the dice.

Non-Flashing Player Symbol in the lower part of the field. A non-flashing player symbol in the lower part of a field on the virtual board shows the current location of this player in Minipolis.



Mortgage line A horizontal line across the bottom of a field on the virtual board indicates that the property is mortgaged



Special symbols – There are two special symbols representing houses and hotels built on a street or avenue. The houses are represented by little white squares at the bottom of the field and the hotels are represented by two white rectangles.

In the Color version of **MiniPolis** the houses are represented as little red triangles and the hotels as bigger flat rectangles at the bottom of the square representing the street.

User Reference

Minipolis Rules

Purpose of the game: as you browse through the neighborhoods of Minipolis you can buy them, build houses and hotels, own utility companies and control airports with the ultimate goal of driving your competitors to bankruptcy and having Minipolis all for yourself.

The Minipolis Law's

1. **There can be up to 4 players.**
2. **All players start outside the city of Minipolis** throwing dice in turn and going to a street or avenue determined by the reading of the dice.
3. All players get \$200 each time they pass through GO.
4. **When you go to a street or avenue** (represented by a square on the virtual play board) you have two choices:
 - **If the property is owned by another player**, you have to pay rent to the owner.
 - **If the property is not owned**, you can either buy it from the bank or bid for it on an auction. Generally, bidding for an un-owned street or avenue, which you were led to by the reading on the dice, is not a good idea.
5. **There are some special places in Minipolis** like the City Hall, Central Park, and the Cage, which cannot be traded. **You will know what to do when you get there.**
6. **Every player must pay the fees and taxes imposed by the Minipolis Authorities. If the player lacks the cash to pay her dues, she can sell her property and if this doesn't help, has to go bankrupt and leave the game.**
7. **Every player has the right to trade with the other players and sell, buy or exchange properties at a mutually agreed upon price. There are two lawful ways to do that:**
 - **Auctions:** You bid on an auction for some of the other player's property. When you raise your bid, the owner will either accept or reject your bid and you can either raise your bid again or cancel.
 - **Dealing property.** You can offer any of the players to exchange properties.

8. If your property is mortgaged you cannot charge any rent for it. You cannot get loans from the bank against a street or avenue (mortgage the property) if there are any houses on any of the streets in the same neighborhood.

9. If a player throws a deuce three times in a row, she's marked a "cheat" and sent to the Cage.

10. Building Houses and Hotels in your Neighborhoods.

In order for you to be able to build houses and hotels in Minipolis, you have to own all the streets and avenues in a neighborhood.

Then a little house icon will appear in the Property Detail Screen on every street or avenue in this neighborhood and you will be able to build houses by tapping on this house icon.

You are allowed to build a hotel only after you build 4 houses on a certain street.

If you have houses or hotels on any street of your neighborhood you cannot mortgage any of the streets in the neighborhood. In other words you have to sell all your hotels and houses in the whole neighborhood in order to mortgage the streets or avenues in that neighborhood.

Please, note that when you sell a hotel or a house you loose 50% of its value.

Starting a new game

To start a new game:

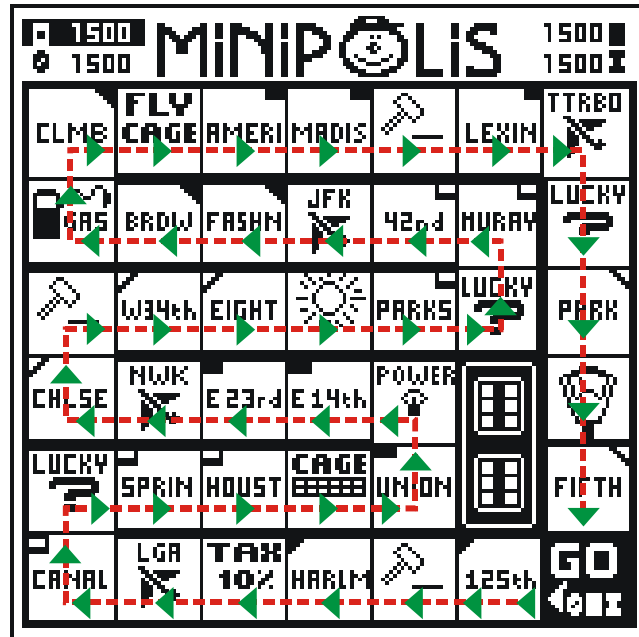
1. Tap the **Menu** icon and choose **New Game**.
2. Answer “**OK**” when asked “**Do you want to stop the current game and start a new one?**”
3. You will see the New Game Menu screen



- 3.1 The four checkboxes on the left are for choosing whether a player is going to participate in the new game.
- 3.2 The four checkboxes on the right are for choosing whether a player is computer generated or not.
- 3.3 You can change the names of the players regardless of whether they are human or not.
- 3.4 There are three different difficulty levels to choose from: Easy, Normal, and Hard.
- 3.5 You can also choose the prototype city for Minipolis. Tap on the **Menu** icon, **Options**, then **Preferences**, and choose the **City** from the drop-down menu. The default prototype city is New York. Please, refer to section “[Adding/Changing Cities in Minipolis](#)” for further instructions.
- 3.6 When you have set all the options to your liking and are ready to begin a new game, just tap on the **START** button.

Minipolis Virtual Board View

The virtual board representing the city of Minipolis is specifically designed to fit the screen of your PDA twisting its way from the "not so good" to the "exclusive" neighborhoods.



The red line shows your twisting way through the neighborhoods of Minipolis. It can lead you to wealth and glory, or to bankruptcy and lowliness. Enter this treacherous path at your own risk.

The four players are represented by the following symbols - white square, circle, black square, and an "I" symbol. These four symbols are shown on the top of the screen along with the cash each player currently has. If you tap on any of the symbols, you can view and manage all the properties the player owns.

The player symbol moves along the board and is also shown in all the streets and avenues, which this player owns.

The individual streets and avenues are grouped together making neighborhoods. At the top of each square on the virtual board, there is a neighborhood symbol. For instance the Fashion Avenue, Broadway, and Columbus circle all belong to the same neighborhood designated by a black triangle at the top right-hand side of each field.

In order to be able to build houses and hotels in a neighborhood, you have to own all the streets and avenues in this neighborhood.

To throw the dice you have to tap on them twice - first you tap to roll the dice, then you tap to stop them rolling.

If you tap on a field on the virtual board, you will see an information screen for the property called a Property Detail Screen.

Property Detail Screen– on the virtual board, tap on the field you need more information about.



The Property Detail Screen provides essential information about the property, like rental information, building costs, mortgage value, etc.

There are three buttons on the bottom of the Property Detail Screen, namely OK, \$, and AU. The OK button closes the Property Detail Screen. The \$ button is used to mortgage the property. When you press the \$ sign, you mortgage the property and the \$ sign is crossed out. To pay off the mortgage you have to tap on the \$ sign again. Please, note that the interest on all mortgages is 10%.

The AU button opens the **Auction Screen**.

Managing Player Properties



There are two ways for checking what property you currently own:

1. **Quick visual access** about the player's properties – on the virtual board, tap on the player symbol (at the top of the screen) and hold the stylus for a second. All the streets

and avenues you own will be simultaneously highlighted on the virtual board. In this way you can quickly check the properties of all other players as well.

2. Managing Properties Screen - on the virtual board, just tap on the player symbol and the **Managing Properties Screen** will appear.

On the top of the Managing Properties Screen are displayed the name of the player and the current amount of cash this player has.

The Managing Properties Screen lists all the streets and avenues of Minipolis, combined in neighborhoods. All properties owned by the player are highlighted.

If you tap on the name of a property you are directed to the Property Detail Screen for this property.

There are two buttons at the bottom of the screen. The **OK** button closes the **Managing Properties Screen**, and the **DEAL** button opens the **Dealing Properties Screen**.

Making Deals with Other Players – in the **Managing Properties Screen** tap on the **DEAL** button to get access to the **Dealing Properties Screen**.



The **Dealing Properties Screen** is divided into two separate columns. The left column represents your properties, and the right column represents the properties of one of the other players (human or computer generated). You can change the player whose property is shown in the right column by choosing the Player's name from the drop-down menu at the top of the screen.

All properties in **Minipolis** are listed in both the left and right column arranged in neighborhoods.

In the left column, the properties you own are designated by your Player Symbol, which is shown on the left-hand side of each property field. The properties owned by the other player are marked with that player's symbol on the right-hand side of the property field. This situation is reversed in the right column.

Possible deal types:

Selling your property to another player:

In order to sell one of your properties to another player, you have to:

1. Choose the property from the left column by tapping on the property field (please, note that the properties not owned by you cannot be chosen).
2. Tap on the DEAL button. This will open the Deal window showing details about the transaction.
3. Here you enter the price you ask for your property.
4. The computer-generated player will either accept the price or answer with her best offer. You can either accept or raise the price until you reach an acceptable price level.
5. When you are satisfied with the price you can tap on OK to complete the transaction, or tap on CANCEL to go back to the **Dealing Properties Screen**.

Buying property from another player:

The steps are similar to the steps when selling your properties. The only difference is that to initiate the deal you have to choose the property from the right column by tapping on the property field (please, note that the properties not owned by the other player cannot be bought).

Exchanging property:

You can also make a more complex deal in which you offer some of your properties in exchange of the other player's properties, combined with a payment by one of the dealing parties.

In order to do that you choose the properties you wish to exchange from both columns, and tap on the DEAL button.

The Board button:

The Board button shows where the properties being bought or sold are located on the Virtual Board. The DICE on the virtual board are replaced by an OK button, which you have to tap in order to go back to the **Dealing Properties Screen**.

Auction Screen

There are two different Auction scenarios:



1. **When you put your own property for sale on an auction** – you tap on that property field on the virtual board, and then tap on the AU button in the Property Detail Screen.

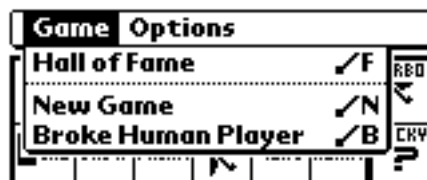
The actual bidding by the computer-generated players is completed automatically and you are presented with the highest bid, which is shown in the **Auction Screen** along with the name of the bidder. Here you can either accept the bid by tapping the OK button, or reject it by tapping the CANCEL button.

2. **When you want to bid on an auction for someone else's property** - tap on that property field on the virtual board, and then tap on the AU button in the Property Detail Screen. Here again you are presented with the highest bid and the bidder's name and you have the option to either bid for this property or to cancel the auction. To bid for this property you have to tap on the New Bidder drop-down menu and offer a higher price. If your bid is the highest you will have to confirm the transaction by tapping OK. Please, note that if you place the highest bid, you cannot cancel the transaction and you will have to pay for the property.
3. **In the Auction Screen there is a third button called Board.**
The **Board** button shows where the auctioned property is located on the Virtual Board by highlighting the property. The **DICE** on the virtual board are replaced by an **OK** button, which you have to tap in order to go back to the **Auction Screen**.

Menus

Tap on the **Menu** icon (located to the left of the graffiti area just below the application launcher) to invoke the game menu.

1. **Game**



- 1.1 **Hall of Fame** – Minipolis has its heroes. In the Hall of Fame you will find a listing of the best players complete with their position, name, assets, and the date when the game was played. There are three Halls of Fame for the three difficulty

levels respectively. You can choose between the three using the Drop-down menu at the bottom of the screen. Tap on the **CLOSE** button to return to the game.

1.2 New game – Using this menu item you can start a new game at any given time. Please, refer to “[Starting a new game](#)” for details.

1.3 Broke Human Player – If you are playing the game with friends (more than one Human player) and one of the Human players wants to go bankrupt and leave the game, she can do that by choosing this menu item.

2. Options



2.1 Preferences – Here you can adjust the following settings:



- **City** – accessible only through the Start New Game Screen. You can choose the prototype city for Minipolis. Please, refer to section “[Adding/Changing Cities in Minipolis](#)” for further instructions.

- **Level** - accessible only through the Start New Game Screen. There are three difficulty levels - Easy, Normal, and Hard. You can choose the desired level by tapping on the little arrow next to the option text and choosing the desired level from the drop-down menu. The difficulty levels determine the playing capabilities of the computer generated players, including the game analysis and strategy implementation levels, bargaining tactics, etc.

- **Animation**. You can choose the animation speed, which determines how fast the players are moving across the virtual board.

- **Auto Play**. If you turn "Auto-play" on, certain information windows are

automatically closed after 5 seconds. If you turn this option off the same information windows will be displayed until you tap the OK button

- **Flash Tracks.** With this option you choose whether the squares on the virtual board are highlighted as the player passes through them.
- **Jokes.** You can choose whether you would like the computer-generated players to comment on the current game or not.

2.2 Registration. Here you will find the information necessary for purchasing Minipolis:

A screenshot of a mobile application's registration screen. The title bar at the top is black with the word "Registration" in white, followed by an information icon. Below the title bar, the text "(Unregistered)" is displayed. The screen contains three main sections: "Pilot User Name:" with the text "John Smith" below it; "CustomerID:" with the hexadecimal string "4A:6F:68:6E:20:53:6D:69:74:68:B4" below it; and "Please Enter Unlock Key:" with a numeric keypad showing the digit "0" and an "OK" button below it.

- **Pilot User Name** – HotSync ID.
- **CustomerID** – a unique customer identification code, which you will have to supply at the time of purchase.
- **Please Enter Unlock Key** - in this field you will have to enter the Unlock key, which you will receive by e-mail after purchasing Minipolis.

Registration and limitations:

The Unregistered version of Minipolis limits the player's moves to 25. If you want to continue the game after the 25th move you have to purchase the product. You can register online at www.pdatreasure.com/minipolis.

2.3 **Virtual Board Help** – here you will find the information from the “[Minipolis Virtual Board View](#)” section of this guide.

2.4 **Rules of Minipolis** – a quick reference about the basic rules of the game.

2.5 **About Minipolis** – release date and version information.

Adding/Changing Cities in Minipolis

Maps for the currently available for download prototype cities can be found at www.pdatreasures.com/minipolis/cities/. The maps are available for download as pdb files. For instance the map for New York City is called MinipNewYork.pdb.

To install using a PC:

1. Make sure that you have the Palm™ Desktop organizer software installed on your PC.
2. To install the map double- click the downloaded file, e.g. "MinipNewYork.pdb".
3. Follow the on-screen instructions.

To install using a Macintosh:

1. Make sure that you have the Palm™ Mac Pac software installed on your Macintosh.
2. To install the map, double- click the downloaded file, e.g. "MinipNewYork.pdb".
3. Follow the on-screen instructions.

To install using UNIX:

1. Make sure that you have a PalmOS installation program (for instance Pilot-link) installed on your computer.
2. To install the map, install the downloaded file, e.g. "MinipNewYork.pdb" using the installation program.

To activate the downloaded map:

1. Start Minipolis
2. Tap the **Menu** icon and choose **Options**, then **Preferences**. Choose the City you would like to activate from the drop-down menu, and tap on the **OK** button.

Purchase and Registration

The Unregistered version of Minipolis limits the player's moves to 25. If you want to continue the game after the 25th move you have to purchase the product.

You can easily purchase and register Minipolis online at

www.pdatreasures.com/minipolis.

At the time of purchase you will be asked to supply the CustomerID in order for the sales transaction to complete and the "Unlock key" to be issued.

For more information and other exciting new products for the PalmOS, please visit

www.pdatreasures.com