

# Monopoly Audit Sheet

A one-page explainer for a replayable game log. The goal is not pretty bookkeeping. The goal is settling arguments with a record that can rebuild the game by itself.

## IRREDUCIBLE FIELDS

- **Turn:** the turn number.
- **Actor:** the player taking the action.
- **Event:** a controlled event name.
- **Amount:** money moving in that action.
- **Asset:** the property, card, or building involved.
- **Counterparty:** BANK or the other player involved.
- **Op:** the exact move instructions needed to replay the state change.

## HOW TO EXPLAIN OP TO A KID

- **Op means “what exactly happened.”**
- Instead of writing a fuzzy note, write the move in a way someone else could replay later.
- ROLL: `d1=3,d2=4,total=7`
- MOVE: `from=7,steps=7,to=14,passGo=0`
- DRAW\_CARD: `deck=Chance,card=Advance to Go`
- BUILD: `target=Illinois,type=house,qty=1`

Turn	Actor	Event	Amount	Asset	Counterparty	Op
5	Alice	ROLL				<code>d1=3,d2=4,total=7</code>
5	Alice	MOVE		Illinois Ave		<code>from=17,steps=7,to=24,passGo=0</code>
5	Alice	BUY_PROPERTY	240	Illinois Ave	BANK	<code>price=240</code>
8	Bob	PAY_RENT	50	Boardwalk	Alice	<code>rent=50</code>
9	Bob	DRAW_CARD		Chance	BANK	<code>deck=Chance,card=Advance to Go</code>

One line per atomic event. If a turn contains roll, move, rent, and a purchase, that should be four lines, not one summary.

## EVENT VOCABULARY

ROLL, MOVE, BUY\_PROPERTY, PAY\_RENT, PAY\_BANK, RECEIVE\_BANK, TRANSFER\_PLAYER, BUILD, SELL\_BUILDING, MORTGAGE, UNMORTGAGE, TRADE, GO\_TO\_JAIL, GET\_OUT\_OF\_JAIL, DRAW\_CARD

## WHAT THIS BUYS YOU

- You can reconstruct cash from the log instead of from memory.
- You can rebuild ownership, buildings, mortgages, and jail state.
- You can point at the disputed row instead of starting a new argument.

**Good rule:** every money movement should show up exactly once as a clear event. If the money moved, the log should say where it went.