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## TRADER

Due to an outbreak of Ryzanthius Plague in the Alpha Hydrae Quadrant, and the sickness afflicting many of its local merchants, you have been assigned the job of Star Trader. You'll operate two ships, each equipped with a light-jump drive and travel from star system to star system, buying and selling merchandise. Dickering is common in these systems and if you drive a hard bargain you can make a good profit.

There are 4 classes of star systems where you will trade. Class 1 and 2 stars are fairly developed systems and are mainly production geared. Class 3 and 4 systems are younger planets whose economy is based on the mining of minerals and elements. Thus, class 1 and 2 systems depend on 3 and 4 for raw materials, and class 3 and 4 systems depend on 1 and 2 for supplies. Your time is best spent trading between class 1 & 2 systems and class 3 & 4 systems. Class 1 stars are yellow, class 2 are green, class 3 are red, and class 4 stars are magenta.

As these systems grow, their needs will change. A system that exports uranium might turn to production as it develops and the planets resources dwindle. Soon it will be importing uranium instead of exporting it.

Your ship travels about two lightyears a week and can carry up to 30 tons of cargo. As your profits increase, you may wish to deposit the money in a bank in the class 1 and 2 systems. An interest rate of 5% is paid and any money you deposit in one system is available in another - provided there's a local bank (class 3 and 4 systems don't have banks).

You will start your voyage by entering the "star year", number of players and the names of the two ships each player will be commanding. The CompuColor will provide the following information on the status of each ship during their journey:

Destination of ship  
Estimated time of arrival  
Cash on board  
Quantities of each of the following materials on board:  
UR - Uranium ME - Metals EQ - Equipment  
RX - Medicine CS - Software GM - Gems  
Weight in tons of each ship

Following the information about each players first ship is the overall information, regarding business done by both ships:

Date of last bank action  
Amount of money in bank  
Amount of money ships have made  
Amount all your cargo is worth  
Total value of cargo and money

At the bottom of the screen is listed the status of the port currently being visited. In addition to the name and class of the port is information on the supply needs of the system. A negative number indicates that an item is needed (thought the merchants probably won't try to buy all

they can). A positive number indicates that an item is in surplus and ready to be traded (though again the merchants probably won't sell all they can to you.) Play consists of each ship entering its next destination. When a ship reaches a port, transactions are conducted with its inhabitants.

These systems have no set price on anything; all trade is done by dickering. Suppose you have 3 star gems you want to sell in a class 2 system. The local merchants want 2 gems priced at 82 dollars. You want \$100 for them. The following is an example of the dickering that may take place between you and a merchant:

WE ARE BUYING:  
STAR GEMS

WE WANT 2 UNIT(S)  
# YOU ARE SELLING: <ENTER> 2  
WE OFFER 82  
WHAT DO YOU BID? <ENTER> 100  
WE OFFER 84  
WHAT DO YOU BID? <ENTER> 97  
WE OFFER 86  
WHAT DO YOU BID? <ENTER> 95  
OUR FINAL OFFER 87  
WHAT DO YOU BID? <ENTER> 92  
WE'LL BUY!

Merchants don't always buy, nor do they always sell. If you bid too low when buying or too high when selling you may blow a deal. Be careful, too, that you don't overbid or underbid at the wrong time: the merchants want the best price, so if you offer \$200 for gems when the merchants are selling for \$160, that's your loss.

Once your trading is done, you will be asked for the "NEXT PORT?". On class 1 & 2 systems, the "NEXT PORT?" input is preceded by a "VISIT LOCAL BANK?" input. If you wish to deposit or withdraw money (you must have money in the bank to withdraw, naturally), respond "Y".

After a three year period, your trip is finished. The trader who made the most money will be assigned permanent duty as a star trader. The others can always find a job in the dilithium mines of Procyon IV!!!

### COLOR HUNT AND ADVANCED COLOR HUNT

A row of colors is concealed. Your job is to discover what the colors are, and their location in each is row. This is done by pressing the color keys (Control/Color on standard keyboards) of the colors you believe to be hidden - red, green, yellow, blue, magenta or cyan (black and white are not used). When a color is guessed in the correct location, a black indicator appears in the magenta block next to the hidden colors. If a color is correct but in the wrong location, you will get a white indicator. Note that the indicators tell only the number correct, not which locations in the row are correct. If you make a mistake, press "R" to repeat the line. If you do not discover the correct combination in the ten

that events can be stored and referenced on an annual basis. A maximum of six files can be put on an empty diskette. Two random files are created: "DATE" and "EVENT", with the year of the file added as a suffix (ie., the event file for 1979 is "EVENT79.RND").

When the Calendar Program is run, the prompt "INSERT DATA DISK (IF DESIRED)" appears. If your files are stored on another disk, insert that disk now. When "RETURN" is hit, you will be asked to enter the year of the file which is to be used. If the file is not found, you will be given the option of creating a new file or exiting the program. Once the file has been opened the following options can be selected by entering the desired letter or number:

- A - Add an event: adds an event to the file.
- D - Delete an event: deletes an event from a file.
- C - Close files: closes files and asks for next file.
- E - Exit program: closes files and exits program.

When a month is entered only the first three should be used. The maximum length of information describing an event is 32 characters.

### CONCENTRATION

The object of Concentration is to select two numbers which add up to a predetermined total. This number is the sum required for two positions to match. The Compucolor will generate 8 pairs of numbers that add up to the sum and place them at random on a playing board with 16 lettered positions from A to P. The first player (chosen at random) selects two positions, one at a time. When the first position is selected, the computer reveals the number in that position. The player then selects a second position trying to find a number which when added to the first number adds up to the original sum. If successful, two points will be added to the players score and he will be allowed to select another pair. If the total does not match, the Compucolor will let the player look at the values in both positions for a moment, and cover the numbers again. One point will be subtracted from the players score and his opponent will have a chance to select. The cursor (the two blinking, white horizontal lines) determines the current player. When all position on the board have been correctly matched, the Compucolor will ask for a new sum and start a new game. Any number entered that is greater than 999 or less than 2 will exit the program.

tries you lose, and the correct sequence will be displayed at the top of the column.

There are two versions of "COLOR HUNT" - regular and advanced. In the regular version, there are four colors to discover. In the advanced game, you must deduce five - a true test of your skill and mastery of the game.

### EXECUTIVE DECISION

Executive Decision game is a money management game designed to be played by more two or more persons. The play consists of three rounds for each player over a month for a twelve month period:

1. Purchasing Round - Each player is given the opportunity to bid for raw materials consisting of extra fine (x-fine), fine and standard materials. The going price of the materials must be based on the current price and the expected demand from the other players. The greater the demand, the higher the cost. However, the final cost of the materials is not known until the bids are in from all players. Once the bids are in, a new price is calculated and each player's score (tally) sheet is checked. A bid is successful if the player bids equal to or greater than the bid price. If a bid is accepted, then the raw materials cash balance is changed to reflect the transaction.
2. Production Conversion Round - In this round, each player is allowed to convert raw materials into goods of type A, B, or C. Type A goods yield a large return, but require a large amount of raw materials. Type B goods yield a fairly even return and are considered a good solid investment. Type C goods yield generally lower returns, but also are the least expensive goods to manufacture. Each player's total wealth is displayed so that players can estimate which finished goods to sell or raw materials to buy. Caution: Finished goods require three units of raw material.
3. Sales Round - This round is very similar to the purchasing round except that each player offers his finished goods for sale at what he considers is his lowest price. Again, he estimates what the current market price will be and offers to sell a certain amount of types A, B, and C goods. After all bids are in, the current market price is calculated and each player's bid is checked. If he bids lower than or equal to the current market price, he has successfully sold that item. The higher the demand for goods, the lower the price will generally be due to competition. Each player's tally sheet is corrected for his cash balance and the next month's round starts. When twelve months have been completed, the player with the largest profit wins.

### PERSONAL CALENDAR

The personal calendar is designed to keep track of important dates and events in chronological order, on a yearly basis. Additions and deletions of events are easily made, as are listings of events for either a given day, month, or entire year.

The calendar program is capable of creating files for any year, so