AIRLINE

AN EXCITING STRATEGY GAME FOR THE TI-99/4A
WITH COLOR GRAPHICS FOR 1-4 PLAYERS

from
ADVENTURE INTERNATIONAL
&
SCOTT ADAMS
The Creators of the
TI Adventure Series

A I R L I N E

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Yes, after purchasing diamond mines in South Africa, oil wells in Saudi, and rare beer cans in Walla Walla, Washington, I had begun to wonder as to what other trendy commodities remained to be added to my swelling portfolio. Then a snip of a ticket girl dared to tell me (ME! Hartley J. Wormsflather III!) that my flight was overbooked. To avoid future misunderstandings, I bought the airline.

I think I'm onto something profitable here.

                              Hartley J. Wormsflather III

AIRLINE

CITY MAP and PURCHASE PRICES

SEATTLE	BISMARK	MINNEAPOLIS	MILWAUKEE	BUFFALO	BOSTON
2	1	3	3	2	2
$4,000	$1,000	$9,000	$9,000	$4,000	$4,000

PORTLAND	DENVER	DES MOINES	DETROIT	PITTSBURG	NEW YORK
3	3	1	4	2	8
$9,000	$9,000	$1,000	$16,000	$4,000	$64,000

SACRAMENTO	SALT LAKE CITY	ST. LOUIS	CHICAGO	CINCINNATI	PHILADELPHIA
2	1	2	6	2	4
$4,000	$1,000	$4,000	$36,000	$4,000	$16,000

SAN FRANCISCO	LAS VEGAS	KANSAS CITY	CLEVELAND	NASHVILLE	WASHINGTON
4	2	2	2	2	3
$16,000	$4,000	$4,000	$4,000	$4,000	$9,000

LOS ANGELES	PHOENIX	DALLAS	MEMPHIS	ATLANTA	JACKSONVILLE
6	2	4	2	4	3
$36,000	$4,000	$16,000	$4,000	$16,000	$9,000

SAN DIEGO	SAN ANTONIO	HOUSTON	NEW ORLEANS	BIRMINGHAM	MIAMI
3	3	5	3	2	3
$9,000	$9,000	$25,000	$9,000	$4,000	$9,000

PLANES

P = PROP	$ 3,000
A = AIRBUS	$ 12,000
D = DC-10	$ 27,000
B = B-747	$ 48,000
C = CONCORDE	$ 75,000

A I R L I N E

LOADING INSTRUCTIONS

IMPORTANT! TI AIRLINE REQUIRES THE EXTENDED BASIC CARTRIDGE. MAKE SURE THE CARTRIDGE IS PROPERLY INSTALLED BEFORE ATTEMPTING TO LOAD AIRLINE.

IMPORTANT! BE SURE ALPHA-LOCK STAYS DEPRESSED (DOWN).

Disk Version

Place the AIRLINE disk into the disk drive. Close the drive door. Select Extended Basic. AIRLINE will load at this time.

GAME RULES

When the game begins, you and your competitors will be given $100,000 each to invest in the purchase of airports and planes in 36 major U.S. cities. A key to the city airports, available planes and their purchase prices is included in the enclosed documents. The object of the game is to wisely manipulate your initial capital to purchase airport landing rights to the largest cities. At the same time, you must leave enough cash in reserve for buying aircraft to base at your airports so that you can begin collecting flight fares. You must first purchase landing rights to a city airport before you can buy a plane to base there, and only one action per turn is permitted.

The revenues received from fares will provide the money necessary to increase your holdings by enabling you to purchase more airports and planes. When the game ends, the player with the most money is the winner. The specific rules governing purchase of landing rights, planes, and fare calculations follow.

LANDING RIGHTS

You may purchase landing rights to any city airport that is NOT owned by another player.

BASING AIRCRAFT

After you have purchased a plane, you must base it at one of the airports you own. Only one plane can be based in a city at a time. However, if you wish to base a larger plane in a city to produce higher fare revenues you may do so. The plane that was formerly based there will then be considered `scrapped' and you will receive no credit for it.

COLLECTION OF FARES

You begin to collect fares when you have purchased two adjacent airports and have at least one aircraft based in either of the two. Planes fly only between adjacent airports that you own, and not beyond. In a single turn, this could result in collecting fares for up to four routes. The larger cities (based on population) and bigger aircraft (based on cost) produce higher fare revenues. The computer will automatically calculate your fare

revenues and display them after each player's turn. FARES FOR THE
FINAL TURN ARE TEN TIMES THE NORMAL VALUE.

WINNING THE GAME

     The player with the highest dollar amount at the end of the
game is the winner. This dollar amount only includes fare revenues
and <u>NOT</u> assets.

<u>PLAYING HINTS</u>

     1. Buy the landing rights to airports in a concentrated area
surrounding your largest city.
     2. While you should attempt to buy landing rights to cities
that your opponent needs, it's not a good idea to sacrifice one of
your moves on a strictly defensive purchase that cannot increase
your revenues.
     3. Remember that basing the largest planes in the most
populated cities will result in the highest revenues.

PLAYING INSTRUCTIONS

     After the game loads, you may select any combination of up to
four Human (press H) or Computer (press C) players. Use the Skip
option (press S) to bypass any player positions not used.   To
change any of your selections, type N when asked if your selections
are correct. If they are correct, type Y. Type the name of each
player (up to nine letters) and then make any necessary changes.
Type the number of turns you wish to play and press ENTER.

     The playing screen will appear. The lower portion of the
screen will serve as an information area. The players' names and
assets appear in this area. The bottom portion of this information
area asks the player whose turn it is for his or her command. A
distinctive tone will call the player to attention. A cursor will
appear in the command column displayed in the far left-hand screen
area. Use the up and down arrow keys to move the cursor over the
letter corresponding to the command of your choice. The command
choices are listed:

<u>COMMAND CODE</u>

     L = Purchase Landing Rights to City Airport
     C = Check Landing Rights Cost
     P = Purchase Plane
     Q = Quit - Take no action this turn

     The center of the screen display represents a map of the city
airports available for purchase throughout the United States. Use
the arrow keys to select Command C and press the SPACE BAR to check
the price of landing rights. The number that appears in place of
the city is the square root of the purchase price multiplied by
$1,000. For example, the number 4 represents 4X4X$1,000 or
$16,000. A list of the city airports and purchase price of landing
rights is included in this leaflet. Press any key to return to the
Command column.

To purchase the landing rights to one of the city airports,
place the cursor over the L command and press the SPACE BAR. The
cursor will then move to the center screen area.   Use the arrow
keys to place the cursor over the city you wish to buy landing
rights to and press the SPACE BAR. The name of the city and the
price of landing rights will be displayed in the lower section of
the information area. To confirm the purchase, press SPACE BAR.
Your player number will then appear in the city airport space. If
you decide against the purchase, press any key to return to the
Command column. You may then choose another command. When all the
players have taken their turns, the computer will calculate fare
revenues for the players.

      After you have purchased landing rights to at least one
airport, you may buy a plane to base there during your next turn.
Upon choosing the P command (Purchase a Plane), the cursor will
move to the right-hand screen area in the Plane column. The types
of planes to choose from and their purchase prices are listed:

          Plane Code   Name   Price

              P   Prop $ 3,000
              A   Airbus $12,000
              d   DC-10 $27,000
              b   B-747 $48,000
              C   Concorde $75,000

      This information is also listed in the leaflet. After you
have placed the cursor over the plane you wish to buy, press the
SPACE BAR.   The name of the plane and its purchase price will be
displayed. Move the cursor to the city that you want to base the
plane at and press the SPACE BAR. If you attempt to base a plane
in a city to which you do not own the landing rights, the computer
will inform you.   When you have based a plane at an airport, the
plane code will appear next to your player number in the airport
space.   Seeing a 30 in place of a city airport means that player 3
has a DC-10 based there.

      HAVE FUN!