INSTRUCTION BOOKLET

ADDVANCE is a board game like Monopoly or backgammon, with one difference— you can only play it on a computer! The object of the game is to be the first one to accumulate the winning number of points, input by you before the game begins. A good number is 75.

1. Setting Up

1a. Put in the number of players (2 or 3) and the winning score.

1b. Pick the piece you wish to use during the game. If the player wants to design his own piece, input zero and then the hexidecimal code for your character.

1c. At this point the board is generated. It is composed of a ten by seven array of colored squares. At the bottom of the board is a white free space, to which the piece returns from the top of the board.

1d. The different colored squares affect the game in the following ways:

Orange are purchasable squares. When the marker lands on an orange square its price is shown on the screen. If the player wants to buy it he presses 'A', if not he presses any other key. This square will have the player's number on it for the rest of the game and will never change. If another player lands on that square he will pay a random number of points to the owning player's point total (shown at the top of the screen) between 0 and 15.

Gray are extra move squares. If you land on a gray square there is a 50 per cent chance you will be given an extra turn.

Yellow are bonus squares. If a marker lands on one its score will be either increased or decreased by a random number less than 5.

Green are transport squares. If a marker lands on one it will be
sent to a random square in the same row. If that square is also green
it will be sent again, but the third time, even if it lands on green,
it will stay there.

White are attack squares. If a marker lands on one a conflict will
occur between it and any other marker in one of the eight adjacent
squares. A random amount of points will then be transferred from the
loser to the winner of the conflict.

Purple are annihilation squares. If a player lands on a purple square
he loses all of his points.

These colored squares are distributed randomly on the board at the
beginning of the game.

2. Playing

2a. It is that player's turn when his marker flashes on and off and
beeps are sounded corresponding to his player number (1, 2, or 3).
This occurs at the beginning of a turn and also when a marker gets an
extra turn because it landed on a grey square.

2b. Pieces may move up by pressing 'E', up left by pressing 'W', or
up right by pressing 'R'. The point is to move off of the top, at
which time the piece is generated back on the bottom. Every time a
player does this his score is added to by 10.

2c. A marker cannot move onto another player's marker.

2d. A player must move when it is his turn.

2e. The scores are shown at the top of the screen, the first player's
score on the left, the second player's score in the middle, and the

third player's score on the right.

2f. When a marker leaves a square there is a one in three chance that that square will change to a different color. (Exception: owned squares will not change.)

3. Strategy Hints

3a. The main strategy is to buy a way from the bottom to the top, since this is the only certain and safe way to get to the top. Buying strategic squares such as those flanked by purple or green or squares at the top is also good. Avoid the sides of the board.

3b. If you are losing try to block your opponent by forcing him into a green or purple square.

3c. Another strategy is to go into squares in the hope that they will change into other colors.

3d. If you have very few, none, or a minus number of points, going into purple or green squares can't hurt.

FOR 99/4 A OWNERS use alpha lock setting when playing this game

A
buy

W ↗

E →

R ↗

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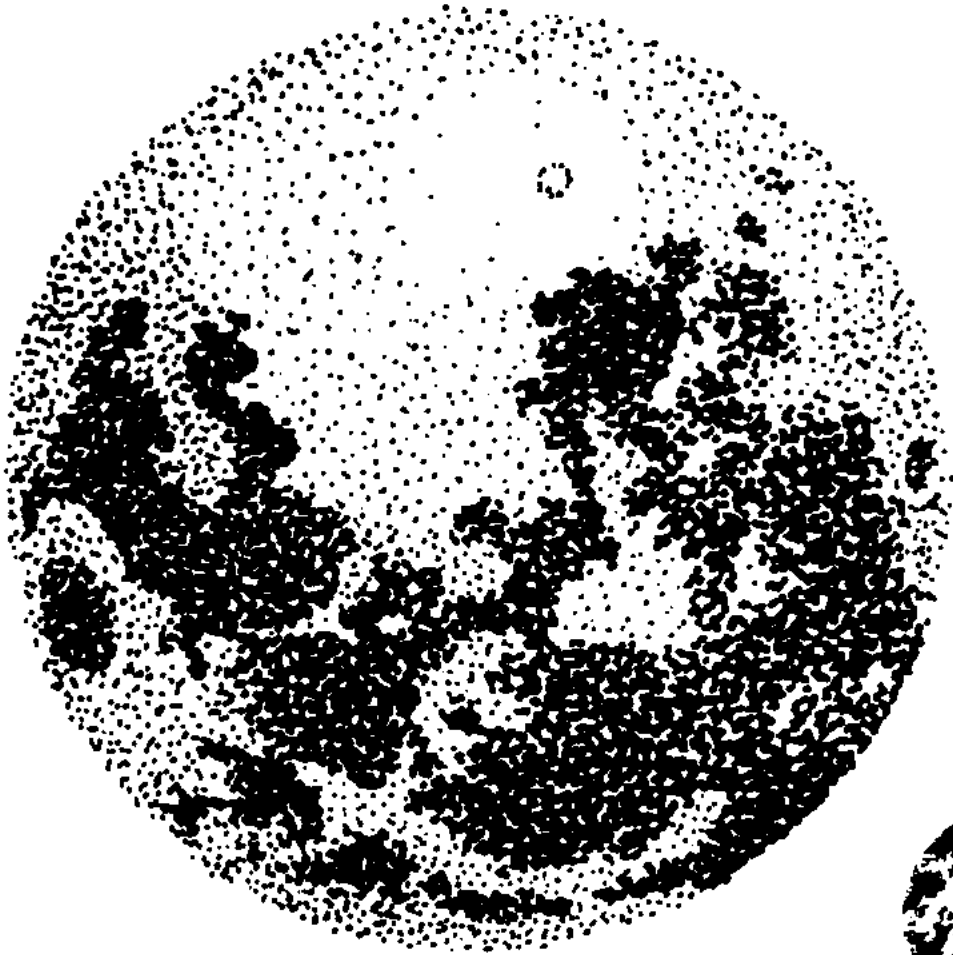
NOT
POLYOPTICS

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GAMES FOR // TI 99/4 AND 99/4A