

AIRLINE - on TIUGUK disk GAMES-29

AIRPORTS:

City map and purchase prices					
Seattle	Bismark	Minneapolis	Milwaukee	Buffalo	Boston
2	1	3	3	2	2
\$4,000.00	\$1,000.00	\$9,000.00	\$9,000.00	\$4,000.00	\$4,000.00
Portland	Denver	Des Moines	Detroit	Pittsburgh	New York
3	3	1	4	2	8
\$9,000.00	\$9,000.00	\$1,000.00	\$16,000.00	\$4,000.00	\$64,000.00
Sacramento	Salt Lake City	St. Louis	Chicago	Cincinnati	Philadelphia
2	1	2	6	2	4
\$4,000.00	\$1,000.00	\$4,000.00	\$36,000.00	\$4,000.00	\$16,000.00
San Francisco	Las Vegas	Kansas City	Cleveland	Nashville	Washington
4	2	2	2	2	3
\$16,000.00	\$4,000.00	\$4,010.00	\$4,000.00	\$4,000.00	\$9,000.00
Los Angeles	Phoenix	Dallas	Memphis	Atlanta	Jacksonville
6	2	4	2	4	3
\$36,000.00	\$4,000.00	\$16,000.00	\$4,000.00	\$16,000.00	\$9,000.00
San Diego	San Antonio	Houston	New Orleans	Birmingham	Miami3
3	3	5	3	2	3
\$9,000.00	\$9,000.00	\$25,000.00	\$9,000.00	\$4,000.00	\$9,000.00

Planes

- P Prop \$ 3,000
- A Airbus \$12,000
- D DC10 \$27,000
- B B747 \$48,000
- C Concorde \$75,000

DETAILED NOTES ARE BELOW THIS SECTION

PLAYING THE GAME

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 below.

Command code

- 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 SPACEBAR 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 $4 \times 4 \times \$1,000$ or \$16,000. A list of the city airports and purchase price of landing rights is on page 5. 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 SPACEBAR. 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 SPACEBAR. The name of the city and the price of the landing rights will be displayed in the lower section of the information area. To confirm the purchase, press SPACEBAR. 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 below.

Planes

- P Prop \$ 3,000
- A Airbus \$12,000
- D DC10 \$27,000
- B B747 \$48,000
- C Concorde \$75,000

This information is also listed on page 5. After you have placed the cursor over the plane you wish to buy, press the SPACEBAR. 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 SPACEBAR. 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 DC10 based there.

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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 US cities. A key to the city airports, available planes and their purchase prices is shown on page .

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 below.

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

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.

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 10 times the normal value.

The player with the highest dollar amount at the end of the game is the winner. This dollar amount only includes fare revenues and not assets.

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.