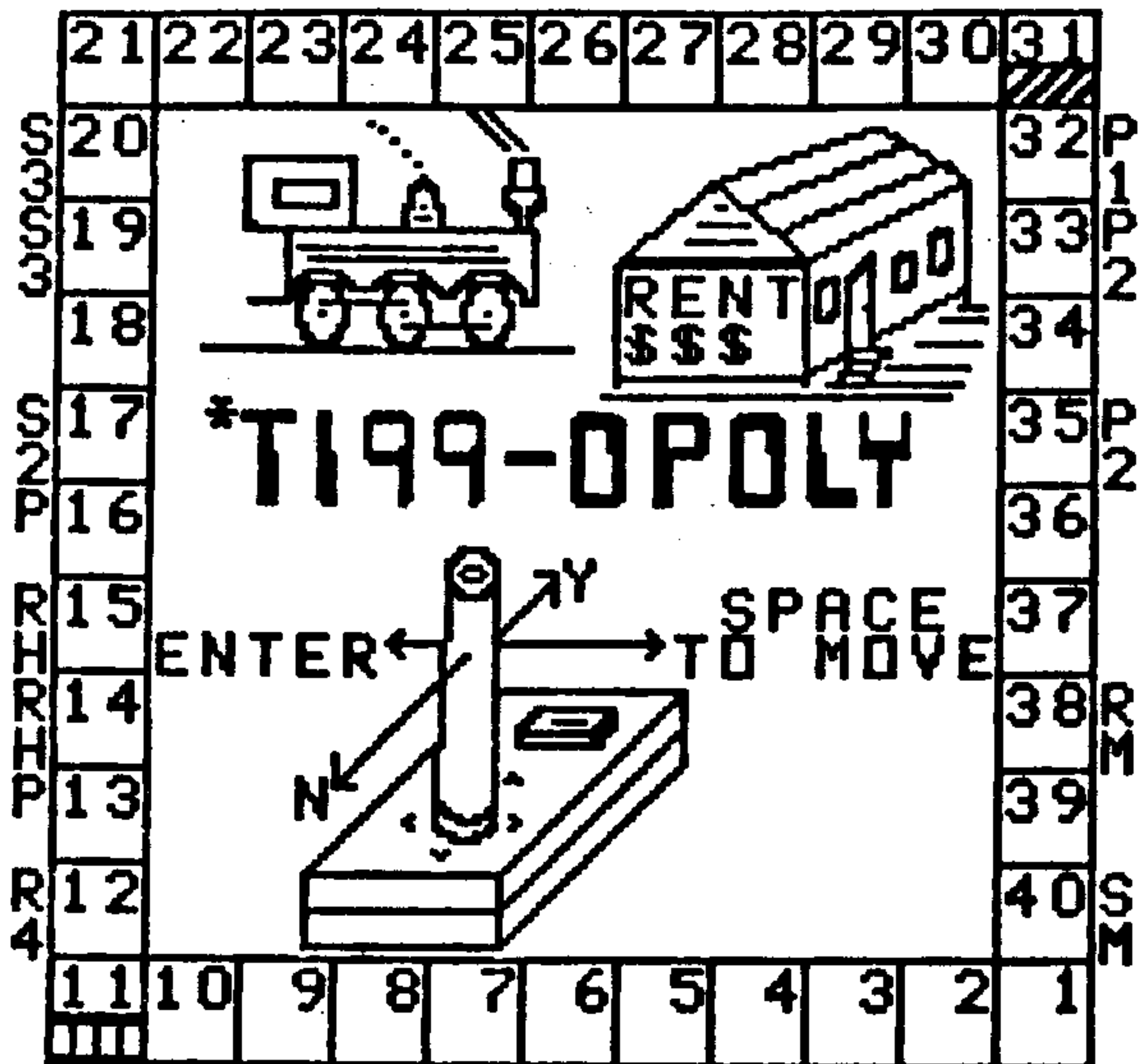


A GAME FOR 2 OR 3 PLAYERS.

AGE GROUP 8 to 80.

This program requires T199/4A console,
 colour TV or colour monitor, 32K memory,
 TI Extended Basic and one disk drive.

Use of up to 2 joysticks is optional.



JOYSTICKS.

To improve playing comfort, TI99-OPOLY permits use of both joysticks in addition to the keyboard whenever the JS cursor is flashing.

COMMAND LEVEL.

When any player's name is visible on the screen followed by "PRESS SPACE" the following commands are available to any player:

- S..SAVE.....Save the game for later.
- T..TRANSACTION..Build,mortgage,repay loans, sell buildings & properties.
- V..VIEW.....View any property card.

TI99-OPOLY

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1. COMPUTER REQUIREMENT.

The following is the minimum hardware requirement to use this program: TI99/4A home computer, colour TV or colour monitor, TI Extended BASIC cartridge, 32K extension memory, disk controller and one disk drive. Optional use may be made of up to 2 joysticks.

2. INTRODUCTION.

This is a real estate trading game written for the TI99/4A home computer. The object of the game is to buy & develop properties, collect rent and build up an adequate bank balance to support the player's activities.

The game is suitable for 2 or 3 players. The game is over when all players but one have gone bankrupt.

Using joy sticks in addition to the key board improves the speed and convenience of play. The computer displays a special cursor using the letters JS to advise players when the joy sticks may be used.

This document details the major features of the game, however no attempt is made to detail the many error messages which are contained in the program since they are self explanatory when received.

3. LOADING the GAME.

The main program is written in extended BASIC with a small assembly language program which is automatically loaded and called as required. Data is contained in 4 data files which are automatically loaded when the program runs. A LOAD program is provided to automatically load & run the game on selection of extended BASIC if the disk is in drive number 1.

There are three optional methods of loading the game.

(a) When the master title screen is visible insert the disk in drive 1, then press any key as instructed. Press 2 for EXTENDED BASIC and the LOAD program in execution will provide an initial screen of information then load & run the main program. When the program is loaded there is a long pause for extended BASIC prescan. Data files then commence to load and abbreviated instructions are given.

The loading and running of this program and it's data files takes approximately 2 minutes 30 seconds, excluding the loading of the data from a previously saved game.

3. Loading the Game (cont.)

(b) Select extended BASIC without the disk in the drive. When * READY * is displayed, type CALL FILES(1) then press ENTER. When the cursor returns type NEW then press ENTER. Place the program disk in the drive and when the cursor again returns type RUN "DSK1.LOAD" and press ENTER. If the disk is in another drive then substitute the appropriate number. The LOAD program executes and proceeds as detailed in 3(a). This method frees additional string space in the computer reducing the number of delays caused by the computer doing garbage collection of no longer used temporary strings.

(c) After selection of extended BASIC and optional use of CALL FILES(1) followed by NEW, you may:

RUN "DSK1.TI99-OPOLY" or use

OLD DSK1.TI99-OPOLY followed by RUN .

Using these methods the initial screen provided by LOAD will not be seen and the screen colour will not change until prescan is complete and some of the data files have loaded.

4. COMMENCEMENT of PLAY.

Once the program is ready you are advised when the program disk may be removed.

If you wish to start a new game press N in response to the prompt "PLAY A PREVIOUSLY SAVED GAME Y N ?".

(a) OLD GAME.

To continue a previously saved game press Y then when prompted enter the device & file name on which the previously incomplete game data is stored, eg: DSK1.OLDGAME. The device name must match the device in which the saved game disk is inserted and the file name must match the file name which was used when the game was saved. CS1 and CS2 are not supported for this function due to the need to rewrite the screen after use of the cassette routines.

The prompt DEL AFTER LOAD YN? will then appear. If it is desired to retain the old game file for future use, eg. if it is desired to continue from the same point in a game more than once, then press N. If however Y is pressed then the previously saved game data file will be DELETED after it is loaded. This prevents disks becoming unnecessarily cluttered by redundant game data files.

If an old game is being continued the property development, player symbols & CASH will be shown at the positions which existed when the game was saved.

4. Commencement of Play (cont.)

(b) NEW GAME

If a new game is being commenced the player names will now need to be entered. The names must be not more than 6 letters in length. The players' symbols, which will be used to show where each player is on the board and who owns what properties, will be the first letter of each player's name. If there is a case of players' symbols being the same then the second or a subsequent letter of one the player's names will be used. The computer will show the symbol allocated to each player and will allocate the player order.

If the new game routine is entered by mistake then press ENTER without entering any names to return to the previous prompt.

(c) JOYSTICKS.

To reduce the need for all players to constantly use the keyboard of the computer for each move, both joysticks may be used for 4 simple, frequently used functions in addition to the keyboard. These functions are Joy Stick RIGHT for SPACE to initiate the dice routine to move the player, Joy Stick UP for Yes, Joy Stick DOWN for No and Joystick LEFT for ENTER (only when JS is flashing).

When JS is flashing the computer is indicating that the Joy Sticks may be used in addition to the key board if appropriate and secondly that the computer will respond to a single key press (without the ENTER key).

4. Commencement of play (cont.)

If the square block cursor is flashing then the computer may accept more than one character (as appropriate to the game situation) and the ENTER key must be pressed to signify end of information.

The ALPHA LOCK key must be up to allow the joystick UP to function. The key board will give upper case characters even when the alpha lock key is up, thus it may be left up for the entire game.

The message "PRESS SPACE TO CONTINUE" will be displayed to allow all players to become familiar with their code and the order of play. After anyone presses SPACE, (or joystick right), the player codes are all placed on position 1 of the "board" and the yellow background shows the location of the currently active player. Each player is given \$1500 "computer CASH" and the first player's name is given followed by "PRESS SPACE".

5. PLAYING the GAME.

To move, the nominated player should press SPACE or push the joystick RIGHT. The computer will "throw the dice" and show each "throw" plus the throw total. If a double is thrown a second throw will automatically occur and in the event of another double a third throw will be made. A progressive total will be kept with the figure in the total column being the previous total plus the current throw total. If three doubles are thrown the unfortunate player is destined for jail. The result of the dice throw is displayed on the bottom right corner of the screen, the player symbol and active player marker (yellow block) move to the appropriate board position. After a short pause the colour of the board position fills the centre of the board. The property name and reference number are now displayed.

*If the property is vacant the message "VACANT PROPERTY PRESS Y TO BUY OR N" is followed by the purchase price.

*If the player responds with Y (or pushes the joystick UP) the price is replaced with "PROPERTY BOUGHT", the player symbol appears adjacent to the property on the outside of the board and the player's "CASH" is reduced appropriately.

5. Playing the Game (cont.)

*If the player responds with N (or pushes the joystick DOWN) the property immediately goes up for auction. The AUCTION invites all players to press their player code and acknowledges a player by giving the player's name followed by the words "ENTER BID". After entering the amount bid press ENTER once only. Other players may also bid by giving their code as before. Any number of bids may be made and when bidding has ceased, by pressing ENTER in place of a bidder's code (or joystick LEFT) the computer will sell the property to the highest bidder if the highest bid equals or exceeds the reserve price. The reserve price is a random percentage between 30% and 60% of the normal purchase price. A Bidder must have sufficient cash on hand to cover the bid else the bid will be disallowed. If two bidders bid the same amount the later bid will be increased by \$1.

*If the property is already owned then the computer shows the amount of rent, to whom the rent is paid and adjusts the players' CASH accordingly.

*If the property is Chance or Community Chest a "card" is automatically chosen. The computer then shows the necessary card detail and carries out the required functions. If a property is offered for sale from a card but the property is not purchased, there is no auction. Some moves from a card result in no rent when landing on an

5. Playing the game (cont.)

already owned property whilst others have devastating results. If a "Get Out of Jail Free" is picked up then this is stored up for later use. Once a card is used from it's card group it is unavailable for reuse until all sixteen cards from that group have been used. The cards are chosen at random in their respective groups and the order of selection will be different each time around.

*If the property is 1-GO then \$200 is automatically credited. This credit occurs as soon as the computer is aware that the move will reach or pass position 1 of the board to help a player who is in the red, who moves whilst in debt (see section 7 below).

*If the property is 5-Income Tax Pay 10% or \$200, tax is assessed on cash only in excess of \$9. The whole dollar part of the tax only is taken and the maximum tax payable each time is \$200.

*If the property is 11-Jail and is reached by a normal move then no penalty is payable.

*If the property is 13-Electric Company or 29-Water Works the rent is 4 times the dice throw if one Utility is owned or 10 times the dice throw if both Utilities are owned.

*If the property is 21-"Free Parking" then no rent is payable.

5. Playing the Game (cont.)

*If the property is 31-"Go to jail, do not pass go, no pay" the following applies:

When sent to jail if one or more "Get out of Jail Free" cards has been previously picked up then the option is given to use one card. If the card is not used or the player does not have a card then the option of paying a \$50 fine is given. If the fine is not paid then the player must throw a double at a subsequent move to get out of jail. If a double is thrown then the next automatic throw will be the amount that the player moves out of jail without penalty. If 3 doubles are thrown at this point then the player is once again in jail. If the player does not throw any doubles then on the third dice throw whilst in jail the player is automatically fined \$50 and thrown out of jail to the position dictated by the dice total. If the \$50 fine was paid then the player would move out normally on the next move. If the fine option is not paid when first offered it is not offered again.

5. Playing the game (cont).

AUDIBLE SIGNALS.

The computer issues 3 audible signals during the game which are BLIP, BEEP and DONG. BLIP is a short tone burst as the game enters the single key mode which is also available for 4 functions from both joysticks. BLIP is also used to draw your attention to new screens at game initialisation. BEEP is the normal input prompt which can accept one or more characters from the keyboard & requires the ENTER key to be pressed to continue in the program. If you attempt to continue with more characters than the allowed number on a BEEP input the last allowable character will be replaced by the last character typed and the computer will BEEP. DONG is a low dong sound and usually occurs when you have done something not allowed by the program. An error message often accompanies a DONG. DONG is also given if you elect to stay in jail and fail to throw a double, you enter too large a number when erecting or removing buildings or bid more money than you have at auction. If you over bid at auction then the bid will be reduced to an insignificant amount whilst the entry of an excessive quantity of buildings will result in a reduction of the quantity to the maximum for the situation.

6. ADDITIONAL MODES.....V,T,S.

When any player's name is on the board followed by the words "PRESS SPACE" access is possible to the View, Transaction and Save modes for any player by simply pressing the single letter key for the required function.

(a) V...VIEW MODE.

View mode allows any player to look at the property deed card for any property in the game. This allows players to find the property name, purchase and rental prices in addition to the building cost.

(b) T...TRANSACTION MODE.

Transaction mode allows any player to build houses or hotels, mortgage properties or pay off mortgages, sell buildings or properties. A common feature in this mode is that if you enter the wrong mode by just pressing ENTER without making any entry you will leave the mode without making any change. If the square block cursor is flashing press ENTER after keying in your information, else if JS is flashing a single key press only is required.

6(b) Transaction Mode (cont.)

(i) 1 BUILD 1 BLDG ...permits the player to build one building on the nominated property. The player must own the whole colour group of properties, without any mortgage on any property in the set and the development must be even across the colour group set. The player is advised of the building cost and given the option of making or refusing the development. Railways and Utilities can not be built on. The number of houses on a property is shown adjacent to the property and the owner's symbol. e.g. A "3" indicates 3 houses, a "H" indicates a hotel, (refer to the front cover illustration). There is no limit on the total number of buildings available to the game but there is a site limit of one hotel per site.

(ii) 2 BUILD>1 BLDG ...permits the player to build a number of houses on a colour group set with one transaction buying & erecting the nominated number of buildings in one operation. Each site comprises 5 building plots which will support up to 4 houses or 1 hotel. For the PROPERTY REFERENCE NUMBER enter the lowest number in the property group, in the event of an uneven number of buildings being erected on the set the highest number of buildings will be on the last property in the group, which attracts the highest rental. Other conditions on property development are given in "1" BUILD 1 BLDG above.

6(b) Transaction Mode (cont.)

(iii) 3 MORTGAGE ...permits the owner of an undeveloped property to obtain a loan from the bank equal to half the normal purchase price of the property. Before a property is mortgaged the computer gives a quotation of the amount available and permits the player to accept or reject. When a property is mortgaged a "M" is displayed adjacent to the property and no rent is payable if any other player lands on a mortgaged site.

(iv) 4 PAY MORTGAGE ...permits a player to repay a loan to the bank with 10% interest. The pay out price is quoted giving the player the option of continuing with plans to pay out a mortgage or to further defer payment. When a mortgage is paid out the "M" is removed and normal rental will again be collected.

(v) 5 SELL 1 BLDG ...permits a player to sell an already erected building back to the bank only. The bank will only pay half of the original price for buildings which must be removed evenly across a colour group set. If 1 building is sold from a property which has a hotel the site development will be reduced to 4 houses etc.

6(b) Transaction Mode (cont.)

(vi) 6 SELL >1 BLDG ...permits a player to sell any quantity from 1 to the total development of a property set in one transaction. This option reduces the development evenly across the set, however if it is desired to leave the largest number of buildings on the last and highest rent priced property in the set then the PROPERTY REFERENCE NUMBER entered should be the LAST property in the set.

(vii) 7 SELL SITE ...permits a player to sell an individual site. The site and any other property in the set must be undeveloped. If the bank is the buyer then the buyer code is 1 and the bank will quote it's purchase price which will be 90% of the original list purchase price or 90% of the mortgage value if the property is mortgaged, regardless of what price was actually paid for the property by the seller. If the bank's quotation is not accepted then the property is retained by the seller. If the buyer is another player then the seller and buyer should negotiate an agreed price and then complete the property and funds transfer by pressing the appropriate buyer's code and entering the agreed price which may be in the range of \$0 to \$9999 per transaction.

6(b) Transaction Mode (cont.)

(viii) 8 SELL SET ...permits a player to sell a full colour set in one transaction. This routine is not applicable to railways or utilities. In the event of one or more properties in the set being mortgaged the bank will adjust its offer accordingly. All other conditions applying to selling a whole set are given in (vii) 7 SELL SITE above.

6.(c) S...SAVE MODE.

Save mode allows players to save a partially completed game by pressing "S" when any player's name followed by the words "PRESS SPACE" is displayed in the board. Place a suitable disk in the appropriate drive then enter the save device name period save file name, e.g. DSK1.OLDGAME .

If the save game routine is entered by mistake just press ENTER without pressing any other key and the game will return to where it left off.

Error protection is provided in case of incorrect entry of device or file attribute to prevent loss of game data. The cassette routines are not permitted from this program due to the need to completely rewrite the screen after their use.

After a game has been saved options are provided to play another game which may be a completely new game or a previously saved game or to end the program.

7. GOING INTO THE RED.

If a player's payments exceed the player's available cash the bank advances an interest free loan to pay the creditor the full amount owing. The player's cash balance is shown as a negative amount with the "-" sign highlighted. The screen will go red and after a short delay (to allow players to read the current board information) a message will advise the player to clear the debt promptly. The player should mortgage or sell as necessary to raise the necessary funds. If a player goes further into debt, even by only \$1, that player will be declared bankrupt which results in removal from the game. A player can still move when in the red but this is not advisable, unless the player has no more properties or is about to pass go (another player getting the Community Chest card "Collect \$50 from each player" can be quite devastating at a time like this).

If more than one player is in the red at one time then only the earliest player (in order of the original moves in the game) will be featured in the warning message, however all affected players will show a "-" cash amount and any in this condition will be bankrupted if they incur any further debt.

8. STRATEGY.

If a player does not buy a property when it is offered then any player has the opportunity to pick up a bargain. If other players can't raise the reserve then why not try to buy a property cheaply at the auction even when you want it yourself. It is even worth a bit of speculation at this point by buying a property cheap and selling it straight back to the bank. Equally nasty strategy is forcing the price up at auction by bidding on an unwanted property, but be careful that your bluff is not called you end up with an unwanted or over priced property.

If you don't have sufficient cash to buy a property when one that you particularly want is offered to you and you don't want to risk loosing the property at auction, then just buy the property then after you go into the red enter the Transaction mode and sell off an unwanted property or raise a loan by mortgaging a property.

With Income Tax only assessed on the cash on hand, tax can be considerably reduced by holding onto real estate rather than lots of money.

By staying in jail when the game is well advanced you aren't landing on expensive properties whilst hopefully your opponents are landing on yours and you are collecting the rent, however early in the game you need to be out on the board enjoying every possible buying opportunity.

9. PROBLEMS.

The following lists possible problems which may be encountered in using this game software.

- (a) Joy Stick UP will not function - release ALPHA LOCK key to UP position.
- (b) Error message when attempting to save a game - Check disk device name for validity on file name which you are trying to save to exists with write protection or disk is full or write protected.
- (c) Error message when attempting to load a previously saved game - Check disk device name for validity or old game file name for validity. Check that you have the correct disk. (A TI99-OPOLY old game data file is a 7 sector disk file in INTERNAL/FIXED 80 format).
- (d) Computer fails to respond to a key press - wait for the prompt to appear on the screen and the BLIP or BEEP sound before pressing any key.
- (e) The game pauses part way through a dice throw or when printing information on the screen, or the DONG sound is considerably extended - This is the computer freeing redundant temporary string space, see section 3(b) on page 5 for possible improvement on your next game.

TI99-OPOLY Version 1.1 7 FEB 1985.

TI99-OPOLY

WARRANTY

If a TI99-OPOLY disk fails to load and run correctly then return the original Game Disk together with \$6.00 *, to cover postage and handling to:

TI99-OPOLY,
47 Berowra Waters Rd,
Berowra. NSW. 2081.

and a new copy of the disk will be dispatched as promptly as possible.

Please remember to include your name and address.

* Fee subject to change at any time in view of increased postal charges.

WARNING

Do not remove the disk write protection tab as removal may cause the the contents of the disk to be destroyed and all warranties to be void.

The TI99-OPOLY disk and program contents are protected and any attempt to interfere with that protection may cause the program to permanently cease operation.

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