

AIR TAXI - Version #4
Copyright, 1990
by Don Shorock, Box 501, Great Bend, KS 67530

Prepared especially for
TI-99/4A User

INTRODUCTION

I hoped to write a program that was FUN as well as educational within 48K. As I got near the goal, I saw I could do it in 16K. The program now called AIRTAXI can fit in a console with CS1 and EB only, making it accessible to almost everyone. "Kits" are on disk if you want to make it a bigger program.

No flat map of a spherical surface can be accurate in all regards. Since you are using directions, I chose a projection that keeps the directions accurate.

THE SCENARIO

You (and the other players) work for an airtaxi service. The owner spends little on navigation equipment so you are flying almost blind. When you leave your hometown, your friends and relatives always want free rides, so you make nothing any time you leave there.

When you agree to a trip, the price is set. Your costs (gas) depend on your ability to find your destination. You make a profit by choosing good customers and by going straight to your destination.

THE BASIC RULES

- (1) Your fuel starts full.
- (2) You start with \$100.
- (3) Passengers from your hometown always fly free.
- (4) Refusing a passenger costs you \$2 each time.
- (5) You refill your fuel tank each time you land.
- (6) You are paid the agreed amount only when you get to your destination.
- (7) You MAY get a tip.
- (8) When fuel is gone, you glide to a landing.
- (9) If airport is near, you refuel and go on next time.
- (10) If too far, you damage plane and go back home.

DEMO ROUTINE

When entering the game, you may choose to see or skip the demo routine. It was built so I could check the plotting of city locations. It didn't take much room and was cute enough I thought users might want to see it.

A 4-pixel blinker shows location of each city while city name shows at bottom. Upper left pixel is exact location.

Accidentally enter demo? Just get tired of it? Leave it by pressing and HOLDING the space bar.

PLAYER IDENTIFICATION

1 to 8 players each take turns. At start, you enter player name. If name shown is OK, just press ENTER. If not, type new name, then ENTER. Each player is given a number and a color, too. Tom and I play on B/W TV, but those with color may like this.

Do NOT change the program to alter default name of player. If I put wrong names on your version, tell me. If it isn't your version, buy your own!

SKILL LEVEL - LETTER

Handicapping is possible as each player plays at his own level.

Small versions have about 90 cities. On these, level A uses only 6 cities - your hometown, others you want, and the easiest ones. Level B adds 3 more cities. C adds 3 more, etc. Level Z uses 81 cities. Others are used for gliding, but are never destinations.

Adding 27 cities makes level A have 8 cities; each letter adds 4.

Further additions have a similar effect.

SKILL LEVEL - NUMBER

Your goal each round is to find the destination city. The skill level number adjusts the size of the target you seek.

Default is 7, which seems comfortable. Lower numbers increase the target size, making it easier to hit. Level 8 or 9 make it harder to find your target destination.

As with skill level letter, EACH player may play at his OWN level. Skill levels may be changed by saying NO to "Play Another Round?"

CHOICE OF DESTINATION

Unless you have an undelivered passenger on board, you may accept or reject any trip offer. Hometown passengers fly free. Others make bids.

Bids depend mainly on distance, somewhat on difficulty of finding city, and a little bit on luck.

To discourage abuse of this feature, rejecting a bid costs you \$2, which is IMMEDIATELY taken from your current balance. After all, your job is taking people, not turning them down!

TAKEOFF PROCEDURE

You can cut gas costs by heading the right way when you take off. Use S to turn left, D to turn right, until you have the best heading. The heading shows three ways (arrow, letters, and degrees) in lower right part of map. You may do this as often as you want. Then, when you are facing the right way, press Q. The engines rev up. The dots get smaller (for greater accuracy) and you start moving in the direction you set.

CONTROL WHILE FLYING

The same S and D keys that steer you before takeoff will turn you left or right while flying. (Q is no longer needed.) Left and right are from the PILOT's point of view as he flies forward on the screen! This is unlike most games, but is exactly like it would be with a real airplane! (You'll get used to it pretty soon.) Each turn is 45 degrees. Going back the other way takes 4 turns. When you reach the target, the tower takes over and brings you in.

PAYMENT AFTER LANDING

You are paid AFTER you get your passenger to the destination. You are paid the amount agreed to when you accepted the trip. About half the time, you may receive a 10% tip.

If you glide to the target city, you get paid as if you had flown there.

If you glide to another nearby city, you get no pay yet (but you buy gas) and you try to get passenger there next round.

If too far from an airport and sent home, passenger leaves without paying.

GLIDING TO AIRPORTS

When you run out of fuel, you should try to be near one of the airports in the program. If you are, you will land there and continue the same trip next round (after refueling). Two locations are shown: place glide started and nearest airport.

Versions with many cities increase chance of nearby airport, but glide time is longer.

REPAIR COSTS

If you are too far from an airport when fuel runs out, you will be returned home (where people fly free) AND you will have repair costs. Repair costs depend on luck but also on distance to nearest airport!

OWNER BACKUPS

Those who have bought this program are encouraged to make a backup immediately. Nothing is saved protected. Disk backups should include entire package. CS1 copies can only be AIRTAXI program. Backups are for owner use only!

COPIES FOR FRIENDS

You may make additional backups to LOAN to friends for demo purposes ... provided you INSIST they not copy it but order their own if they like it. You should provide an order form and put your version number on it! You may demo at club meeting. Give copies of order form ... NOT copies of program.

ELECTRONIC DISTRIBUTION

You may NOT upload this to a bulletin board although you may upload order form and your comments on pgm.

You may transmit a demo to an honest INDIVIDUAL who promises to order his own if he likes it or destroy it if he doesn't.

PRINT DOCS / ORDER FORM

Docs and order forms sent with disk. For copy of docs, run DSK1.DOCUMENT with TI-W/FORMATTER.

To make order form, choose option from Load/Menu, or load DSK1.ORDERFORM and PF from TI-W/EDITOR or run thru TI-W/FORMATTER.

You could also write: Don Shorock, Box 501, Great Bend, KS 67530 or call 316-792-3097.

CUSTOMIZING

If you have ideas for changes, contact author! Owners will be advised of updates. Simple changes will come as printed instructions. Bigger ones will come as merge files ready to merge into pgm. This disk has 3 of these. Unauthorized modifications like customizing for another user are SPECIFICALLY PROHIBITED.

MODIFICATION KIT A

Program sent has about 90 cities. It will fit on CS1. DSK1.MODKITA adds about 70 more - too big for 16 K. Glide time longer.

- 1) OLD DSK1.AIRTAXI
- 2) SAVE DSK1.ORIGINAL
- 3) MERGE DSK1.MODKITA
- 4) SAVE DSK1.ATBIGGER
- 5) RUN and test. If you like it better that way,
- 6) SAVE DSK1.AIRTAXI

MODIFICATION KIT B

Program sent has about 90 cities. It will fit on CS1. DSK1.MODKITB adds about LOTS more! Glide time too long, but shows what 48K can do!

- 1) OLD DSK1.AIRTAXI
- 2) SAVE DSK1.ORIGINAL
- 3) MERGE DSK1.MODKITB
- 4) SAVE DSK1.ATMONSTER
- 5) RUN and test. If you like it better that way,
- 6) SAVE DSK1.AIRTAXI

MODIFICATION KIT J

Program sent is keyboard operation. If you want joystick instead:

- 1) OLD DSK1.AIRTAXI
- 2) SAVE DSK1.ORIGINAL
- 3) MERGE DSK1.MODKITJ
- 4) SAVE DSK1.ATJOYSTICK
- 5) RUN and test. If you like it better that way,
- 6) SAVE DSK1.AIRTAXI

FIRE=takeoff; LEFT=left; RIGHT=right; UP=yes; DOWN=no.
Player info still requires keyboard!