
ADAMWARS II

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based on an original program by Barry Wilson

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DOCUMENTATION FILE:

ADAMWARSII is a board game designed for one player. The object of the game is to accumulate points and cash, and by doing so in a 'proper' manner, to further the cause of ADAM.

THE STORAGE MEDIUM:

These are the following files on the distribution disk:

AWII	The main game
AWIIintro	An introduction
HELLO	Corrects the REM and DATA Bug and runs the introduction.
README	This doc file.

The medium also contains SmartBASIC V1.0, and is self booting. To avoid all the preliminaries, the user need only boot his or her own copy of SmartBASIC, and then run AWII, subject to the warning that appears below.

WARNING

AWII makes fairly extensive use of data statements. The accompanying HELLO file on the distribution media includes the REM and DATA bug fixes as described in various ADAM publications. If you boot AWII from your own SmartBASIC, make sure your HELLO file has these modifications. Otherwise, you'll soon suffer loss of the data necessary to play the game. The first two lines of the HELLO file on the AWII disk should be run as a separate program before you load the main game.

HOW TO PLAY:

AWII is smartkey driven and more or less self prompting. On bootup the game board appears along with a row of labeled SmartKey descriptors. The active keys are highlighted in inverse video. The player will always start the game at the bottom right hand corner of the board, and proceed as follows:

Roll the dice by pressing smartkey V to determine the number of squares to be moved.

Use the arrow keys to move about the board. The player may move in any direction or any combination of directions on a given move to the limit of the value shown by the dice. When that limit is reached, the arrow keys are disabled and no further movement is possible until the dice are rolled again.

ACTIVE SQUARES:

At the beginning of each game, ADAM will secretly designate between 1 and 100 of the 260 squares on the board as "active". During each move the player may encounter one of these squares. As the cursor is moved onto such a square, a heart will appear and short musical warning will sound. One of SmartKeys I thru IV will flash briefly, and the player has an opportunity to perform one of four actions:

- I Buy software
- II Sell software
- III Engage in a deal
- IV Try for a change in luck.

These choices will be fully explained later in this doc file.

Note that when one of the SmartKeys lights up, it does not stay highlighted for very long. The player must therefore be alert to the information being provided so as to take advantage of the choice offered.

The player may elect not to take such an opportunity by simply moving past the active square and completing the move as indicated by the dice. That particular square, once passed over, cannot be accessed for the duration of the game.

Each time an active square is encountered ADAM will briefly display the number of active squares remaining on the right hand side of the screen, just below the game board. This information is also not displayed for long, and will only appear when an active square is encountered.

WILD CARDS:

At any time during the game, a player may use one of the ten available wildcards by pressing the 'wild card' key. This move enables an exchange of cash for points or vice-versa, depending on a roll of the dice. When the wild card key is depressed the "DICE" SmartKey descriptor will flash. When SmartKey V is depressed, the game will branch to the wild card screen and display the number of wild cards remaining along with the type of exchange offered. The player then indicates the number of points or dollars to be exchanged and presses return. The game resumes with the CASH and POINTS score updated. Points and cash are exchanged on a one for one basis.

BUYING SOFTWARE:

When the SmartKey I descriptor flashes the player has the opportunity to buy software. The game branches to a screen showing the type of software or hardware being offered, and the specific item for sale. The cost is also shown along with the player's cash available. If the player attempts to buy an item costing more than the cash on hand, the purchase will not be allowed, and the player will be penalized 25 points.

ADAM keeps track of all items purchased. This information is used in the SELL routine.

The player should be aware that prices for various items are chosen randomly. It might therefore appear that some software and hardware is overpriced. It is a matter of player judgement to determine whether or not any particular purchase is worthwhile.

SELL:

A player may increase cash on hand by selling off some of the items already purchased. When the SmartKey II descriptor flashes, this segment of the game is active. Each item purchased will be listed one at a time, and, subject to certain conditions, may be sold. To sell a given item, press the "YES" SmartKey, input the asking price when prompted to do so, and roll the dice to see whether or not there is a buyer. If a buyer is found, the item is sold and "CASH" is increased accordingly. If no buyer is found, the next item on the list is shown and the selling process repeats. Each time this segment of the game is active, the player has the opportunity to step through the entire list of items owned. If a buyer is found for any particular item, the segment terminates and the program returns to the main game. If the end of the software/hardware list is reached and no buyers are found, then the game resumes.

When selling software, there are several points to note:

- 1) The program will not permit the sale of copyright software unless a player has achieved 'DEALER' status by accumulating 2000 points or more.
- 2) Public Domain (PD) software may be sold by a player regardless of status, but never for more than \$10.00.
- 3) When a player achieves 'DEALER' status he may charge whatever he or she sees fit for a particular copyright item. The laws of the marketplace will determine whether or not a proposed sale is completed. Some buyers will pay almost anything, others are more prudent.
- 4) When an item is sold, it is marked in the array and will not be available again. The player should be aware therefore that when stepping through the list of products owned, he will encounter the word "SOLD" and 'quantity on hand' of 0. When this happens, a press of either the return key or SmartKey VI will cause the program to advance to the next item on the list.
- 5) Cash proceeds from a sale are added to cash on hand. The new cash amount available is reflected when the program returns to the main game board.

DEAL:

This is the segment of the game where points are won and lost, and where there is the opportunity to make good and bad choices in terms of ADAM's welfare. When the SmartKey III descriptor flashes, press SmartKey III to branch to the 'DEAL' screen.

Here the player is presented with a deal based upon the current 'LUCK' word. The screen provides the required information on what and who is involved in the deal and, via the SmartKeys, allows the player a chance to either refuse or accept the proposed deal. Some deals are worth more than others, and some will drop a player's point rating, ADAM's point rating, or both. Adjusted point scores are displayed when the game returns to the main board. If ADAM's or the player's score drops below a certain pre-determined level, a warning is issued.

LUCK:

This routine chooses one of 12 possible words upon which all deals will be based. It is chosen randomly each time SmartKey IV is pressed. At the beginning of the game, the word has a null value, and no deals are possible until player encounters a 'LUCK' active square. Some words are better than others in terms of acquiring points.

GENERAL NOTES :

The player begins the game with 500 points and a randomly chosen amount of cash. ADAM also begins the game with 500 points.

A maximum of 50 moves is allowed when the game begins. When these 50 moves have been completed, ADAM will award additional moves depending on his own point rating. The total number of moves taken and moves remaining are shown in the lower section of the main game board.

A situation can arise when only a small number of active squares has been designated. In this case, it will be difficult to make any headway in terms of points or cash or products owned. Under such circumstances, ADAM will indicate at the end of the game that he didn't really give the player a fair shake, and this will be reflected in the player evaluation which comes at the end of the game.

ADAM evaluates both his own status and the player's performance at the end of the game. He will also indicate whether or not he enjoyed the game.

AWII uses one simple machine language routine to change the upper 3 characters of ADAM's character set in order to provide for drawing of continuous lines in the text mode. These lines are used to outline the main game board. There are times when this routine does not produce the intended result, and spurious characters appear on the screen. To counter this problem, the 'CLEAR' key has been programmed to redraw the active screen without changing any of the point values in the process. This key may be pressed at any time without penalty. It also serves to provide additional choices in buying and selling and on the deal board. It has been purposely left this way for the time being, but may be changed in later versions of the game.

Enjoy. I had fun doing it. Hope you have fun playing. Any comment or constructive criticism would be more than welcome.

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