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The Avalon Hill Game Company
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QUESTIONS ON PLAY
The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

CREDITS
Based on the original board game by
The Avalon Hill Game Company.
Computer adaptation and programming
by Steve Goss and 4-D.

Computer Acquire

INSTRUCTION FOLDER

FOR:
TRS-80®, Level II, 16K
Apple II®, 16K
PET®, 16K

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OBJECT OF THE GAME

The main object of **Acquire** is to become the wealthiest player by the end of the game. This is done by shrewdly buying the right stock at the right time, merging chains to obtain capital and adding hotels to the chains in which you have controlling interest to increase their value.

THERE ARE THREE WAYS TO RUN THE ACQUIRE PROGRAM ON YOUR COMPUTER:

1. Play against the program. (At 1 of 5 levels)
2. Watch your computer play against itself. (A good way to learn strategies!)
3. Play with your friends. (Up to 6 can play)

CASSETTE LOADING INSTRUCTIONS

If you have difficulty loading, see the WHAT TO DO section at the very end of this instruction folder.

Acquire is written in machine language and will run on the following computer systems having 16K or more of memory:

Apple II or Apple II Plus (Integer or Applesoft)
TRS-80 Model I (Level II)
Commodore PET 2001 or CBM (40 Columns)

TRS-80 MODEL I, LEVEL II:

The TRS-80 program is located on side one of the cassette. Rewind the cassette until the tape stops moving. Check that the volume and tone controls are at proper levels.

While in 'BASIC', type the following on the keyboard:

SYSTEM

and press the 'ENTER' key. The TRS-80 should respond with "*?".

Press 'PLAY' on the recorder and type:

LOAD

press the 'ENTER' key and the tape should begin to move. In a minute or so, a flashing asterisk will appear in the upper right corner of the screen. This indicates that loading has begun. Loading takes about four minutes. When the tape is loaded, the TRS-80 will again respond with "*?".

To start the game, type:

/ (Slash)

and then press the 'ENTER' key.

If you have a disk on your system and you are having loading problems, power down your system and then power back on while holding down the 'BREAK' key. Then try loading again, using the instructions above.

MAKING TRS-80 BACK-UP COPIES FOR PERSONAL USE:

A. Load the program as described above. Do not start the game before making your back-up copy.
B. Set up your recorder to record onto your back-up tape. Be sure to advance the tape so the oxide shows.
C. Type in the following:

/31556

and press the 'ENTER' key.

When the back-up copy is finished, the recorder will stop and the system will go back into 'BASIC'. On some systems however, the recorder will stop and the system will 'HANG'. The back-up copy made on these systems should be OK, but you will have to power down and back-up again to load your back-up to play a game. (It is also normal for these systems to 'HANG' after every game.)

APPLE II OR APPLE II PLUS:

The Apple program is located on side one after the TRS-80 program. There are two copies of the TRS-80 program which must be skipped before the Apple program can be loaded. By listening to the tape, you can tell the difference between the two programs. The Apple program is easily recognized by the relatively high pitch and 'PURE' quality of the calibration tone at the beginning of the program. This tone is free of the characteristic TRS-80 buzz. Find the beginning of an Apple program and position the tape to just after the start of the calibration tone. Set up the recorder for input.

Now enter the monitor by pressing 'RESET' on earlier Apples or by typing:

CALL -151

and then pressing the 'RETURN' key. A '*' should appear on your screen.

Now type in the following:

280.3E9R 800.3F19R (Don't hit 'RETURN' yet.)

Press 'PLAY' on the recorder and immediately press 'RETURN' on the keyboard. The computer will start loading the program. The bell may ring before the program has finished loading. Wait for the cursor to re-appear before stopping the recorder. The program takes a couple minutes to load.

After the program is loaded, you can start the game by typing:

800G

and then pressing the 'RETURN' key.

MAKING APPLE BACK-UP COPIES FOR PERSONAL USE:

A. Load the program as described above. Do not start the game before making your back-up copy.
B. Type in the following:

280.3E9W 800.3F19W (Don't hit 'RETURN' yet.)

C. Ready the recorder to record onto your back-up tape. Be sure to advance the tape so the oxide shows. Start the recorder, wait 1 second and then press the 'RETURN' key. When the cursor returns, your back-up copy is ready.

COMMODORE PET OR 40 COLUMN CBM:

Turn the cassette over to side two. Insert the tape into your recorder and rewind to the beginning of the tape. When ready, type:

LOAD

and press 'RETURN' on the keyboard and 'PLAY' on the recorder. The tape will start to advance and, in a minute or so, the screen should inform you that the program is loading. The program then takes about five minutes to load.

When loading is finished, the system will respond with 'READY'. To start the game, type:

RUN

and then press the 'RETURN' key.

MAKING PET 2001 OR CBM BACK-UP COPIES FOR PERSONAL USE:

A. Load the program as described above. Do not start the game before making your back-up copy.
B. Set up your recorder to record onto your back-up tape. Be sure to advance the tape so the oxide is showing.
C. Type in the following:

SAVE "ACQUIRE"

and then press 'RETURN' on the keyboard. It takes about five minutes to make your back-up.

Another way to produce a back-up (if your system has the built-in monitor), is to enter the monitor by typing:

SYS 1024

and pressing 'RETURN'. When the monitor screen appears, type:

S "ACQUIRE",01,0400,3CAA

Set the recorder to RECORD and then press 'RETURN' on the keyboard.

More on interacting with your computer later. But first, let's look at the terminology, rules, and basic actions of the game.

TERMS
ACTIVE CHAIN—chain on board
BOARD—playing board (drawn on your monitor)

CHAIN—two or more adjoining hotels on the board (not diagonally)
CHAINMAKER—player creating chain
CHAIN MARKERS—letters used to designate hotels of a particular chain
DEFUNCT CHAIN—an open chain which has been taken over as a result of a merger
FOUNDER'S BONUS—one free share of stock in new chain awarded to the chainmaker
HOTEL—a number that the player places on the board during his turn
ISOLATED HOTEL—a hotel on the board that does not belong to a chain (these are marked with an "x")
MAJORITY HOLDER'S BONUS—lump sum paid to largest shareholders in a chain which is taken over in a merger or in an active chain at the end of the game
MERGER—two or more chains connected in one play
MERGERMAKER—player causing a merger
OPEN CHAIN—a chain of 10 or less hotels
PERMANENTLY UNPLAYABLE HOTEL—a hotel that would merge two safe chains
SAFE CHAIN—a chain of 11 or more hotels
SHAREHOLDER—player owning at least 1 share of stock
TAKE-OVER CHAIN—the name of the resultant chain after a merger
TEMPORARILY UNPLAYABLE HOTEL—hotel which would create an eighth chain

INITIAL CONDITIONS

Each player begins with $6000 and 6 randomly selected hotels. One isolated hotel is randomly selected and placed on the board for each player in the game. The program then decides and announces who goes first.

PLAY

EACH PLAYER'S TURN CONSISTS OF:
1. Entering a hotel to be placed on the board. If this hotel creates a chain or causes a merger, all transactions connected with creating chains or merging chains are completed before player's turn continues.
2. Buying stock—only if stock is available (see buying stock).

The program automatically replaces any expended or permanently unplayable hotels before the player's next turn. If a player has no hotels to place, he may still purchase stock during his turn.

CREATING CHAINS

When a player places a hotel next to an isolated hotel (rank or file—not diagonally), he creates a chain. For

example, assume hotels 11 and 22 are on the board. These two do not form a chain as they adjoin diagonally rather than rank or file. These are isolated hotels and are marked with an ''x''. If a player places hotel 23, a two-hotel chain is created. If later he places hotel 12, the chain is expanded to a total of 4 hotels. (12 is added because it is on the same rank as 22, 11 is added because it's on the same file as 12).

Chainmaker chooses the name of the resulting chain by entering the appropriate first initial (''T'' for tower, etc.)The chain names, in order of increasing prestige, are:

TOWER—least prestigious
LUXOR
AMERICAN
WORLDWIDE
FESTIVAL
IMPERIAL
CONTINENTAL—most prestigious

Chainmaker then receives founder's bonus of one free share of stock in that chain (if a share is available).

A maximum of seven chains may be on the board at one time. Any hotel which would create an eighth chain may not be placed.

MERGING CHAINS

When a player places a hotel next to two or more chains, he creates a merger. The chain with the greatest number of hotels takes over the resulting chain. If the largest merging chains are equal in size, the most prestigious chain takes over. Defunct chains are handled in the order of their size or, in the case of ties, prestige. The largest or most prestigious defunct chain is liquidated first, followed by the other defunct chains, if any, as follows:

MAJORITY HOLDER'S BONUS—Compensatory bonuses are paid to the two largest shareholders of the defunct chain. The first bonus, paid to the largest shareholder, is equal to 10 times the value of 1 share of the defunct stock. The second bonus, paid to the second largest shareholder, is equal to 5 times 1 share's value. In case of tie for largest shareholder, the first and second bonuses are combined and divided equally between the largest shareholders. In case of tie for second largest shareholder, the second bonus is divided equally between tying players. If only one player holds shares in defunct chain, he receives both bonuses.

DISPOSAL OF STOCK AT TIME OF MERGER—After majority bonuses have been paid, each player, starting with the mergermaker and continuing in numerical order, handles his stock in one or more of the following ways:
1. KEEP—stock may be held with the expectation of starting another chain with that name.

2. SELL—stock may be sold at a price determined by the size of the chain before the merger.
3. TRADE—stock may be traded on the basis of two shares of defunct stock for each share of take-over chain's stock. (Players may not trade if no take-over chain stock is available.)

Bonuses and stock prices are determined by the number of hotels in defunct chain before the merger.

A chain containing 11 or more hotels is safe and may not be taken over by another chain. Hotels that would merge two safe chains are automatically removed from the game by the program.

BUYING STOCK

Any player may buy stock in an active chain—up to 3 shares—during his turn. His purchase may be in one, two, or three different chains. The price per share varies with the chain and with the number of hotels it has. A player with no money cannot buy stock. He can not raise money by selling stock, except during the liquidation period of a merger. When all the available shares in a chain have been sold, players wishing to buy stock must do so in other active chains.

ENDING THE GAME

Normally the game ends when one player, during his turn, announces that either all chains on the board are safe or that one chain has at least 41 hotels. (A player does not have to announce that the game is over if it's to his advantage to continue.)

SPECIAL RULES FOR TWO PLAYERS

When two play, the game follows the above rules until a merger is made. At merger time, the stock market is also considered to own stock and competes for majority holder's bonuses. The program randomly selects how many shares the market owns—from 0 up to 12 shares. Consider, for example, that the first player owns 7 shares and the second player owns 4 shares. If the market ''owns'' 5 shares, then the first player receives the first bonus and the market receives the second bonus.

At the end of the game the market competes again for bonuses for each active chain.

RUNNING THE ACQUIRE PROGRAM

Acquire is a lot of fun—whether you play against the program, with your friends, or watch your computer play itself. Your computer keeps track of all pertinent game variables and displays information you need at the touch of a few keys.

Perhaps the best way to learn the features of Acquire is to run the program . . . .

Load and start the program (see loading instructions). After the credit and situation screens disappear, you are asked,

"DO YOU WANT TO PLAY ME?"

Unless you enter "NO" or "N", the program will assume you want to play against it.

For now, challenge the program by pressing the "RETURN" (on some computers, the "ENTER") key. The program will then ask,

"AT WHAT LEVEL (1-5)?"

You should enter a number from 1 to 5. Most people will find it more difficult to beat the program at the higher levels (4 or 5). Depending on your particular strategy however, you could find one of the lower levels more challenging. For now, enter any number from 1 to 5.

Finally the program will ask for your name. Enter it.

After a few moments the board is drawn on the monitor and two isolated hotels are placed. All accounts and variables have been automatically initialized and the game is ready to play.

If the computer goes first it will inform you of its move and change the board correspondingly. If it's your turn, your hotels are listed and you are asked to enter your choice. Do so and the board will change accordingly. Pretty neat, huh? If you start a chain, you'll be asked to enter a name for the chain (see creating chains). When this happens, enter the initial of the chain of your choice. If there are any active chains on the board, whether you started them or not, you'll be allowed to buy stock. Continue to play the game until this situation arises.

At this time, the board should be drawn on the top portion of the screen and an information display should appear on the bottom portion. You are also asked to make a stock purchase decision. Before you decide, examine the information display. The first line should look like this:

CHAIN   T   L   A   W   F   I   C

The single letters are the chain markers used to identify the various chains. Notice that the chains are listed in order of their increasing prestige ("T", which represents "TOWER" being the least prestigious and "C", which represents "CONTINENTAL" being the most prestigious). Columns form under the chain markers—displaying information about the chains. The second line of the display for example, shows the cost of one share of stock for the various chains. (Notice that stock for chains that are not active are worthless.) The third line displays your holdings (number of shares) in the various stocks. The fourth line shows how much money you have. (If you haven't bought stock yet, you should have $6000.).

Then there's the stock question. The information display is intended to help you make your decisions. There are times however, when you would like more information—like how many hotels are in a particular chain, or how many shares of a particular stock are on sale (available)? You can get this information by entering a "D" (for DISPLAY INFORMATION). Go ahead and try it! Another display screen should now be on your monitor. Take time to study this display—notice the size and stock availability information has been added. Also, your hotels may be listed, depending on the type of computer you are running on.

When some computers write this information display, all or a portion of the board gets pushed off the screen. If such is the case, enter "B" (for BOARD). Go ahead and try it—even if your board display is intact.

It's expedient here to point out that the "D" (DISPLAY INFORMATION) and "B" (BOARD) commands can be entered almost any time you are in control of the keyboard. This comes in very, very handy. Another command is available—the "E" (END) command. Go ahead and enter an "E". The program wants to know if you want to end. If you enter "YES" or "Y" the game is summarized and ended. Any other entry continues the game (in case you changed your mind or entered "E" by mistake). For now, enter anything but "YES" or "Y". Continue playing for a while—create chains (if you can), buy stocks, watch the board and information displays change—have fun. Play until there is a merger.

You've probably noticed that the board position changes between players' turns. Besides adding a little razzle-dazzle to the game, this feature serves two purposes: First, it helps prevent burn-in on your monitor and second, it helps eliminate confusion—all messages to and from your program opponent are displayed near the top portion of your screen. All your messages and responses are printed in the bottom portion.

Assuming you are now in the merging process, make entries appropriate to the computer cues. When asked, for example, if you want to sell, trade or keep your stock, enter the appropriate letter ("S", "T", or "K"). Use the "D" or "B" command if you wish to review your assets or the board before making your decision. (See how handy these two commands are?) You can sell some, trade some, and keep some if you like (and have enough shares.) Make sure, however, that you trade or

sell all you wish before entering "K" as the computer will assume you want to keep all your remaining shares.

Continue to play as long as you wish. Don't worry if you make illegal entries—the computer will handle them appropriately. (If you haven't already discovered this, try it.) Your program opponent will end the game only when all active chains are safe or when one of the chains has at least 41 hotels. You can play till the end (see "ENDING THE GAME"), or quit early using the "E" command.

WATCHING YOUR COMPUTER PLAY ITSELF

Load or reload and start the game.
When the program asks,

"DO YOU WANT TO PLAY ME?"

Enter "NO" or "N". It will then ask,

". . . WANT TO WATCH ME PLAY?"

Enter anything except "NO" or "N".
Then the computer will ask . . .

"AT WHAT LEVEL (1-5)?"

Enter your choice.
Finally your computer will ask . . .

"DO YOU WANT TO STUDY THE
PROGRAM STRATEGIES?"

If you type anything but "NO" or "N", the computer will stop during each routine's move—giving you time to examine the merits of each play. You can study later. For now, enter "NO" or "N". This will cause the two routines to play non-stop until the game is over. (Great for demos!) Note the communications—information pertaining to Routine 1's moves are displayed in the bottom portion of the monitor. Routine 2's moves are displayed near the top of the monitor.
Enjoy the show!

PLAYING ACQUIRE WITH YOUR FRIENDS

Load or reload and start the program.
Enter "NO" or "N" to all questions until it asks,

"HOW MANY PLAYERS?"

Enter a number from 2-6. The program will then ask for each player's name. After the names are entered, the program will announce who is first and initialize the game. Notice an isolated hotel is placed for each player

in the game. The program will cue the first player.

When playing with your friends, remember that there are times when your hotels are displayed on the screen. If you want to keep them a secret (a good idea!) Make sure your opponents are not noting them.

WHAT TO DO IF YOU CANNOT GET THIS PROGRAM TO LOAD!

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. If you can adjust the volume on your recorder, try different settings, both higher and lower.

3. Each program is recorded twice on the tape, one recording right after the other. By listening to the tape, find the beginning of the second recording and try to load it.

4. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read tapes made on a different recorder for this reason. Be sure that your tape recorder heads are correctly aligned. Your local computer store or dealer can help with this.

6. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the cassette or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
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Defective cassettes will be replaced.

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