Creative Computing Software

SOL-20 32K   CS-8004

STRATEGY GAMES-2

Made in USA

TRAP
by Conal Elliot
> XEQ <RETURN>

TRAP is a two-player game written in machine language for the SOL-20. It is loaded from the SOLOS monitor. When the computer is turned on, the > prompt will appear in the upper left hand corner of the screen. Type XEQ and press the RETURN key. Then press the PLAY button on tape recorder. After a few moments, the program will be loaded and will execute automatically.

The object of TRAP is to force your opponent into either the edge of the screen, a trail left by one of the player's men, or any of the randomly placed obstacles. Before the game begins you must enter the speed of the markers and the number of obstacles to be scattered about the screen. The speed varies from zero (0) which is very fast to nine (9) which is slow. The degree of difficulty (number of obstacles) varies from zero (0 - no obstacles) to nine (9 - very many). To end the game press the ESCAPE key when asked for the speed.

You control your marker by using the following keys:

PLAYER 1   PLAYER 2

W	UP	P
Z	DOWN	.
A	LEFT	L
S	RIGHT	;

In addition to the keys listed above, each player may use one additional key in emergency situations. The Q key for Player 1 and the @ key for Player 2 will cause that player's marker to jump to a new location on the board. The new location is selected at random by the computer. Of course, there is always the possibility that the new location may be inside a trail or obstacle, so this option should be used only when absolutely necessary.

The remaining programs on this tape are written in Processor Technology's Extended Cassette BASIC. To load any program written in SOL BASIC, you must first load BASIC from the cassette. After you switch on the SOL you are immediately in the SOLOS operating system. You will see the > prompt in the upper left hand corner. Place the Extended BASIC cassette supplied with the SOL in the recorder and push the PLAY button. Type in XEQ from the SOL keyboard and press RETURN. After about five (5) minutes, BASIC will load and execute.

The computer will first tell you the LAST AVAILABLE MEMORY LOCATION and ask for the FIRST PROTECTED MEMORY LOCATION. Ignore this and just press RETURN. Then the computer will ask if you wish to DELETE MATRIX OPERATIONS? Respond by typing "N" with no carriage return. BASIC will respond with READY. To load a program, type GET < filename >, where < filename > is the name of the game you wish to play (shown in parenthesis after each program description), and press RETURN. When the SOL responds with READY, type RUN to start the game.

WUMPUS I (WMPUS)

In this game you find yourself in a twenty room cavern with a people eating Wumpus. You must kill the Wumpus with your bow and arrows in order to win.

Each room in the cavern connects three other rooms. On your turn you may either move into an adjacent room or shoot one of your arrows into an adjacent room.

As you move from room to room, you face many dangers. If you move into the same room as the Wumpus, he will eat you. So you want to shoot the Wumpus from an adjoining room. If you are in a room next to the Wumpus, you can smell him. Two rooms contain bottomless pits. If you enter these rooms, you will fall to your death. Other rooms contain Super Bats. If you enter these rooms, they will pick you up and fly you to some other part of the cavern. If a room adjoining the one you are in contains Super Bats, you will hear them. If an adjoining room has a bottomless pit, you will feel a draft.

You will be asked on your turn to move or shoot. Type "M" to move or "S" to shoot. Then enter the room number. The game ends when either you or the Wumpus are killed.

WUMPUS II (WMPS2)

The object of this game is the same as WUMPUS I, only now you have other problems to solve.

First, you only have five (5) arrows. When these are gone, you lose. Each arrow can travel through up to five interconnecting rooms. When you fire, first enter the number of rooms through which you wish to have the arrow travel. Then enter the room number(s). If you choose a non-adjoining room, the computer will randomly choose a room to enter. If the arrow comes back into your room, you lose.

The second problem you must face is the design of the cave. You may choose between seven (7) types of caves. You may even design your own. Follow the computer's instructions to enter the desired cave.

Once again it is you against the Wumpus. Good Luck!

RACE (RACE)

The object of this game is to steer your car through a race course as fast as possible with a minimum of crashes. You have a choice of three tracks, A. Easy, B. Intermediate and C. Advanced. Select a track and speed ranging from 1 which is fast to 7 which is the slowest. Your car is represented by a ^. Your steering wheel for the race is the SOL keypad. The directions are:

```
7 8 9
 \ | /
4 - 6
 / | \
1 2 3
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If you decide to restart the game, press CLEAR. To end the race press DEL.

KINGDOM (KNGDM)

In kingdom you must manage you lands, grain stores and crops, and feed your subjects. The villagers require certain amounts of grain to live, and you will need surplus grain to plant for next year's crops. At the end of each year you are given a report on deaths, new arrivals, developments in surrounding areas and harvests. Kingdom requires all your skill and knowledge to play, but don't be afraid to experiment at first - that is the only way you will learn how to become a good ruler.

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MAGAZINE

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