

MIND GAMES

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GETTING STARTED

Before you do anything else, make a copy of your distribution disk and store the original in a safe place. See your system manual for instructions on how to do this.

LOADING THE PROGRAM

Place the DOS diskette supplied with our computer into the A drive and turn on the computer. When the A> prompt appears, remove the DOS diskette. Insert the **Mind Games** program diskette and type: **GAMES** Press the RETURN key. Follow the instructions which will appear on the screen.

GAMES MENU

There are four ways, in general, that will return you to the game menu so that another game can be selected.

1. Upon a normal completion of a game, you are usually given the opportunity to play the game again. The program will return to the menu if you answer the question with "N" for NO.

2. In many of the games, when an input is requested, you may enter "END," and the program will exit back to the menu.

3. In many of the games, when the keyboard is being scanned for a single key input, such as "PRESS ANY KEY TO CONTINUE," the program will return to the menu if you press the ESC key.

4. Last of all, if the above three methods seem to be eluding you, you can always return to the menu. Reboot will not harm any of the programs.

AMERICANS & PRESIDENTS QUIZ

These educational programs will teach you interesting facts about famous people. The first clue about the person is given as a scrambling of the individual's name. This will help you determine how the name is spelled when you think you know who is wanted.

If you cannot determine who the person is, press ENTER and an additional fact about the person will be given. After three facts have been given and you haven't identified the individual, then the person's name will be revealed.

Enter "END" to return to the GAMES menu.

BLACK JACK

Now you can bone up on your gambling skills without having to pay for your mistakes. This game is a Las Vegas style game of 21. You may bet from \$5.00 to \$200.00 in increments of \$5. Up to five hands may be played.

After entering a bet, the cards will be dealt and graphically displayed on the video screen. Four commands may be given to the dealer.

- F1 or C Asking for another card.
- F2 or D Doubling (only one more card is dealt.)
- F5 or / Splitting (only pairs or face cards.)
- F9 or S Standing

If the dealer's card is an Ace, insurance will be asked for. Up to 50% of each player's bet may be lodged as insurance against the dealer getting Blackjack.

Enter "END" instead of a bet to return to the GAMES menu. Rather than reentering the same amount as previously bet, you may copy your previous bet by pressing ENTER.

MASTERMIND

In this game you attempt to discover within 20 guesses a random combination of letters. You select the number of character positions in the puzzle, as well as which letters may be used. A length of 4 positions and 4 letters is recommended for the beginner.

You enter your guesses by typing a string of uppercase letters. If you had selected 4 letters and 4 positions then any of the following are possible puzzle solutions: AAAB ABCD DDCB DAAB CCCC etc.

The computer gives clues to help you in your guessing. It will indicate the number of letters that are in their correct positions, as well as the number of letters that are used in the puzzle, but which are not in their correct position. For example, if the solution is AABC, and the guess is ACBD, then 2 letters are reported as being in their correct positions (A & B), and 1 letter is reported as being close (C).

Enter "END" to return to the GAMES menu.

KINGDOM

In days of old when knights were bold, kings would live one hundred years. A sorcerer often found himself advisor to the king in fending off evil and casting off spells for the prosperity of the kingdom.

You are the king, and I'm the sorcerer. The kingdom is yours to control. You must defend the kingdom and your subjects. You will trade land for servants and servants for land.

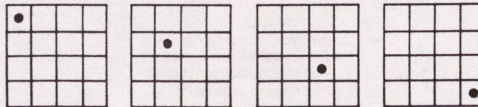
If your decisions are wise, you will gain property, peasants and knights. If your decisions are poor, you will be dethroned. Your sorcerer knows and tells all...

Press ESC to return to the Games Menu.

QUBIC

QUBIC is a mentally challenging game, similar to TIC-TAC-TOE, except that you attempt to get four tiles in a row instead of just three. The game board for QUBIC is a three dimensional grid shown as four playing surfaces. These surfaces can be thought of as four floors of a building which are positioned one above the other.

Tiles may be placed on any one of the four surfaces in any open square. A winning combination of four-in-a-row may be on a single surface, or the tiles may span all four surfaces. For example, a tile located in the top left corner of each surface makes four-in-a-row vertically in the corner. The following example also shows a winning combination of four-in-a-row going diagonally from a corner on the bottom surface to the opposite corner on the top surface.



You use the 10-keypad to move the cursor to the square where you want to place a tile. If the cursor does not respond to the 10-keypad, then press the NUM LOCK key to change the mode of the 10-keypad. Once the cursor is in the desired square, press the "5" key and your tile will be placed there. When a player wins, the tiles which make the four-in-a-row are marked with astensks.

Press the ESC key to exit back to the GAMES menu.

REVERSAL

REVERSAL is a very fun game whose popularity has increased with its implementation on microcomputers. Reversal is a strategic game whose skill level lies between that of checkers and chess. Each player alternates in the placement of tiles on an 8 by 8 cell checker board such that each tile placed captures one or more lines of opponent tiles. To make a capture, the other end of a line of opponent tiles must be bounded by one of your tiles.

CAPTURE EXAMPLE:

O	O	O		
X				
X		O		
X	X	X		
-	X	X	X	

Placing a 'O' at the location marked by the '-' will capture two lines of 'X' tiles, the vertical line and the diagonal line, but not the horizontal line. The captured tiles become yours, which would make the board look like this:

O	O	O		
O				
O		O		
O	O	X		
O	X	X	X	

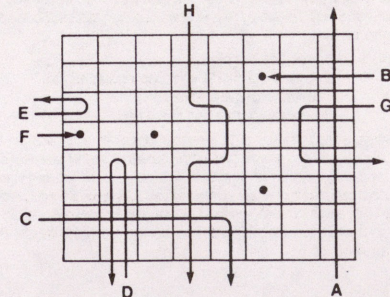
Play continues until the board is filled with tiles, or until both players must "PASS" because they are unable to capture any opponent tiles. The winner is the one with the most tiles on the board.

You use the 10-keypad of the keyboard to move the cursor to the square where you want to place a tile. If the cursor does not respond to the 10-keypad, then press NUM LOCK key to change the mode of the 10-keypad. Once the cursor is in the desired square, press the "5" key and your tile will be placed there. If a possible move does not exist, then and only then must you "PASS" by entering a "P".

Press the ESC key to exit back to the GAMES menu.

BLACK BOX

BLACK BOX is a mysterious box containing several atoms whose position in the box is unknown. However, their positions can be determined by projecting rays at the atoms from the sides of the box. The number of ways that a ray can interact with the atoms are few, and are shown in the diagram below. The drawing shows a sample 8x8 board, with the atoms marked, and several rays shot into it.



- A) If a shot hits nothing, it goes straight through and comes out the other side.
- B) If a shot hits an atom straight on, it is absorbed by the nucleus, and vanishes. This is a *hit*.
- C) A shot that passes next to an atom is *deflected* 90 degrees away from the atom. Note that it never gets to be even with the atom.
- D) A shot aimed between two atoms one space apart is *reflected* back to its starting point. (It gets deflected 90 degrees twice, resulting in a 180-degree turnaround.)
- E) A shot just to one side of an atom (at the edge) is also *reflected*.
- F) A shot directly at an atom (at the edge) is a *hit*, just as any other head-on shot.
- G) Shots may interact with more than one atom. Here is a shot that gets deflected twice, and comes out the same side it came in.
- H) This is another multiple interaction. However, the results of this one appear the same as no interaction at all. The shot *appears* to go straight through, even though it is deflected by three atoms (twice by one of them).

To make a shot, type in the number of the spot where you want the ray to enter. The result will be shown next to the entry spot by the following: an "H" for a hit, an "R" for a reflection, and the number of the exit spot for anything else.

When you have figured out where an atom is, you should mark it. To do so, press ENTER and then move the blinking cursor to the desired position, press the "5" key on the 10-keypad. If your guess is correct, the atom will be marked. If you're wrong, the computer will say so. Press ENTER to return to the mode of asking for ray position clues.

The game is over when you've marked all the atoms. A score is kept during the game. With each clue given, your score is decreased. The higher your final score, the better you are.

Enter "END" when a ray position is asked for to exit back to the GAMES menu.

CRIBBAGE

We hope you enjoy this great card game that is graphically displayed on the video screen. These instructions are brief, and not intended to cover all aspects of the game. We suggest that you refer to a book of rules for Cribbage if you do not already know how to play.

You will play against the computer, and "YES," he will play an honest game. After the deck is cut and shuffled, each is dealt a hand of six cards. You are to evaluate your hand and select two cards to discard to a third hand called the "crib." When a blinking cursor appears, the computer is ready to receive your two discard cards. Use the 10-keypad to move the cursor left and right to the cards to be discarded, and then press "5" when the cursor is on the card to discard. The discarded card is removed from your hand.

Now, you are ready to play your four remaining cards to the board, one at a time. You select which card to play with the "5" key. The two players will alternate playing cards to the board and score points for these occurrences.

- 2 points for a sum of 15.
- 2 points for a sum of 31 which also includes last card.
- 1 point for playing the last card.
- Points as appropriate for runs and pairs.

Cards are played until either a sum of 31 is reached or until no more cards can be played without exceeding 31. If you cannot play another card without exceeding 31, then you must declare "GO." You indicate "GO" by moving the cursor off of all cards to a blank position and then press "5." A point will be awarded for last card, and the process is repeated until both hands are exhausted.

Now that the cards are on the table, hands will be evaluated for point combinations. The dealer deals an "UP" card which will be added to both hands for evaluation, and then to the crib. The dealer gets the points generated by the crib.

Point combinations occur for the following:

- 2 points for a sum of 15 (Face cards sum as a 10.)
- 1 point for each card in a run sequence of 3 or more cards.
- 2 points for each pair.
- 1 point for a Jack with the same suit as the UP card.
- 4 points for four cards of the same suit in your dealt hand.

EXAMPLES: A 4 10 J Q 6 points for 3 sets of 15
A-4-10, A-4-J, A-4-Q
3 points for 10-J-Q run
TOTAL = 9 points for this hand

3 4 4 5 6 8 points for two four-card runs.
2 points for a pair.
4 points for two sets of 15.
TOTAL = 14 points for this hand.

4 4 4 5 6 9 points for three 3-card runs.
6 points for three pairs.
6 points for three sets of 15.
TOTAL = 21 points for this hand.

The winner is the first one to score 121 points.

Press ESC to return to the GAMES menu.

SPACE TREK

SPACE TREK is an excellent version of this ever popular game where you venture through the galaxy's 64 quadrants in search of enemy Klingons. You are the captain of a starship with a mission to rid the galaxy of the enemy in a specified number of stardates. There will be one or more starbases for resupply or repair of your starship.

COMMANDS: MOV — Navigate the starship by setting course and warp engine speed.
SRS — Short range sensor scan of this quadrant.
LSR — Long range scan of adjacent quadrants.
PHA — Fire phasers to destroy enemy.
PHO — Fire photon torpedoes to destroy enemy.
SHI — Shield control which protects against enemy phaser fire.
DAM — Damage and repair report.
END — End game.
HEL — Help lists these options.
COM — Computer access on your starship.
D — Direction and distance calculator.
G — Cumulative galactic record of travels.
S — Photon torpedo course data.
(any number key will list these options)

Short range scan

The SHORT RANGE SCAN contains considerable information about the status of your ship and its location in the galaxy. This information is presented in the upper portion of the display as both a graphical map and a series of indicators.

The first indicator is your Stardate which increases each time you maneuver your ship. Remember, you are to complete your mission in a specified number of stardates.

The Condition indicator becomes RED when there are Klingons in this quadrant with you. The alert alarm sounds to attract your attention.

The Quadrant coordinates indicate which quadrant you are in. The 64 quadrants of the galaxy are organized as an 8 x 8 grid. The first coordinate indicates the vertical position, while the second coordinate is for the horizontal position. The same coordinate system is used to indicate the position of your starship within the quadrant.

As Commander, you must be mindful of the starship's total energy supply and of your shield strength. If either is depleted to zero, then your starship is destroyed, and the game will end. Use the SHIELD control command to transfer additional energy to the shields when they become low.

The PHOTON TORPEDOES indicator represents the number of torpedoes you have remaining. Use them wisely and accurately.

The Quadrant graphical map shows the position of the stars in the quadrant (represented as asterisks), and your starship (shown in its side view). If there are Klingons present, they too are shown. Starbases appear as an orb with a band across it.

Long range scan

The notation used in the long range scan indicates the number of Klingons, starbases and stars in the neighboring quadrants. The central number represents the quadrant you are presently in, while the surrounding numbers represent the adjacent quadrants to the left, right, up, down, etc. The left-most digit of the number indicates the number of Klingons in the quadrant. The middle digit indicates the number of starbases in the quadrant, and the right-most digit tells how many stars are in the quadrant.

Galactic records

Your onboard computer creates a composite record of your galactic travels. The information shown in the GALACTIC MAP was obtained from the long and short range scans of the quadrants that you have visited and observed. The information is presented in the same format as the LONG RANGE SCAN.

Direction

Course setting for navigation and for firing torpedoes is entered as a number from 1 through 8.99. A direction of 1 is due right, while a direction of 3 is toward the top of the screen, etc. It may be necessary to enter a decimal number to achieve the desired destination. A warp factor of 1 will move your ship to an adjacent quadrant.

Klingons

You need to destroy all Klingons to win. They can be shot down with photon torpedoes by successfully aiming a torpedo at them. Or, they can be destroyed with phasers which radiate in all directions. The phasers vary in strength according to the energy you allocate to them.

Docking

You dock your starship at a starbase by moving the ship to be adjacent to the starbase. Be careful not to crash into the starbase. Docking will replenish your energy and weapons, and repair all damaged instruments.

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Dear Customer,

In order to share with you our product at this special discount price, we have included a revised copy of the program's user's guide. Should you find that further assistance be required please feel free to call our customer service department. The number is: (602) 731-3134. You may also request a copy of the full users guide at an additional price of \$3.00 plus shipping and handling. (Please enclose a check or money order.) Direct all inquires to:

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