

C&W
CHILDREN'S COMPUTER WORKSHOP
AN ACTIVITY OF
CHILDREN'S TELEVISION WORKSHOP

Cat No. 26-2509

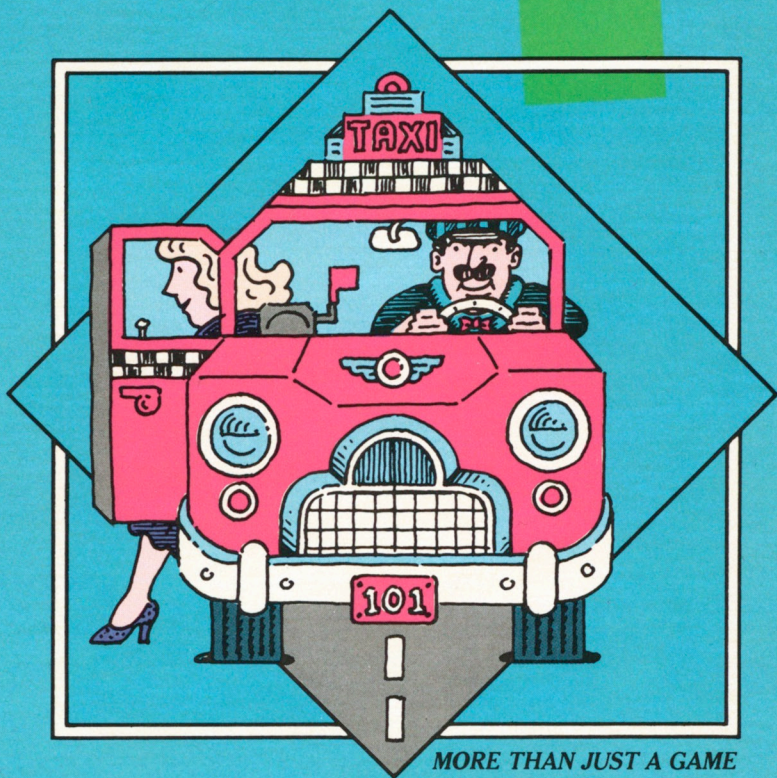
Taxi™

A Cooperative/Strategy Game

Get behind the wheel of a taxi and drive through six different cities. Watch out for obstacles as you pick up and deliver passengers.

For ages 7 and older.

Joysticks required.



MORE THAN JUST A GAME

TO THE PARENT

For 13 years Children's Television Workshop (CTW) has successfully demonstrated the philosophy that one of the greatest vehicles for learning is fun. The computer games developed by Children's Computer Workshop (CCW) continue this tradition of combining fun with education.

THE GOALS OF CCW GAMES

CCW's computer games have extended the goals pioneered by CTW in television with **Sesame Street**, **The Electric Company**, and **3-2-1 Contact**. The aim is to create software that is wholesome and engaging, encouraging children to play constructively and learn actively. CCW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. The games are designed to be a family experience — where children and parents play together and learn from each other.

COMPUTERS AND LEARNING

Equally important, the computer has brought an exciting new dimension to electronic learning — that of interaction. A great deal of planning and research have gone into making our games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing, and direction of the games are under the control of the player. **AS THE CHILD RESPONDS TO THE COMPUTER, THE COMPUTER RESPONDS TO THE CHILD.**

CCW has developed three groups of games for children ages 3-13. Each group stresses important goals for children within its target age range.

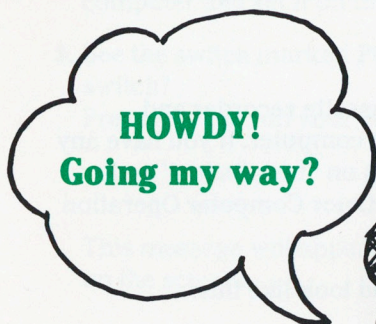
- The series for ages 3-6 presents "Basic Pre-School Skills"
- The series for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

COOPERATION AND STRATEGY SERIES

The Cooperation and Strategy Series, which includes **TAXI**, encourages players to work together toward a common goal. Children play in an environment where they may share information, divide responsibilities, and build on one another's strengths.

In **TAXI**, kids get "behind the wheel" of a cab. By maneuvering around street grids based on city maps, players try to deliver as many passengers as possible before their time is up. When played cooperatively the game encourages communication and division of labor. As players develop mutually effective strategies, their scores will increase.

Taxi



If you are, you're going to like playing TAXI.
It's a game made just for kids like you.

At Children's Computer Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game and the activities that go with it.

So, if you're ready for fun, read on . . .

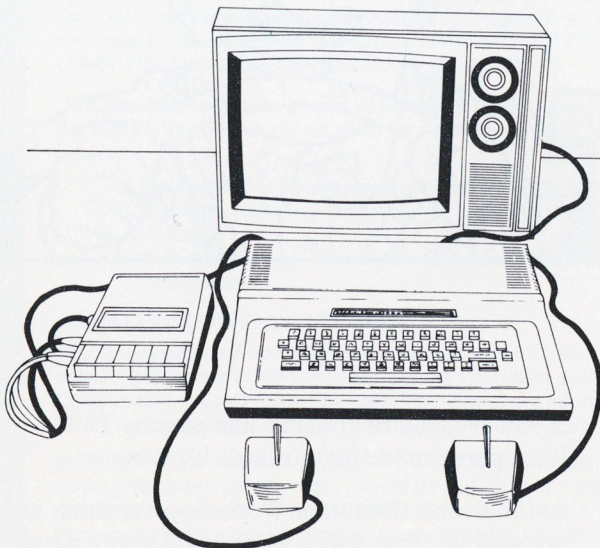
GET READY

Here is the equipment you will need:

- TRS-80 Color Computer with Extended BASIC
- Radio Shack CCR-81 Cassette Recorder (or equivalent)
- Standard Color TV Receiver
- Joysticks

First, make sure that your television, cassette recorder and joysticks are correctly connected to the computer. If you have any questions about this, check the chapters on "installation" and "operation" in your copy of the TRS-80 Color Computer Operation Manual.

When you're finished, your set-up should look like this:



Note: This program will not run without Extended Color BASIC.

GET SET

1. Turn on your TV set. Tune to channel 3 or 4.
2. Now find the channel select switch on the back of your computer and set it on the same channel.
3. See the switch marked **POWER** near the channel select switch?
Press it to turn on your computer.

This message will appear
on the screen:

EXTENDED COLOR BASIC V.R.
COPYRIGHT 1981 BY TANDY
UNDER LICENSE FROM
MICROSOFT

OK

4. If your screen isn't in focus, experiment with the sharpness, brightness, and contrast controls on your television until you can read the words easily. If the screen still isn't clear, try switching channels (*from 3 to 4, or 4 to 3*) – but make sure your TV and computer channels match.
5. Insert your cassette into the recorder.
6. Set the tape recorder volume control at **5**.
7. Press **REWIND** on the recorder. When the tape is completely rewound, press **STOP**.
8. Now press **PLAY**. **Make sure this button stays down!**
9. Type **N E W** on the computer, then press the **ENTER** key.
10. Now, type **C L O A D**. Press **ENTER** again.

When your screen shows **S**, the computer is Searching for your game. When it shows **F TAXI**, that means the computer has found your game on the tape and is loading it into the computer's memory.

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11. When you see the word **OK**, type **R U N**. Then press **ENTER**
TAXI will appear on your screen.

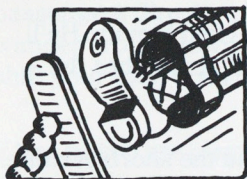
Problems???

1. Having problems loading your program? Check these things:
 - Does your computer have Extended Color BASIC?
(The program will not run without this feature.)
 - Is your equipment correctly connected?
 - If you have a disk drive, is it unplugged? *(This program will not work if the disk drive is connected.)*
 - Is your tape recorder volume adjusted properly? *(You may need to turn the volume up or down a little.)*
 - Is your tape completely rewound?
2. Does your screen say "**I/O ERROR**"?
 - Press **STOP** on the tape recorder, and rewind the tape to the beginning.
 - Then start over at Step 8 in the instructions.
3. Did your game stop in the middle?
If your game stops for any reason while you are playing, stop the tape, and start over at Step 7.

If you've tried everything and are still having problems, there is a backup copy of **TAXI** on the second half of the tape. Fast forward the tape to the middle and start over at Step 8.

PLAY!

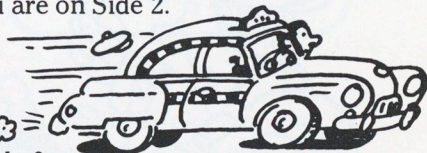
Step on the Gas!



At last, it's time to step on the gas! As any taxi driver knows, your job will be to pick up and deliver as many passengers as you can. But before you start, you have some important decisions to make.

It's up to you to design a game that's right for you. So decide:

- Do you want instructions? If yes, the computer will load the instructions for you. If no . . .
- Which city will you drive in?
Dallas, New York and San Francisco are on Side 1 of the Tape.
London, Paris and Shanghai are on Side 2.
- How many players? 
- How fast will you drive? 
- How much traffic will there be?
(With heavy traffic there will be more obstacles.)
- How long will your game be?



Once you've answered these questions, you're ready to roll.

Watch for Passengers!

When your city appears, keep an eye out for passengers. They're always red and look like this:



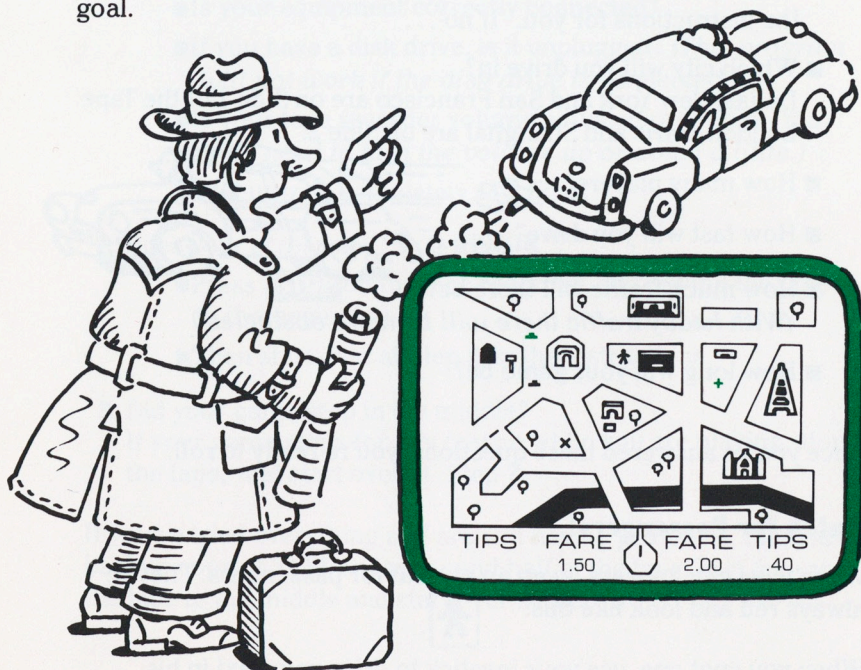
When you spot one, use your joystick to drive your taxi in his direction. But watch out for obstacles! If you bump into something — the curb, a building, or another car — you'll hear a “beep”, and your car will stop. What to do? Back away, of course. Then, drive to your passenger.

Stop and Go!

You've made it! Now pull up to the curb and stop next to the passenger by moving your joystick to the center.

A single "beep!" will let you know that you've picked him up. He'll disappear and his destination – an "X" or "+" that matches the color of your taxi – will pop on the screen.

How to drive to your destination? It's best to find the shortest route. But be sure to watch out for traffic lights! If you don't stop at a red light you'll get a ticket and a fine and lose your passenger! Wait until the red light bars disappear, and then continue on to your goal.



When you get there, stop beside the curb, and listen for the beep that lets you know your rider has been delivered. The destination will disappear, and you'll see your score for that passenger on the bottom of the screen.

Want to Know the Score?

Speaking of scoring, here's how it's done. Each time you deliver a passenger, you'll collect a fare and a tip. If you take your passengers directly to their goals, you will earn big tips; if you wander around town, your tips will be smaller. At the end of your shift your total tips and fares will appear on the screen.

If two of you are playing, you'll get a company total.

WORKING TOGETHER THIS IS WHAT YOU EARNED	
FARES:	\$6.40
TIPS:	<u>+1.60</u>
	\$8.00
FINES:	<u>-0.00</u>
	\$8.00
YOUR COMPANY	
TOTAL WAS:	\$8.00

GREEN TAXI		ORANGE TAXI	
FARES:	\$3.20		\$2.70
TIPS:	<u>+1.10</u>		<u>+.90</u>
	\$4.30		\$3.60
FINES:	<u>-0.00</u>		<u>-0.00</u>
TOTAL:	\$4.30		\$3.60

Off You Go!

Now that you know how to play, hit the road! The clock on the bottom of the screen will keep track of your time. See how many passengers you can deliver before your shift is over. If you play again, can you increase your score? How can you do it?

What if there are two players? Try a little teamwork. Divide the city to see how high you can make the company total.



And, if there are four players – make two teams. Let the first two players work together, and the next two do the same. Write down your company totals and compare.

Try different strategies. Which taxi driving plan works best for you?

When you are finished playing TAXI, here are some fun things to do when you're "off-duty."

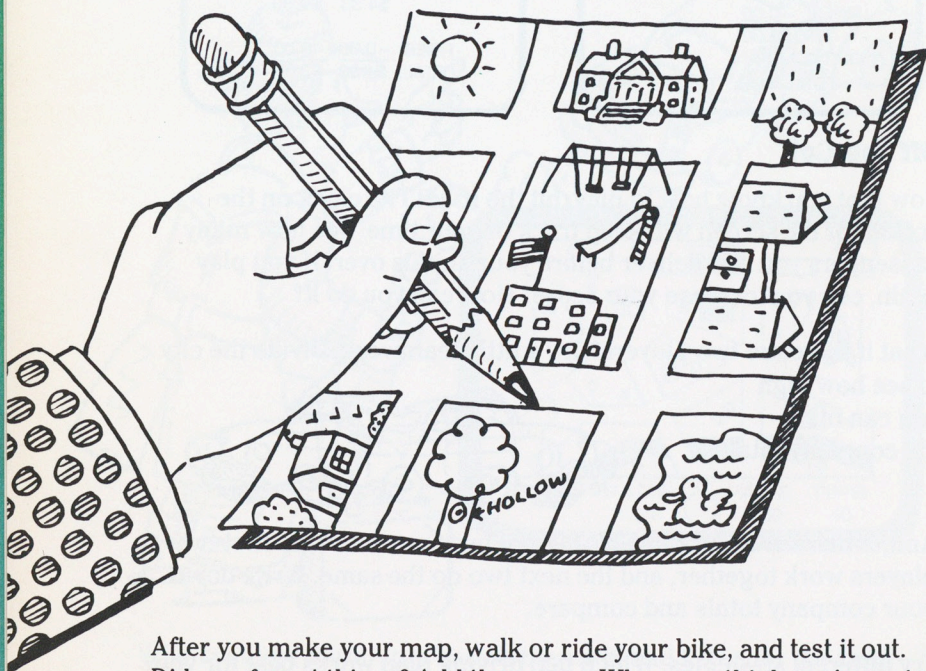
ACTIVITIES

Caught Mapping

Now that you know the cities from Taxi, how well do you think you know your own neighborhood?

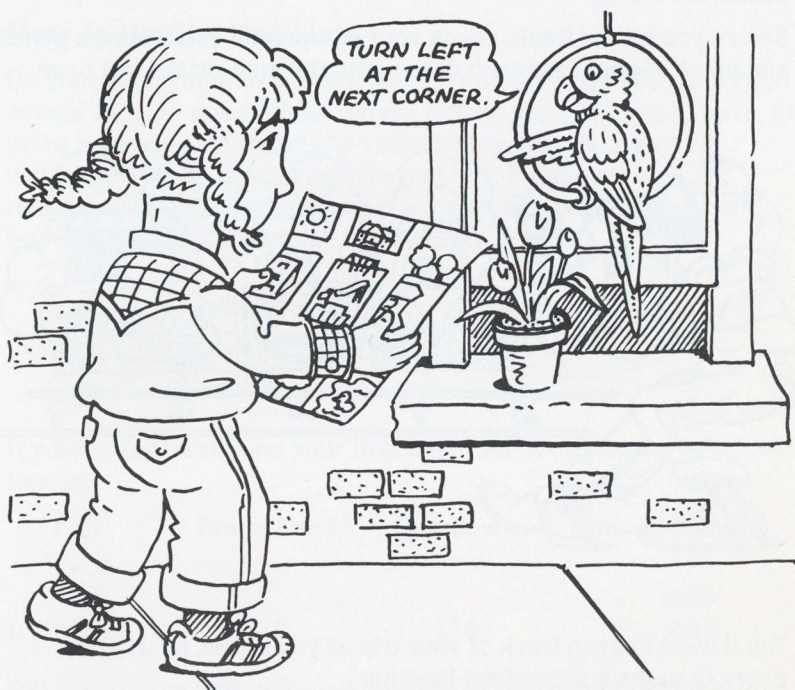
Try sitting down with a pencil and a large piece of paper and making a map. Draw every street or road in the neighborhood.

If you can, show the landmarks that make the neighborhood special: the library, the big hollow tree, the playground, your school, the apartment with the parrot – whatever is important to you.



After you make your map, walk or ride your bike, and test it out. Did you forget things? Add them now. When you think you've got a good map, good enough to use as a treasure map, you can send a friend on a hunt.

First hide a treasure — like a magazine, some baseball cards, or a secret message (*anything your friend would want to search for, but not something valuable*)! Hide your treasure in the hollow tree, or tape it under the playground slide, or find another hiding place.



Then, write directions to help your friend find the treasure, for example: Using your map, start at the school, walk past the apartment with the parrot, turn left at the next corner and walk to Carey Street. Turn right and look under the fence on the corner. Presto, there's the baseball card your friend needs!

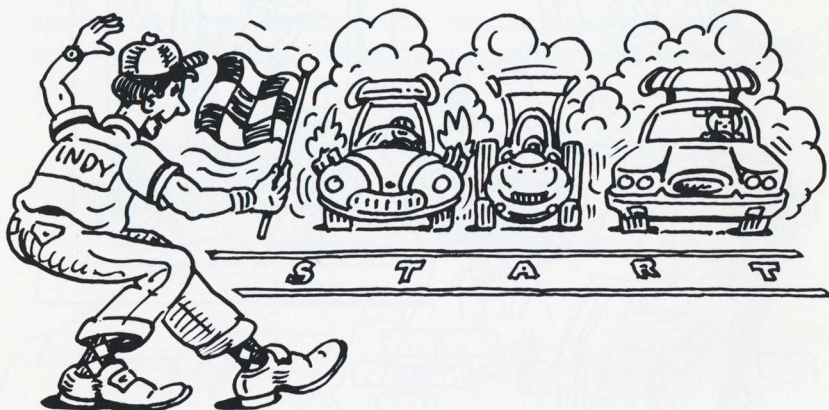
After that, let your friend hide a treasure. If you make a few copies of the map and give them to your friends, there can be lots of treasure hunts going on. Or, why not work together to make a bigger and more detailed map?

Indianapolis 1000

Rev up your engines, racers – welcome to the Indy 1000! The goal of this roundtrip race is to visit as many cities as possible – and get back to Indy – before you use up your fuel limit of 1000 miles.

Make a Pitstop

Before you hit the track, check your equipment. You'll need a pencil and piece of paper for each driver, and the map on the last page.



You'll want to keep track of your trip as you travel, so use your paper to make a scoresheet like this:

City	Route Used	Distance	Miles Remaining
Indianapolis			1000
1.			
2.			
3.			

(Add more numbers as you visit more cities.)

Start your Engines

Now, take a look at the map. Each road is marked with a route number. The mileage between cities is marked in green along the roads. (The route from Indianapolis to Dayton, for instance, is 70, and the distance between these two cities is 110 miles.)

Move to the Starting Line

On your turn, you may move to any city on the map. (Use any road *except* the one used by the player before you.) After you move, fill in the scoresheet with the city visited, the route used, and the distance between the city and the last city. Figure out your remaining miles by subtracting the distance travelled from your last Remaining Miles total.



If you visited Dayton on your first trip, your scoresheet would look like this:

City	Route Used	Distance	Miles Remaining
Indy			1000
1. Dayton	70	110	890

You would have 890 miles left, and the next player could take any road *except* Route 70.

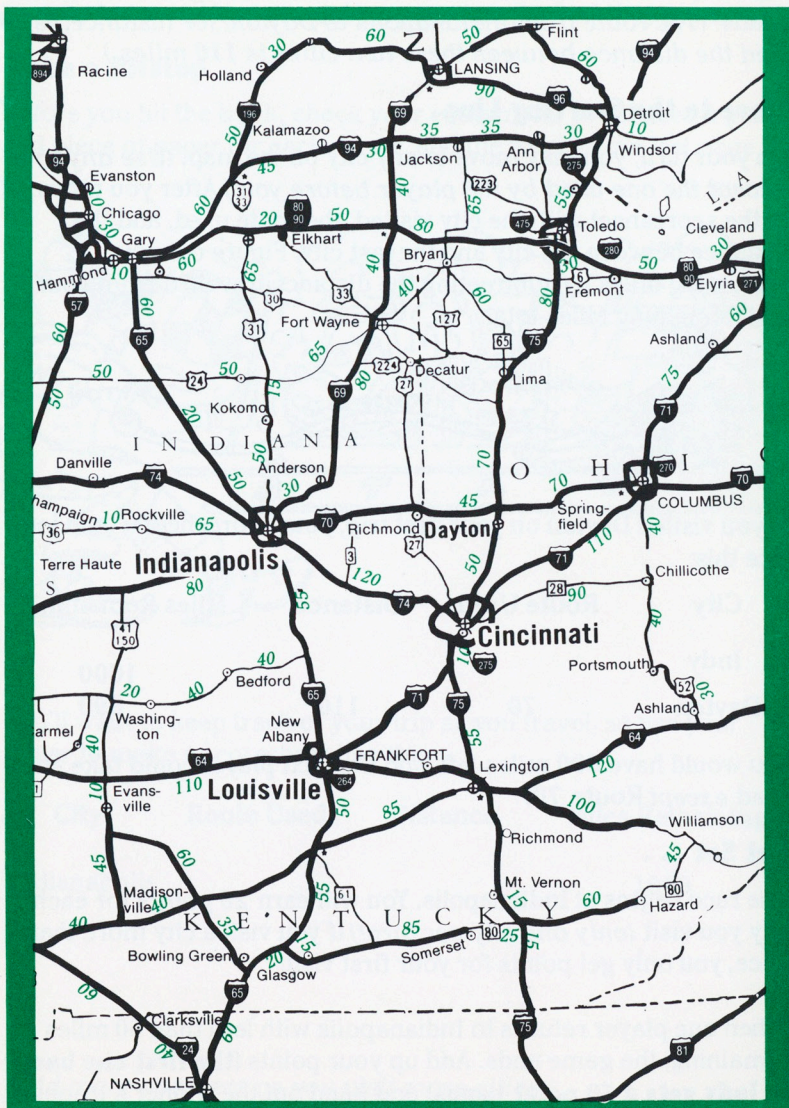
Get Set . . .

The race begins at Indianapolis. You will earn **20 points** for each city you visit (*only one city per turn!*) If you visit a city more than once, you only get points for your first visit!

When one player returns to Indianapolis with less than 50 miles remaining, the game ends. Add up your points (**the first one back to Indy gets a 50 point bonus**) and hand out the winner's trophy!

You're Off!

Grab your scoresheets and hit those interstates!



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For Taxi™***

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TAXI™*

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