

ADVANCE TO BOARDWALK™

For IBM® PC, AT, XT, and 100% Compatibles, with 256k & CGA

GameTek's ADVANCE TO BOARDWALK™ game is high-rolling, high-stakes, high-risk action! Make big land deals, build hotels, and win or lose millions in a single turn. Play with friends or against intelligent, computer opponents.

Object

The object of the game is to be the player with the highest total value of properties along the Boardwalk. One to four players may compete, and as many as four of these may be computer opponents.

Getting Started

1. Insert your ADVANCE TO BOARDWALK game disk into your computer's A drive with the label facing up and the oval cutout pointing towards the back. At the A>, type "BOARDWALK" and then press ENTER.
2. The ADVANCE TO BOARDWALK title screen will appear. Press any key to continue.
3. The next screen is the copyright screen. If you have previously saved a game, the computer will ask if you would like to restart it. Press "Y" or "N" to answer. If you have no game saved, press any key to continue.
4. Choose the number of players. Each player should choose a token and type his or her name when asked. Use the backspace (←) to correct errors.

The Playing Screen

The status box in the lower right-hand corner of the screen displays each player's name and the number of hotels remaining to build with. The number of hotels assigned to each player depends on the number of players:

- * 2-player game : each player has 20 hotel units.
- * 3-player game : each player has 16 hotel units.
- * 4-player game : each player has 14 hotel units.

Special Keys

1. Three special keys can be used at the beginning of a turn. Press "?" to see a summary of them.
 - a. ESC allows you to quit the current game. The computer will ask "Another game?" If you press "Y", the computer will begin a new game. If you press "N", the computer will leave ADVANCE TO BOARDWALK. If all the players are computer players, the computer will not exit the game until the current turn is over.

- b. F1 will save the current game and allow you to continue playing from that point at a later time. You may save only one game at a time. If you wish to SAVE a game (F1 key), do so before you press ESC to quit.
 - c. F2 will turn the sound on or off.
2. Five special function keys can be used during a turn. Pressing the “?” during a turn will display a summary of them.
- a. Up and down arrows (↑ , ↓) will move the cursor up or down one property.
 - b. “S” selects a property to build or demolish.
 - c. “C” cancels a selection made during the current turn.
 - d. ENTER makes all selections final.

The Play

An arrow will point to the current player's token in his or her status area at the bottom of the screen. Press any key to roll the dice. The dice will continue to roll until any key is pressed. If the player is a computer opponent, all actions and decisions are performed automatically.

The Dice

There are two dice with spots on them, representing numbers. The third die has colors for each building zone, as well as the letters “W” and “F”. If a “W” (Wild) is rolled, you may choose any ONE color zone on which to build. If an “F” (Fortune Card) is rolled, disregard the numbered dice. The computer will add one Fortune Card to your hand, and your turn continues with the selection of a Fortune Card to play.

Fortune Cards

At the end of each turn, the computer will ask if you want to play a Fortune Card.

- 1. If you wish to see the Fortune Cards you are holding, press “Y”. The computer will display your Fortune Cards, one by one. Press “Y” to choose any card you wish to play. You may play only one Fortune Card during any turn. Use the same keys to play a Fortune Card that you use during the rest of the game.
- 2. If you do not wish to see your Fortune Cards or to play a Fortune Card, press “N”.
- 3. After you have played or reviewed your Fortune Cards, the computer will ask if you want to review your secret Fortune Cards. If you press “Y”, the computer will display the number of Insurance Cards you are holding, and then continue to the next player's turn. If you press “N”, the computer will continue to the next player.

Secret Cards

You may have one or more Secret Cards. These are Insurance Cards. If one of your opponents draws a Hurricane Card and tries to use it against you, the computer will play your Insurance Card immediately afterward to cancel the effect of the Hurricane Card. Since it is important that your opponents not know if you are holding one of these cards, you should ask your opponents to look away when you review your Secret Cards.

How to Play

1. Each of the properties along the Boardwalk is valued at a specific million-dollar amount. Building is the act of placing one or more of your hotel units onto a property, or onto other hotel units already on a property. Build a unit(s) on one or more properties within the color zone rolled whose total worth is equal to, or less than, the sum of the dice.

You must follow these rules when building:

- a. You may build only one unit on a previously vacant property.
 - b. You may build more than one unit on an occupied property.
 - c. A maximum of 10 units can be built on any one property during one game.
 - d. You may build units on properties worth less than the sum of the dice.
 - e. You must build at least one unit on a turn, unless you do not have enough money to build on the color you have rolled, or unless you have rolled an "F" on the color die.
2. After the dice have been rolled, the computer will highlight in red one of the property bases within the color zone. This is the "cursor" you use to identify the property you wish to build on.
3. Use the arrow keys (↑, ↓) to move the cursor from one property to another. The cursor cannot be moved out of the color zone on the color die, except when you roll a "W" or when you are using a Fortune Card.
4. Even when you roll a "W", you must restrict your building to a single color zone; however, the selection of that zone is up to you.
5. To select the area where you want to build, press "S". The computer will move a hotel token from your status area to the block you have selected.
6. Each area that has been selected during the current turn is highlighted in green. Any of the selections that have been made can be cancelled by moving the cursor to the desired area and pressing "C".
7. Press ENTER to make selections permanent and end the building portion of your turn.
8. Each time you make a move, the computer will automatically update

the number of hotel tokens in your status box, their position on the blocks, and the position of your token on the Boardwalk.

Property Ownership

1. You become a property owner by building a unit on a vacant lot, or by building a greater number of units on top of those already built by one of your opponents.
2. If two or more players have the same number of units on a property, the player whose unit is closest to the bottom of the hotel owns the property.
3. The owner of each property is indicated by a flag on the top of the hotel that matches the color of the owner's hotel units. This flag is updated each time a hotel unit is built or removed to reflect the current owner of the property.

Moving Up the Boardwalk

1. The computer will move your token forward or backward along the Boardwalk each time the amount of property you own changes. The farther up the Boardwalk your token is, the more millions of dollars worth of property you control.
2. If your token comes to rest on one of the red areas of the Boardwalk as the result of moving forward, you receive a bonus Fortune Card.

End of the Game

1. The game ends when one player has no hotel units left with which to build at the beginning of his or her turn, or when one player's token reaches the top space on the Boardwalk. The player who owns the most millions of dollars worth of property is the winner. In the case of a tie, the winner is the player who owns the most properties.
2. At the end of the game, the winner's status box will blink in green and red and the instruction box will read "Game Over". Press ESC to exit from the game you are playing.
3. The computer will ask "Another Game?" Press "Y" to start a new game. Press "N" to exit ADVANCE TO BOARDWALK.

Computer source code ©1990 GameTek/IJE, Inc. All rights reserved. Advance to Boardwalk is a trademark of Parker Brothers for its hotel building computer game. Package and rules ©1985, 1990 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915 USA. Used under license from Parker Brothers. IBM is a registered trademark of International Business Machines, Inc.