

AUSTRALIA'S FAMOUS GAME

# SQUATTER

Experience the Australian Outback at home



**INSTRUCTION MANUAL**  
**PC CD-ROM**

## Installing SQUATTER® on your PC

### Minimum System Requirements

Direct X 6 Compatible Pentium 133  
Windows 95/98  
SVGA Video Card  
16MB RAM  
4 x CD-ROM  
Soundcard  
161MB of Free Hard Disk Space

# EXIT

For one player to quit, click on - "spanner"  
To exit totally press F12 on keyboard

### Installation

- Step 1: Insert your SQUATTER CD into your CD-ROM Drive.  
Step 2: If you have Auto Start enabled the CD will automatically start the set up process, otherwise double click on the "My Computer" icon followed by double clicking on the CD drive icon, then double click on "Setup.exe".  
Step 3: Follow step by step instructions by clicking the "Next" button.  
Step 4: Click on "Finish".  
Step 5: The game will now install to your Hard Drive.  
Step 6: Click on "Finish" to complete installation process and / or tick "Yes" to run SQUATTER now.  
Step 7: A shortcut will be placed in the Windows "Start Bar", under the "Programs" / "SQUATTER" heading.

### Network & Internet Play

At the Main Menu click on "Network Game".  
Choose a connection by clicking on the down arrow & selecting how you want to connect to the other players' computer. There are four different types of connections and they are as follows -

#### 1. IPX Connection for Direct Play

This connection is mainly for Local Area Networks. After choosing this connection, a list of available Squatter games will be displayed. Highlight a game and click on "Join" to join it. To start a new game, click on "Host".

#### 2. Internet TCP/IP Connection for DirectPlay

This connection is mainly for the Internet, though it can be used for Local Area Networks as well. If you want to play Squatter over the Internet, it is best if you connect to the Internet before you begin playing Squatter. After choosing this connection, the "Locate Session" dialog box will be displayed. Type in the IP address of the computer you want to connect to. A list of available Squatter games will be displayed. Highlight a game and click on "Join" to join it. To start a new game, don't type anything into the "Locate Session" dialog box, just click on "OK" and then click on "Host" in the "Choose Connection" dialog box.

NOTE: To join a game of Squatter on the Internet, you will need to know the IP address of the computer that started the game. The player who starts the game of Squatter is responsible for letting all the other players know what his/her IP address is.

You can find out your IP address by following this procedure:

- Connect to the Internet.
- Click on the "Start" button.
- Click on "Run".
- Type in "winipcfg" and click "OK".
- The winipcfg window will appear. Find the box labelled "IP Address". This is the IP address that you must tell all other players who want to connect to your Squatter game.

#### 3. Modem

This connection is for dialling into another person's computer directly. Choose this connection, type in the other player's telephone number into the box provided and click "OK".

#### 4. Serial

This connection is for two computers connected by a serial cable. Choose this connection, make sure the serial connection settings are correct for your computer and click "OK". A list of available Squatter games will be displayed. Highlight a game and click on "Join" to join it. To start a new game, click on "Host".

RULES FOR  
The Great Australian Game  
**SQUATTER®**  
(THE OWNER OF A LARGE GRAZING FARM)

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**This exciting family game, for one to six players, is based on actual live stock farming principles.**

### Object of the Game

Each player starts with a Sheep Station, consisting of five Natural Pasture Paddocks, fully stocked with 3,000 sheep.

The object of the game is to improve the Station, in order to stock more sheep, first by paying the cost of "Improved Pasture" and then by paying for the cost of "Irrigated Pasture".

The first player to have 6,000 sheep on his/her completely irrigated farm is the winner, "The Wealthy SQUATTER".

The money needed to improve the Station, to buy the extra sheep and to cover other expenses is earned mainly:-

- (a) From the profit resulting from the player's shrewd selling and buying of sheep.
- (b) By the sale of wool from sheep owned by the player at the time he/she reaches the "Wool Sale".

### Description of the Playing Board

Each of the six Sheep Stations consists of five paddocks.

The Brown spaces each represent a Natural Pasture paddock.

The Green & Brown spaces each represent an Improved Pasture paddock.

The Dark Green spaces each represent an Irrigated Pasture paddock.

The coloured spaces around the four sides of the playing board represent the four seasons of the year. The main seasonal tasks connected with the running of a Sheep Station, and some of the hazards, are shown.

The end of the farming year is marked by the Wool Sale, when the player with sheep receives his/her Wool Cheque.

### The Game in Play

Each Player selects a Playing piece (Horseman, Aircraft etc) and is given 15 Sheep tokens (each of which represents 1 Pen, of 200 Sheep) and \$6,000.

Each Player selects a Station Property and 600 Sheep are placed on each of the five Natural Pasture Paddocks, ie. 3 Sheep tokens on each of his/her five Brown spaces.

Players' Tokens are placed on the space marked "Wool Sale" which is the starting point.

Players throw the dice in turn. The Player scoring the highest total commences the play.

After throwing the two dice the Player's token moves the number of spaces indicated by the total of the dice clockwise around the board. The other Players in turn throw the dice, and move their tokens accordingly. As each Player lands on a space he/she must follow the instructions indicated on the right hand side of the screen.

Each time a Player passes the space marked "Wool Sale" he/she receives his/her Wool Cheque from the Bank. The amount of the Wool Cheque is determined by the number of Sheep which the Player owns at this time. The Value of the wool increases by \$25 per pen for each "Stud Ram" owned by the Player. If a Player does not own any Sheep, other than "Stud Rams" at the time he/she passes the "Wool Sale", he/she does not collect a Wool Cheque.

**Note.- Any number of Players' tokens may be on the same space at the one time. Players are permitted only one throw of the dice each turn; Doubles do not entitle a Player to a second throw.**

## Maximum Carrying Capacities of the Property

A Player cannot own more than five Paddocks at any one time, irrespective of the type of Pasture.  
*Natural Pasture* (Brown Spaces) 600 Sheep (three Sheep tokens) per Paddock  
*Improved Pasture* (Green & Brown Spaces) 1,000 Sheep (five Sheep tokens) per Paddock.  
(Cost of Pasture \$500 each Green & Brown Space)  
*Irrigated Pasture* (Dark Green Spaces) 1,200 Sheep (six Sheep tokens) per paddock.  
(Cost of Pasture \$1,500 for each Dark Green Space)

## Property Improvement

A Player can only purchase Improved Pasture or Irrigated Pasture immediately **before** his/her turn to throw the dice, subject to the following conditions:-  
*Improved Pasture* - Can be purchased when a Player has sufficient cash, provided he/she is not affected by Drought at the time. The cost of each Improved Pasture Paddock (Green & Brown Space) is \$500.

A Player may purchase any number of Improved Pasture Paddocks (from one to five). Any Sheep on the Natural Pasture Paddocks which have been improved are moved on to the corresponding Improved Pasture Paddocks. He/She may also move down Sheep tokens from any remaining Natural Pasture Paddocks, to gain higher selling prices at the "Stock Sales". However, the carrying capacity of the Improved Pasture Paddocks must not be exceeded.

**Note.- It is not essential to have Stock on Natural Pasture Paddocks before buying Improved Pasture, nor is it essential to have Stock on Improved Pasture before buying Irrigated Pasture.**

*Irrigated Pasture* - May be purchased after the Player has purchased a total of five Improved Pasture Paddocks, provided he/she is not affected by a Drought at the time. The cost of each Irrigated Pasture Paddock is \$1,500. Any stock (ie Sheep tokens) on the Improved Pasture Paddocks which have been Irrigated are moved onto the Irrigated Paddocks.

## Stock Sale

If a Player's token lands on a space marked " STOCK SALE" he/she has one of three choices:-  
(a) He/She can BUY Stock (provided his/her property is not already fully stocked - Refer Maximum Carrying Capacity and Local Drought).  
(b) He/She can SELL Stock.  
(c) He/She can take no action, in which case the Player clicks on "PASS".

If a Player decides to BUY or SELL Stock, **he/she must decide firstly the number of Pens to be bought or sold.**

15 Pens is the maximum number of Sheep that can be bought or sold at any one time. After the Player has indicated the number of Pens to be Bought or Sold the Price is shown.

**Note 1.-** Sheep can only be bought or sold when the player's token is on a "Stock Sale" (unless otherwise directed) and then only to, or from, the Bank.

**In most instances, the Selling Price is much higher than the Buying Price. Players taking advantage of this fact can usually make a handsome profit by selling or buying several pens of sheep at a time, up to the maximum number allowed, each time they land on a "STOCK SALE".**

## Stud Ram

Each "Stud Ram" owned by a Player increases the value of his/her Wool Cheque by \$25 per Pen. The first Player whose token lands on a "Stud Ram" space has the option of buying that particular one for the sum of \$500. He/She receives an Icon to indicate Ownership. In the event of a Player deciding not to buy a "Stud Ram" it is auctioned by the Bank to the highest bidder. The Player who decides not to purchase a Stud Ram for \$500 may participate in the Auction. Other Players, whose tokens land on this "Stud Ram" on all subsequent occasions, must pay the Owner the Stud fees shown.

## Stud Ram Dies

If a Player owning one or more "Stud Rams" lands on this space, the Stud Ram with the highest Stud Fee returns to the Bank. This Ram then becomes available for sale in the usual way.

## **Tucker Bag**

If a Player lands on a space marked "Tucker Bag" he/she, follows the instructions on the right hand side of the screen.

## **Bore Dries Up (only affects Player with "Irrigated Pasture")**

If a Player who owns "Irrigated Pasture" lands on the space marked "Bore Dries Up" he/she must immediately sell to the Bank one half of any Stock **on Irrigated Pasture** at that time. (If an odd number of Pens, the next highest number is used for the calculation).  
The Price paid by the Bank is \$300 per Pen, unless a Haystack is owned. If the Player owns a Haystack, the Bank pays \$500 per Pen, however, the Haystack must be returned to the Bank. The player must complete a full circuit of the Board before re-stocking, unless his/her property receives local or general rain. Landing on flood damage does not remove this penalty.

## **Drench Sheep for Worms**

If a Player **who owns sheep** lands on this space, he/she has one of two alternatives:  
(a) He/She may pay the minimum cost of \$10 per Pen, for each Pen of Sheep owned at the time, or  
(b) He/She may carry out a proper Worm Control Programme at a cost of \$20 per Pen, for each Pen of Sheep owned at the time, gaining the following benefit:

The Player who pays the charge of \$20 per Pen is given a "Worm Control Programme" icon. The next time this Player sells stock the price of any sheep he/she sells is increased by 20%. The "Worm Control Programme" icon is then returned to the Bank.

## **Spray for Weeds and Insects**

Any Player landing on this space must pay the amount indicated, ie. \$100. In return he/she receives from the Bank a "Control of Weeds and Insects" icon. When a Player next sells stock, the price of any sheep he/she sells is increased by 20%. The "Control of Weeds & Insects" icon is then returned to the Bank.

## **Pay Cost of Fertilizer**

Any player landing on this space must pay \$250 to the Bank. In return he/she receives from the Bank a "Fertilized Pasture" icon. When the Player next sells stock, the price of any sheep he/she sells is increased by 20%. The "Fertilized Pasture" icon is then returned to the Bank.

**Note.- A Player's selling price can be increased by 40% or 60% or more if he/she receives a number of icons, such as "Fertilized Pasture", before he/she sells stock. If a Player is forced to sell stock for some reason such as Local Drought, etc., the Player still receives 20% more than the stipulated price, for each "Worm Control Programme", "Control of Weeds and Insects", or "Fertilized Pasture" icon held at the time.**

## **Local Drought**

When a Player lands on this space, he/she must immediately sell to the Bank one half of any stock he/she may have on "Natural Pasture" or "Improved Pasture" at that time. (If an odd number of Pens, calculate to the next highest figure).

## **Stock on Irrigated Pasture are not affected by Local Drought.**

If a Player does not own a Haystack, the price paid by the Bank is \$200 per Pen. If a Haystack is owned, the Player gets the normal market price.  
A Player cannot re-stock on "Natural" or "Improved" Pasture nor can he/she buy "Improved" or "Irrigated" Pasture (even if he/she owns a Haystack) during the period he/she is affected by the Drought. (He/She can, however, buy or sell Stud Rams during this period).  
The duration of the Drought is for one complete circuit of the board, unless it is broken by the Player landing on the space marked "Local Rain", or by the Player turning up the "Tucker Bag" marked "Local Rain" or "General Rain" or "Good Autumn and Spring Rains". Landing on "Flood Damage" does not break the Drought.  
Additional Stock may be sold from Natural or Improved Pasture, if a Player Lands on a Stock Sale during the period of a Drought, however the price is half normal price.  
If a Player lands on another "Local Drought" space when he/she is already affected by a Drought, the Period of the Drought is extended. In this case, however, he/she need not sell any more stock, nor need he/she forfeit another Haystack, should he/she have purchased one of these in the meantime.

## Local Rain

If a Player who is affected by Drought lands on this space, the Drought becomes "Broken" on his/her property only, and the Player may carry out Property Improvements, and re-stock when he/she lands on the next "STOCK SALE". If a Player is not affected by Drought, or if his/her Bore has not dried up, he/she does not receive any benefit.

## Haymaking Season

When a Player lands on any of the six spaces included in the "Haymaking Season", he/she can purchase a Haystack. The normal cost of a Haystack is \$500 and a Player can only hold one Haystack at any one time.

Once a Haystack has been purchased, it remains effective until a Player needs it to offset the effect of a "Local Drought", or "Bore Dries Up", when it becomes "used". If a Player has no Stock on "Natural" or "Improved" Pasture at the time he/she becomes affected by Drought, the Haystack need not be returned to the Bank. If a player "uses" his/her Haystack, he/she can buy another one the next time he/she lands in the Haymaking Season.

A Haystack can be purchased during the period when the player is affected by a Drought, but it does not offset the effects of that Drought. If a Player buys a Haystack when he/she is affected by a Drought, the cost is \$1,000.

**Note.- Haystacks can only be bought from the Bank.**

## Sundry Working Expenses

If a Player lands on any of the spaces listed hereunder, he/she must pay to the Bank the amount shown, for each pen of Sheep owned at the time. (If the Player does not have any stock other than Stud Rams at the time, he/she does not make any payment to the Bank).

Sheep Dripping  
Drench Sheep for Worms  
Jet Sheep against Fly-Strike  
Footrot Treatment

Drench for Liver Fluke  
Vaccinate for Pulpy Kidney  
Shearing Costs

If the Player lands on any of the following spaces, the amount shown must be paid to the Bank, whether or not the Player owns any Stock at the time.

Flood Damage  
Poison, Fumigate Rabbits  
Fencing Repairs

Spray for Weeds and Insects  
Pay Cost Fertilizer  
Water Drilling Expenses

## Working Capital

If a Player runs short of cash and needs more, he/she may sell one or more Pens of Sheep to the Bank for \$400 per pen. He/She need not wait for a Stock Sale in this instance. When a Player is reduced to 8 Pens of Sheep (or less) he/she may then borrow money from the Bank by mortgaging part or all of his/her property.

## Mortgage Rates for the Property are as follows -

Natural Pasture	\$100 per Paddock
Improved Pasture	\$250 per Paddock
Irrigated Pasture	\$750 per Paddock

Mortgaged property can be fully stocked, but until the loan is repaid, the Player must pay to the Bank 10% interest on the money loaned, each time he/she passes the Wool Sale. Before a Player can win the game, any mortgaged property must be redeemed by payment to the Bank of the money loaned, plus an additional 10%.

*Stud Rams* can be sold at any time (to the Bank) for \$400 each. The Stud Ram then becomes available to the next Player landing on the appropriate space. A *Haystack* can also be sold at any time (to the Bank only) for \$350.



## Rules for Advanced Game of SQUATTER® - For 2 or 3 Players

(It is recommended that players familiarise themselves with the intricacies of SQUATTER by first playing the regular game).

Basically the same rules apply as for the regular game, with some minor variations.

TWO players each receive \$6,000 and 3 fully stocked unimproved Sheep Stations.

THREE players each receive \$4,000 and 2 fully stocked unimproved Sheep Stations.

- eg.1 - After a Player lands on "STOCK SALE" and states his/her intentions the player is advised the buying price and/or selling price for all his/her Stations. The Player may, perhaps - sell sheep on one Station - buy sheep for another station - "Pass" for the other. However no more than 15 pens of sheep can be bought or sold for any one Station.
- eg.2 - When a Player lands on "TUCKER BAG", the benefit, or penalty, applies to each Station.
- eg.3 - If a player lands on "Pay Cost of Fertilizing" the Player must pay \$250 for each Station owned by that Player. One "Fertilized Pasture Icon" is received, but the benefit applies to all sheep sold from the different Stations the next time the Player sells any stock.
- eg.4 - When a Player lands in the HAYMAKING SEASON he/she may buy a Haystack for each Station owned by the Player. However not more than one Haystack per Station can be owned at any one time. Haystacks are not transferable to another Station owned by the Player.

When a Station becomes fully irrigated and fully stocked, all sheep and the Haystack (if owned) for this Station are returned to the Bank immediately. Play continues on the remaining Stations/Station until one of the players has had all his/her Stations fully irrigated and fully stocked and consequently becomes "The Wealthy SQUATTER" - the Winner.

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## Technical Support & Additional Information

If you require technical support or have any questions about the program, please contact :

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or visit our internet site at <http://www.hes.aust.com/~hes1>

If you have a query about the Rules of SQUATTER® please phone the inventor Robert Lloyd at his home on:

Within Australia - (03) 5678 8351

Overseas - 61 3 5678 8351

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## AN EXPLANATION OF FARMING TERMS USED

**SQUATTER:** *A term nowadays used to describe the owner of a large grazing property.*

**STATION:** *A large stock grazing property.*

**BORE:** *A well to tap underground water.*

**DRENCH:** *To dose stock for control of internal parasites.*

**JETTING:** *Spraying of sheep with insecticides to prevent them from becoming blown, or struck, by the sheep blow-fly.*

**FOOT ROT:** *A highly infectious disease affecting the hoofs of sheep, frequently causing severe lameness and consequent malnutrition, (Usually confined to the higher rainfall areas or irrigated properties).*

**SHEEP DIPPING:** *Treatment of vermin on sheep by spraying or immersion in insecticidal solutions.*

**LIVER FLUKE:** *A leaf shaped parasite which bores through the liver of sheep, and other animals, frequently causing death.*

**PULPY KIDNEY:** *A disease mainly confined to young sheep, when grazing on lush pasture.*

**STUD FEES:** *Fees charged by the owners, for mating their well-bred rams to ewes owned by another stock owner.*

**UNIMPROVED PROPERTY:** *A property not improved by cultivation, clearing, etc.*

**PASTURE:** *Grasses and herbage on which stock graze.*

**NATURAL PASTURE:** *Pasture consisting of native grasses and herbage.*

**IMPROVED PASTURE:** *Pasture which has been sown down with grasses of higher nutritive value, and clovers (or other medics which improve soil fertility).*

**IRRIGATED PASTURE:** *Pasture which is artificially watered to supplement rainfall.*

**CARRYING CAPACITY:** *The maximum average number of stock, which can be profitably grazed per acre throughout the year.*

**AGISTMENT FEES:** *Fees charged by an owner of surplus pasture, to another stock owner, for the right to graze stock for a specified period.*

**BLOW-FLY WAVE:** *A period of intense sheep blow-fly activity; usually when the weather is hot and humid.*

**BILL OF SALE:** *A document, signed by the seller, giving evidence of the purchase.*

**SOIL CONSERVATION:** *Preventative steps taken to prevent soil erosion by wind or water.*