Computer
Stocks and Bonds®

For:

Atari® Home Computers: 48K cassette and disk
Commodore 64®: 64K cassette and disk
Commodore® VIC-20: 5K cassette
Apple® II, II + and IIe: 48K disk
IBM-PC® & PC® jr.: 48K disk
Heath®/Zenith® Z-90 & H/Z-100

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Computer
Stocks and Bonds®

Computer Stocks & Bonds is based on the popular Avalon Hill Leisure Time board game
Stocks and Bonds.

I. INTRODUCTION

Computer Stocks & Bonds was inspired by Avalon Hill's popular
board game of the same name. The computer makes it possible to buy
and sell **Securities** during the same trading periods (each year). Players
may buy and sell securities at will in a mixed fashion during their turns.
Trading of securities lasts for ten game years, the wealthiest player at the
conclusion of the tenth year wins!

During each of the ten years play, players invest in securities at the
current **Market Price** for the year. As a guide in selecting investments,
players should consult the **Securities Review** (section III) in this
manual.

This game is a valuable tool for teaching players important concepts
that influence modern investment strategies. As play progresses, you will
gain a graphic understanding of such concepts as a Bull Market, a Bear
Market, and the importance of performance histories in planning an in-
vestment strategy. In today's world, where economic change is a major
factor in everyone's day-to-day existence, gaining an understanding of
the basic factors that help power economic change is a necessity. With
Computer Stocks and Bonds, players, ages 12 and up, can gain
valuable insights into this critical area.

II. TERMS

SECURITY — A stock or bond.

BOND — An interest-bearing certificate issued by a private or municipal
corporation, for the purpose of borrowing money. In the game, bonds
are issued in $1,000 denominations.

INTEREST — Set percentage of bond's value paid to the investor.

STOCK — Shares or holdings in a corporate business enterprise
attested by certificates of ownership.

DIVIDEND — Portion of a company's profit distributed to the
stockholders.

SPLIT (or Stock Split)—The division of shares into a larger number. For example, if a company declares a 2-for-1 split, each shareholder receives free one additional share for each one he already owns; the price per share is halved. Usually this is done to make the stock easier to sell.

TRANSACTION—Purchase or sale of securities.

BEAR MARKET—A market where the general performances of securities are declining.

BULL MARKET—A market where the general performances of securities are advancing.

MARKET PRICE—The last reported price at which a stock or bond sold.

III. SECURITIES REVIEW

Below is a general description of the ten securities of the game. Knowing their tendencies will aid you in preparing your portfolio.

CENTRAL CITY MUNICIPAL BONDS *YIELD $5/share*
An AAA bond with a good yield. This investment represents extreme security and good income, but, of course, no appreciation.

GROWTH CORPORATION OF AMERICA *YIELD $1/share*
A well established company with a phenomenal growth record. It is an expanding industry, spends a lot of money on research and is expected to continue its growth pattern. The Company's policy of reinvesting earnings causes low yield. The price-to-earnings ratio of this stock is extremely high.

METRO PROPERTIES, INC. *NO YIELD*
An investment representing good prospects of high appreciation. No dividends are expected in the immediate future. However, the City's proposed Urban Renewal Program could have great effect on earnings.

PIONEER MUTUAL FUND *YIELD $4/share*
A common stock income mutual fund offered by a large mutual fund company. It has a good yield of 4%. Stock in this fund represents a good, steady income, but only a fair appreciation investment.

SHADY BROOKS DEVELOPMENT *YIELD $7/share*
A real estate investment representing extremely high income, but steadily depreciating capital assets.

STRYKER DRILLING COMPANY *NO YIELD*

A stock representing extremely speculative investment. Profits go toward drilling new oil wells, so no dividends are expected. This stock could be worth rags or riches.

TRI-CITY TRANSPORT COMPANY **NO YIELD**

A stock representing a high appreciation investment prospect with a good stable outlook depending on the administrative ability and ambition of its respected, ethical and energetic young president. As all profits go back into the Company, dividends are not expected to be declared in the foreseeable future.

UNITED AUTO COMPANY *YIELD $2/share*

A medium large company in the large, oligopolistic automobile industry. United Auto, like others in the industry, is subject to whims of public fancy. Stock in this company represents a somewhat speculative investment with a good growth pattern. Because it is popular with the investing public, it has a fairly high price-to-earnings ratio and low yield.

URANIUM ENTERPRISES, INC. *YIELD $6/share*

A highly speculative, high income stock ideal for the short or medium term investor. Its long-term prospects are fair to poor.

VALLEY POWER & LIGHT COMPANY *YIELD $3/share*

A stable, steadily growing public utility company located in a well established, healthy industrial area. Stock in this company represents a safe, medium yield, medium growth investment.

NOTE: Stocks' performances are primarily based on the descriptions above.

IV. STOCKSPLIT AND BANKRUPTCY

If the market price of any of the stocks fall below $50.00, no dividends will be paid.

EXCEPTION: Central City Municipal Bonds however, always pays its interest yield regardless of market conditions.

When the market price of any stock rises above $150.00 the Board of Directors of that company will usually declare a 2 for 1 stock split. Players owning shares in these companies will double the amount of shares they are holding. The value of each share will be divided in half.

If a stock price falls to 0 (zero), the company is declared bankrupt. Players owning stock in bankrupt firms lose whatever financial interest they had invested in the company. The company however, reforms upon the beginning of the next turn and starts afresh.

V. ATARI INSTRUCTIONS

A. Loading Instructions

1. Diskette

Turn on your disk drive. When the ready light goes out insert the game disk into the drive. Ensure that you have the BASIC Cartridge in the computer and a joystick for each player plugged into the computer's controller ports. Turn on the Atari computer. The computer will load and run the game automatically.

2. Cassette

The Atari game program is located on Side Two of the cassette. Put the cassette into the tape recorder and rewind it to the **beginning** of the cassette. Insert the BASIC Language cartridge into the computer, plug a joystick for each player into the computer's controller ports and turn on the Atari computer.

Type **CLOAD** and then press the **RETURN** key on the keyboard. You will hear one beep. Push the **PLAY** button on the recorder and press the **RETURN** key on the keyboard again. The recorder should start to move and the program will be loaded. By turning up the volume on your video screen you can hear the program being loaded. When the tape stops, the first part of the program has been transferred from the cassette tape to the computer's memory. 'READY' will appear on the screen.

NOTE: Do not remove the cassette tape and ensure that the **PLAY** button remains down on the recorder.

Type **RUN** and press the **RETURN** key. The computer will set up the game and then beep and start to load the second part of the program. When the second part of the program has loaded the game will begin automatically.

B. Playing the Game

1. Introduction

Computer Stocks & Bonds is designed to take advantage of the unique attributes and capabilities of the ATARI computer. By utilizing joysticks for all player inputs, it becomes possible for up to four players to *simultaneously* make investment decisions and obtain stock performance histories. This advanced design approach significantly reduces the time required to play the game compared to versions which limit player input to one person at a time, while keeping all players actively involved throughout the game. Additional features of the Atari version include multi-color graphics, sound, and a simulated teletype output for wire service market information.

2. Using the joystick

Each player in the game needs one joystick. When used, the joystick should be held in the standard fashion, that is, with the button in the upper left. The transaction board on the screen is divided into four quadrants, one for each player. In the course of play, each player controls the movement of a dollar symbol **($)** within the area of his quadrant. The dollar symbol is controlled by pressing and holding the stick in the direction of desired movement. The symbol may be positioned in one of three columns, and may be in any stock row or in the cash balance position. See below for further instructions on joystick use.

3. Starting the game

The program needs to know the number of players **(1-4)** and the name of each player. Note that player numbers correspond to the controller port numbers on the front of the ATARI for connecting the joysticks properly. Atari XL computers only permit 1 or 2 player games.

After a few seconds of program initialization, the screen will display the transaction board. Each player starts with $5000 in cash, indicated in the upper left corner of each player quadrant. The stock ticker displays the starting price per share for each security. Beginning with Year 1, players will have nine turns to transact stock purchases and sales. In the tenth year, the final prices determine the winner.

4. Transacting shares

The board displays the players' net worth until each player has depressed his controller button. The board is cleared of net worth information, and each player's current stock holdings are displayed in the "OWN" column. At the top left of each quadrant is the player's current cash balance. The dollar symbols appear, and a bell signals the opening of trading.

Included in this manual is the Securities Review describing the performance characteristics of the ten available investments. Players should familiarize themselves with the company descriptions in order to make intelligent investment decisions. On the transaction board, stocks

and bonds are identified by the first three letters of their name; thus Shady Brooks Development is "SHA" while Stryker Drilling Company is "STR." To transact shares, a player moves his dollar symbol down the column headed "B/S" (for Buy/Sell) until it is in line with the stock name he wishes to transact. (Players may wish to move the symbol to the stock name column to line up the symbol with the stock, then move the symbol to the B/S column until they are accustomed to sighting the proper alignment.) To buy or sell stock, depress the button on the controller and hold it until the dollar symbol flutters. You will also hear a fluttering tone. Release the button. The symbol disappears and "00" appears in its place. To buy shares, push the stick forward. You will be credited with shares in five share increments as long as you hold the stick forward, until you run out of cash or reach 200 shares. Release the stick when you have the number of shares you wish to buy displayed. To sell shares, pull back on the stick. In this way, you can increase or reduce the amount of shares you wish to buy or sell. A purchase is represented by a positive " + " number, while a sale is denoted by a negative " − " number. Note that you cannot sell more shares than you currently own.

Each five share increment causes an automatic change in the player's cash balance. The amount credited or debited is the current share price times five. Share prices appear on the ticker at the top of the screen. These prices will only change from turn to turn, not during the course of a turn. There is also a flat $10 broker's commission on each transaction in a stock, so that the first five shares purchased costs an additional $10 while the first five shares sold net $10 less. There is no fee for additional quantities of shares above five. An attempt to buy more shares than the player can afford is alerted by a flashing negative amount in the cash balance followed by a return to the last positive cash balance.

To conclude a transaction, press and hold the button. The dollar symbol will remain on the screen along with the number of shares bought or sold. You may now move the symbol to another stock for another transaction.

Transactions are not permanent until a player voluntarily concludes his turn. You can always return to a previously set transaction to alter or cancel it. Changing the amount to zero returns your $10 broker's fee.

5. Stock history

During Years 2-10 (but not in Year 1, the initial purchase turn) players may obtain information about the performance of any stock. This is accomplished by moving the dollar symbol to the "INFO" column opposite the stock name desired. Press and hold the button. The symbol will flutter. Release the button and a set of question marks will appear "????." The transaction board will disappear to be replaced by a stock history chart. This is a bar graph of the stock's price for each past year in the game as well as the current year. A stock split is represented by a double bar for that year. The year-to-year changes in stock price are further highlighted by the bar colors: green indicates an increase, red a decrease and yellow means no change.

Below the graph is a table showing how the stock affected each player. The five entries represent, respectively: current year dividend income; total dividends paid to date; current year capital growth in stock value (compared to previous year prices); total net growth to date; and total gain which is the sum of total income and total net growth. This information vividly accounts for each player's successes and failures.

To return to the transaction board, the player who requested the information must press his controller button. No other player can terminate this display.

There are two other features related to the information display. The transaction board will not disappear as long as any player is in the midst of a transaction. Thus an information request goes into a queue to be satisfied when all current transactions are completed. On the other hand, no player may initiate a new transaction as long as there is an outstanding information request. Other players may make information requests of their own, and all requests will be displayed in the order made. A player requesting information may take no other action until his request is serviced.

6. Completing a player turn

When a player is satisfied with all the transactions he has made, he indicates this by moving the dollar symbol to his cash balance. When the button is pressed here, the balance and symbol disappear and are replaced by the word "DONE." The player may take no further action this game year. Note that his decision is irreversible. When all players have signaled that they are done, the computer moves on to the interturn phase.

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7. The Tattered & Torn wire service

Between turns, the screen will display a teletype output of important news pertaining to the market. There will be specific news about one or more stocks and general news of the market. Note that the company-specific news does have an effect on the price, but this effect is in addition to normal supply-demand factors. Bad news will not always guarantee absolute declines in price, and *vice versa*.

When the news is complete, the screen returns the transaction board for the next year. Dividends paid will have been added to each player's cash balance, and the stock ticker will carry the new stock prices. The Securities Review card indicates the dividend yield for each security. This percentage is applied to the new stock price to determine dividend per share. The net worth of each player is his cash balance plus the current market value of his stock and bond holdings. Play proceeds as described below.

8. Ending the game

The game ends at Year 10. Final net worth is displayed, the winner being the player with the greatest net worth. Players may not transact stock in Year 10, however, players can display stock information to recap total performance. All players first must press their controller buttons to signal continuation. Players will see their net worth displayed in place of their cash balance. They can then request stock information displays in the usual manner, but will be unable to transact shares, as the game is over. To start a new game, press the START button on the console.

9. Points to remember

—The joystick serves two functions: moving the dollar symbol and changing transaction volumes.

—Release the button as soon as the symbol flutters. This reduces delay of other players' actions.

—No information displays can be requested in Year 1.

—All players must press their buttons to move on to the transaction phase.

—You cannot sell what you do not own.

—Signal you are done by putting the dollar symbol over your cash balance and pressing the button.

—Information requests do not interrupt other players' transactions.

—Transactions cannot be initiated while there are outstanding information requests.

—The requesting player must cancel an information display by pressing his button.

10. Starting a New Game
To start a new game, press the **START** key on the key board.

NOTE: On the cassette version it will be necessary to break the program by pressing the **BREAK** key and then typing **RUN** followed by pressing the **RETURN** key.

VI. COMMODORE 64 INSTRUCTIONS

A. Loading Instructions
1. Diskette
Turn on your disk drive and computer. Insert the game diskette into the disk drive and type **LOAD"STOCKS",8** and press the **RETURN** key. After the program has loaded type **RUN** and press the **RETURN** key. The game will begin.

2. Cassette
The Commodore 64 program is located on Side One of the cassette. Put the game cassette into the cassette player and rewind the tape. When the cassette is ready, type **LOAD** and press the **RETURN** key on the computer keyboard, then the **PLAY** button on the recorder. The tape should start moving, and start loading the program. The computer will tell you when it finds the program and starts loading. This program is not short, and will take several minutes to load. When done, the computer will print 'READY', and the tape will stop. Type **RUN** and press the **RETURN** key to play the game.

B. Playing the Game
1. Starting the Game
The computer will first prompt you for the number of players **(1-4)** and the name of each player. After all of the players' names have been entered the computer will initialize the program and the computer will display the transaction board for the first player.

Commodore 64 Transaction Board

Current Market Price

Game Year

Number of Shares the Player owns

Stock's Yield

YEAR 1

STOCK	PRICE	OWN	BUY/SELL	YIELD
CEN	$ 100	10		5%
GRO	$ 123			1%
MET	$ 130	20		NONE
PIO	$ 110		+10	4%
SHA	$ 109			7%
STR	$ 95	10		NONE
TRI	$ 124		+10	NONE
UNI	$ 85		-10	2%
URA	$ 144			6%
VAL	$ 124			3%
CASH	$2664			

Stocks

Cursor

Shares Transacted

Player's Cash Balance

YOUR TOTAL ASSETS ARE $5124

Player's Assets

2. Transaction Board

On the transaction board, stocks and bonds are identified by the first three letters of their name. Each player starts with $5,000 in cash.

3. Transacting Stocks

Each player takes turns in transacting stocks. When the first player is done with his transactions he will press the **SPACE BAR** and the next player's transaction board will be displayed and he will be allowed to buy and sell stocks. When all of the players have finished their turn then the game will move into the interturn phase.

The following keys are used to play the game.

F1 — Price History Report
F3 — Display current leader
F5 — Move cursor up
F7 — Move cursor down
SHIFT + F5 — Buy stock
SHIFT + F7 — Sell stock
SPACE BAR — End Turn
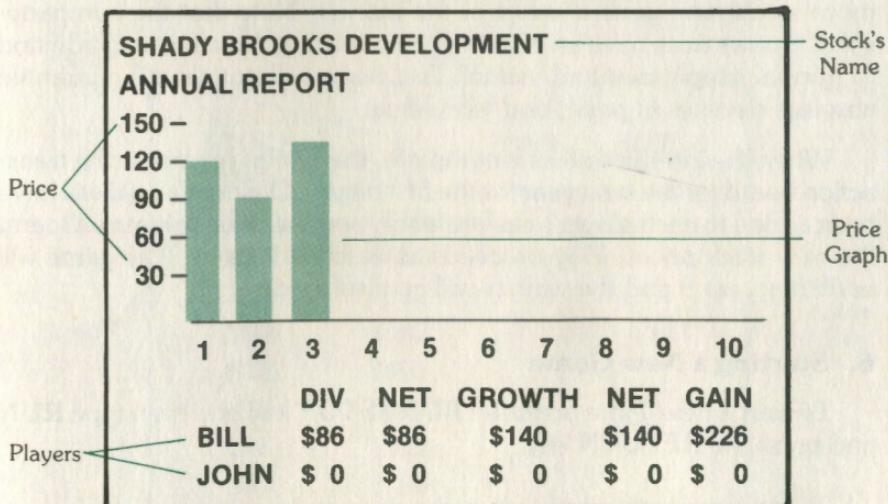
To transact stock move the cursor to the row of the stock that you want to buy or sell and then press and hold the **SHIFT** key followed by pressing either the **F5** (to buy) or **F7** (to sell) key. Each time you press the **F5/F7** key you will be credited or debited with shares in ten share increments. Each ten share increment causes an automatic change in the player's cash balance. The amount credited or debited is the current share price times ten. Share prices appear on the transaction board to the right of each stock name in the 'PRICE' column.

An attempt to buy more shares than you have money for or to sell more stocks than you own will not be allowed by the computer. Transactions are not permanent until a player voluntarily concludes his turn by pressing the **SPACE BAR**. You can always return to a previously set transaction to alter or cancel it.

4. Price History Board

The players may obtain information about the performance of any stock (except in the first year). This is accomplished by moving the cursor opposite the stock name desired and pressing the **F1** key.

Commodore 64 Price History Board

This is a bar graph of the stock's price for each past year in the game as well as the current year. A color code is used to indicate the stock's performance in each year: a yellow bar indicates no change; a red bar means

a price drop; a green bar indicates a price rise and a light blue bar will represent a stock split.

Below the graph is a table showing how the stock affected each player. The five entries represent, respectively: current year dividend income; total income to date; current year capital growth in stock value; total net growth to date; and total gain which is the sum of total income and total net growth. This information vividly accounts for the player's successes and failures. To return to the transaction board press **any** key.

5. Completing a Player Turn

There is one final command at the player's disposal: the **F3** key which will display the current game leader.

When the player is satisfied with all the transactions he has made he should press the **SPACE BAR** to end his turn. When all players have finished their turns the game will move into the interturn phase.

Between turns, the screen will display a teletype output of important news pertaining to the market. There will be specific news about one or more stocks and general news of the market. Note that the company-specific news does have an effect on the price, but this effect is in addition to normal supply-demand factors. Bad news will not always guarantee absolute declines in price, and vice versa.

When the interturn news is complete, the screen returns to the transaction board for the next year for the first player. Dividends paid will have been added to each player's cash balance, and the price column will carry the new stock prices. Play proceeds as described above. The game will end after year 9 and the winner will be displayed.

6. Starting a New Game

To start a new game press the **RUN/STOP** key and then type **RUN** and press the **RETURN** key.

VII. COMMODORE VIC-20 INSTRUCTIONS

A. Loading Instructions

The VIC-20 program is located on Side One of the cassette after the Commodore 64 program at the approximate DATASSETTE counter location of 71. The game is composed of three separate programs on the cassette. To load the program type **LOAD** and press the **RETURN** key and then the **PLAY** button on the tape player. The tape should start moving and start loading the program. When the 'READY' prompt reappears on the computer screen the first program has loaded. Type **RUN** and press the **RETURN** key. The first program will load the other two programs and start the game.

B. Playing the Game
1. Starting the Game

The computer will first prompt you for the number of players **(1-4)** and then the name of each player. After all of the players' names have been entered the computer will initialize the program and the computer will display the transaction board for the first player.

VIC-20 Transaction Board

STOCK	$	OWN	BUY
CEN	$100		
GRO	$114		
MET	$123	10	
PIO	$ 95		
SHA	$ 62		− 10
STR	$103		
TRI	$122	30	☐
UNI	$123		
URA	$ 96		
VAL	$119		10
CASH	$720		

BOB'S ASSETS: $3740

Stock's Market Price · Game Year · Number of Shares of a Stock owned · Stock · Shares Transacted this Turn · Cursor · Cash Balance · Total Assets

YEAR 6

2. Transaction Board

On the transaction board, stocks and bonds are identified by the first three letters of their name. Each player will take turns in transacting stocks. When the first player is done with his transactions he will press the **SPACE BAR** and the next player's transaction board will be displayed and he will be allowed to buy and sell stocks. When all of the players have finished their turn the year is over. A market news teletype report will then be displayed followed by the transaction board for the first player for the next year. Dividends paid will have been added to each player's cash balance, and the price of each stock adjusted. Play proceeds as described above. The game will end after year 9 and the winner will be announced.

3. Transacting Stocks

The following keys are used to play the game:

F3 — Display current leader
F5 — Move cursor up
F7 — Move cursor down
SHIFT + F5 — Buy stock
SHIFT + F7 — Sell stock
SPACE BAR — End Turn

To transact stock move the cursor next to the stock that you want to buy or sell and then press and hold the **SHIFT** key followed by pressing either the **F5** (to buy) or **F7** (to sell) key. Each time you press the **F5/F7** key you will be credited or debited shares in ten share increments. Each ten share increment causes an automatic change in the player's cash balance. The amount credited or debited is the current share price times ten. Share prices appear on the transaction board under the '$' symbol next to each stock's name.

An attempt to buy more shares than you have money for or to sell more stocks than you own will not be allowed by the computer. Transactions are not permanent until the player voluntarily concludes his turn. You can always return to a previously set transaction to alter or cancel it.

When the player is satisfied with all the transactions he has made he should press the **SPACE BAR** to end his turn.

4. Starting a New Game

To start a new game press the **RUN/STOP** key and then type **RUN4** and press the **RETURN** key. A new game will begin.

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VIII. APPLE INSTRUCTIONS

A. Loading Instructions

To load **Computer Stocks & Bonds** from your Apple diskette insert the diskette into your 3.3 disk drive and "boot" your system.

B. Transacting Stocks

The instructions for **Computer Stocks & Bonds** are incorporated into the program and may be reviewed anytime during the game by entering **4** during a player's transaction phase. When the program is first loaded, the Apple will ask: DO YOU WANT TO SEE INSTRUCTIONS? (Y/N). Enter **Y** to review the game instructions and use the → (right arrow) key to advance to the next page of the rules: the ← (left arrow) key to turn back the page, or the **RETURN** key to begin the game.

Begin the game by entering the number of players **(1-6)**. You will then be requested to enter each player's name (subject to a maximum of ten characters per name). The program will then proceed to the first year of play (the first turn). Each year of trading is introduced as either a BEAR or BULL MARKET. Following the general market climate description, an announcement of special event(s) with possible global consequences will be displayed on the screen. These special events may or may not have an overall effect upon the stock exchange.

The next display on the screen is the PRICE CHANGE BOARD. This lists all of the securities, their old and new prices, all gains and losses, and indicates those securities which have split or whether any corporations have gone bankrupt. The computer continues from the price change board into the PLAYER TRANSACTION PHASE. Players' portfolios will be displayed in order of entry or wealth. In the Transaction Phase players have five options:

1 BUY & SELL SECURITIES: the trading phase.

2 PRICE HISTORY: gives bar graph representation of a security's activity.

3 SECURITY REVIEW: useful in speculative decision-making (also these are given in this instruction booklet, see section III).

4 INSTRUCTIONS: gives players the opportunity to review the game rules.

5 END TURN: once you have entered this command there is no turning back!

Select the desired option by typing the corresponding number.

BUY and SELL SECURITIES by entering the number **1.** The computer will prompt you with WHICH SECURITY? Type the **first three letters** of the security you desire to buy or sell and press the **RETURN** key. You will then be asked HOW MANY SHARES?. To BUY enter the number of shares desired in denominations of ten. To SELL type a − (minus sign) followd by the number of shares you desire to sell (i.e. **− 10**). "Short selling" is not permitted.

During the transaction phase, the computer will display on the screen the number of shares a player can buy or sell of the selected security. To exit the BUY/SELL mode (and all other modes) press the **RETURN** key. Players may enter and exit the first four option modes any number of times during their turns. Once option **5** is selected, however, the player's turn is terminated for the year (turn). The computer will prompt the players for input throughout the game by displaying messages indicating the required input.

When all players have concluded their trading for the year, the computer will start a new turn (year) by displaying the YEARLY SITUATION REPORT for the new year. The game will end after the tenth year of trading. Players' statistics will be displayed. The player who has accumulated the greatest wealth is declared winner . . . and a Wall Street genius.

IX. IBM-PC & PC jr. INSTRUCTIONS

A. Loading Instructions

To load **Computer Stocks & Bonds** from your IBM-PC game disk, follow these steps:

1. Insert a DOS diskette in drive A and "boot" your system. Enter the date when requested.
2. (OPTIONAL) Enter the command **TIME**, and enter the **current time**. This creates more variations of the game.
3. Type the command **BASICA.** Advanced Basic will load.
4. Remove the DOS diskette and insert the **Computer Stocks & Bonds** game disk in drive A.
5. Type the BASIC command **RUN"STOCKS" and press the** ⏎ **key.** The program will begin.

NOTE: for the PC jr., ensure that the BASIC cartridge is in one of the computer's cartridge slots.

B. Transacting Stocks

The instructions for **Computer Stocks & Bonds** are incorporated into the program and may be reviewed anytime during the game after the prompt WOULD YOU LIKE INSTRUCTIONS? (Y/N) or during any player's Transaction Phase by entering **4.** Use the **PgDn** key to advance to the next page of the rules, the **PgUp** key to turn back a page, and the **ESC** key to continue with the game.

Begin the game by entering the number of players **(1-6).** You will then be requested to enter each player's name (subject to a maximum of ten characters per name). The program will then proceed to the first year of play (the first turn). Each year of trading is introduced as either a BEAR or BULL MARKET. Following the general market climate description, an announcement of special event(s) with possible global consequences will be displayed on the screen. These special events may or may not have an overall effect upon the stock exchange.

The next display on the screen is the PRICE CHANGE BOARD. This lists all of the securities, their old and new prices, all gains and losses, and indicates those securities which have split or whether any corporations have gone bankrupt. The computer continues from the price change board into the PLAYER TRANSACTION PHASE. Players' portfolios

will be displayed in order of entry or wealth. In the Transaction Phase players have five options:

1 BUY & SELL SECURITIES: the trading phase.

2 PRICE HISTORY: gives bar graph representation of a security's activity.

3 SECURITY REVIEW: useful in speculative decision-making (also these are given in this instruction booklet, see section III).

4 INSTRUCTIONS: gives players the opportunity to review the game rules.

5 END TURN: once you have entered this command there is no turning back!

Select the desired option by typing the corresponding number.

BUY and SELL SECURITIES by entering the number **1**. The computer will prompt you with WHICH SECURITY? Type the **first three letters** of the security you desire to buy or sell and press the **RETURN** key. You will then be asked HOW MANY SHARES?. To BUY enter the number of shares desired in denominations of ten. To SELL type a − (minus sign) followd by the number of shares you desire to sell (i.e. **− 10**). "Short selling" is not permitted.

During the transaction phase, the computer will display on the screen the number of shares a player can buy or sell of the selected security. To exit the BUY/SELL mode (and all other modes) press the **RETURN** key. Players may enter and exit the first four option modes any number of times during their turns. Once option **5** is selected, however, the player's turn is terminated for the year (turn). The computer will prompt the players for input throughout the game by displaying messages indicating the required input.

When all players have concluded their trading for the year, the computer will start a new turn (year) by displaying the YEARLY SITUATION REPORT for the new year. The game will end after the tenth year of trading. Players' statistics will be displayed. The player who has accumulated the greatest wealth is declared winner . . . and a Wall Street genius.

X. HEATH / ZENITH INSTRUCTIONS

A. Loading Instructions

If your computer has two disk drives put a CP/M diskette with MBASIC on it into drive A and then insert the **Computer Stocks and Bonds** game diskette into drive B.

Boot the system and respond to the startup prompts as usual. Then type **MBASIC B:STOCKS** and press the **RETURN** key. The game program will be loaded and play will begin.

If your computer has only one disk drive it is recommended that you put CP/M with the MBASIC.COM files onto the game diskette. Once you have these files on the game diskette boot the system, respond as usual to the startup prompts and then type **MBASIC STOCKS** and then press the **RETURN** key.

B. Transacting Stocks

The instructions for **Computer Stocks & Bonds** are incorporated into the program and may be reviewed anytime during the game after the your computer prompts WOULD YOU LIKE INSTRUCTIONS? (Y/N) or during any player's Transaction Phase by entering **4**. Use the ⬇ (down arrow) key to advance to the next page of the rules, the ⬆ (up arrow) key to turn back a page, and the **ESC** key to continue with the game.

Begin the game by entering the number of players **(1-6)**. You will then be requested to enter each player's name (subject to a maximum of ten characters per name). The program will then proceed to the first year of play (the first turn). Each year of trading is introduced as either a BEAR or BULL MARKET. Following the general market climate description, an announcement of special event(s) with possible global consequences will be displayed on the screen. These special events may or may not have an overall effect upon the stock exchange.

The next display on the screen is the PRICE CHANGE BOARD. This lists all of the securities, their old and new prices, all gains and losses, and indicates those securities which have split or whether any corporations have gone bankrupt. The computer continues from the price change board into the PLAYER TRANSACTION PHASE. Players' portfolios

will be displayed in order of entry or wealth. In the Transaction Phase players have five options:

1 BUY & SELL SECURITIES: the trading phase.

2 PRICE HISTORY: gives bar graph representation of a security's activity.

3 SECURITY REVIEW: useful in speculative decision-making (also these are given in this instruction booklet, see section III).

4 INSTRUCTIONS: gives players the opportunity to review the game rules.

5 END TURN: once you have entered this command there is no turning back!

Select the desired option by typing the corresponding number.

BUY and SELL SECURITIES by entering the number **1**. The computer will prompt you with WHICH SECURITY? Type the **first three letters** of the security you desire to buy or sell and press the **RETURN** key. You will then be asked HOW MANY SHARES?. To BUY enter the number of shares desired in denominations of ten. To SELL type a — (minus sign) followd by the number of shares you desire to sell (i.e. **– 10**). "Short selling" is not permitted.

During the transaction phase, the computer will display on the screen the number of shares a player can buy or sell of the selected security. To exit the BUY/SELL mode (and all other modes) press the **RETURN** key. Players may enter and exit the first four option modes any number of times during their turns. Once option **5** is selected, however, the player's turn is terminated for the year (turn). The computer will prompt the players for input throughout the game by displaying messages indicating the required input.

When all players have concluded their trading for the year, the computer will start a new turn (year) by displaying the YEARLY SITUATION REPORT for the new year. The game will end after the tenth year of trading. Players' statistics will be displayed. The player who has accumulated the greatest wealth is declared winner . . . and a Wall Street genius.

IF`YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.
5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Intelligence Quest Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

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Consumer Relations
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QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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