

TOUR-700

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TOUR-700 is a game of skill, strategy and luck played between you and the computer. TOUR-700 is an adaptation of the famous European card game known as "Mille Bornes"®*. In this computerized card game, you will try to beat the computer in a road race. Your "hand" will contain cards that allow you to travel, overcome road hazards, or place hazards in the way of the computer's racer. Of course, the computer will try to place hazards in your way and beat you to the finish line! You must decide how to play your hand to gain distance when possible—but be careful! The luck of the cards and your own strategy will determine the outcome.

The "game board" is the screen of your H19/Z19 or H89/Z89 terminal. A graphics display shows how both you and the computer are progressing. This game does not require rapid keyboard manipulation as most other video games available for computers today. Instead, the pace is more like that in a regular card game. If you enjoy playing card games, you'll enjoy playing TOUR-700 on your computer.

\$19.95

TOUR-700

A computerized adaptation of the
famous European card game known
as Mille Bornes®*.

by Newline Software

REQUIRES: H19/Z19 or H89/Z89
48K Memory
1 Disk Unit minimum
CP/M 2.x**
MBASIC

**"Mille Bornes" is a registered trademark of Parker Brothers, Inc.
***"CP/M" is a registered trademark of Digital Research, Inc.

ENTERTAINMENT

TOUR-700 DOCUMENTATION

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15 March 1982

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Documentation for TOUR-700
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This documentation is for both the HDOS and CP/M formats of TOUR-700. The HDOS format contains two versions of the program. The Benton Harbor Extended Disk Basic version is called TOURBH.BAS. The Microsoft Basic version in both CP/M and HDOS formats consists of three programs called MENU.BAS, RULES.BAS and TOUR.BAS. All three programs were combined into one for the B.H. Basic version.

TOUR-700 is distributed on a write protected diskette. You should copy the distribution diskette to another disk for general use and keep the distribution diskette in the event that the copy should be accidentally damaged or wear out. Be sure to use the appropriate system software for preparing a new disk for copying. For HDOS you should use INIT and SYSGEN to prepare the disk, and ONECOPY or PIP to transfer the files. For CP/M you should use FORMAT, SYSGEN and PIP. Refer to the documentation which came with your operating system for details on these programs.

In order to run TOUR-700, the disk cannot be write protected, as TOUR-700 will attempt to create a file called FILE.DAT. As distributed, the programs are set up to work on drive SY0: for HDOS, or drive A: for CP/M. If you wish to run the programs using other disk units, you must modify the programs in any line with an "OPEN" statement for the unit you wish to use.

To run the B.H. Basic version on HDOS enter:

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>RUN BASIC      (or whatever BHBASIC is called on your system)
*OLD "TOURBH"
*RUN
```

To run the Microsoft Basic versions enter:

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>MBASIC MENU    (or whatever you have named Microsoft Basic)
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After entering either command, you will be prompted by the program from that point on. You should read the rules before starting so you will become familiar with the game.

TOUR-700 RULES

The object of the game of TOUR-700 is to complete a trip of exactly 700 miles. There are three levels of difficulty. The game is played like a card game with a "hand" of playing cards. The cards allow you to travel, remedy hazards imposed by your opponent (the computer), impose hazards on your opponent, and prevent hazards from being imposed on you by your opponent.

The "equipment" consists of a deck of 101 playing cards stored within the computer. The distribution of the cards is as follows:

- 46 DISTANCE CARDS (for gaining mileage)
 - 10 Cards with a value of 25 miles.
 - 10 Cards with a value of 50 miles.
 - 10 Cards with a value of 75 miles.
 - 12 Cards with a value of 100 miles.
 - 4 Cards with a value of 200 miles.

- 13 HAZARD CARDS (to hinder the opponent's movement)
 - 2 Out of Gas Cards
 - 2 Flat Tire Cards
 - 2 Accident Cards
 - 3 Speed Limit Cards
 - 4 Stop Cards

- 38 REMEDY CARDS (to remove hazards imposed on you)
 - 6 Gasoline Cards
 - 6 Spare Tire Cards
 - 6 Repairs Cards
 - 6 End of Limit Cards
 - 14 Roll Cards

- 4 SAFETY CARDS (to prevent hazards from being imposed on you your opponent)
 - 1 Extra Tank Card . . . prevents Out of Gas
 - 1 Puncture Proof Card . . prevents Flat Tire
 - 1 Driving Ace Card . . . prevents Accident
 - 1 Right of Way Card . . prevents Stop
 Playing a Safety Card allows the player an extra turn.

The upper 2/3 of the terminal screen will display the playing area. All plays by you and the computer will automatically go to the proper locations on the screen. If you make an illegal play, the card will be placed on the DISCARD PILE -- so be careful to play the correct card.

You may play a SPEED LIMIT card to the computer SPEED PILE anytime unless the computer has played the RIGHT OF WAY CARD to it's SAFETY CARDS area or already has a SPEED LIMIT on the SPEED PILE. A SPEED LIMIT card prevents the play of a mileage card of over 50 miles.

You may play an END OF LIMIT card to your SPEED PILE when the computer has played a SPEED LIMIT card on it.

You may play a HAZARD CARD to the computer's BATTLE PILE anytime it displays a ROLL card and is free to ROLL. The HAZARD CARD will only take effect if the computer has not prevented the hazard with a SAFETY CARD.

You may play Mileage Cards (25-200) to your TRAVEL PILE anytime you have displayed a ROLL card in your BATTLE PILE. (Not over 50 if a SPEED LIMIT has been imposed, until you get an END OF LIMIT Card and play it.

SCORING & BONUS POINTS

A bonus of 100 points for every SAFETY CARD played.

A bonus of 300 points if all four SAFETY CARDS have been played by the same player.

A bonus of 400 points for completing a trip of exactly 700 miles.

A bonus of 500 points if you shut out the opponent.

A bonus of 300 points if you can complete the 700 mile trip after the last card has been taken from the deck. This is referred to as a "Delayed Game".

At the end of each hand, a SCORE SHEET will be displayed with the total points for the hand and a running total of all hands played in the game so far.

HOW TO ENTER YOUR PLAYS

There is a slight difference between the B.H. Basic version on HDOS and the Microsoft Basic version on HDOS. The CP/M format is the same as the HDOS format Microsoft Basic version.

The Microsoft version only:

Use only the top row of FUNCTION KEYS (no return key) including the f1, f2, f3, f4, f5, ERASE, and BLUE keys to select which card you wish to play.

The B.H. Basic version only:

Use the numeric keys for 1 thru 7 to select which card you wish to play. You must also press the return key.

You will be asked to select a level of difficulty before each new hand. Use the numeric keys to enter a number of 1,2, or 3.

HELPFUL HINTS

If you have played a SAFETY CARD then you may safely discard the REMEDY CARDS for that hazard, as you will no longer need them. Also discard them if you know that all the hazard cards for a specific remedy card have already been played.

Watch the street lights carefully! When you hear a bell ring you will know that the status of the game has changed.

The game will start with both racers ROLLing in level 1 and 2. The green light will be on (Bottom of the traffic light). In level 3, the game will start with both racers STOPed. You must then wait until a ROLL card is available in your hand to start moving, unless the opponent imposes some hazard.

You will be asked to select a level of difficulty before each new hand. Use the numeric keys to enter a number of 1,2, or 3.

The most important card in the deck is the RIGHT OF WAY. Once it has been played you will never need an END OF LIMIT or ROLL card. You may discard them.

GOOD LUCK and enjoy the race...