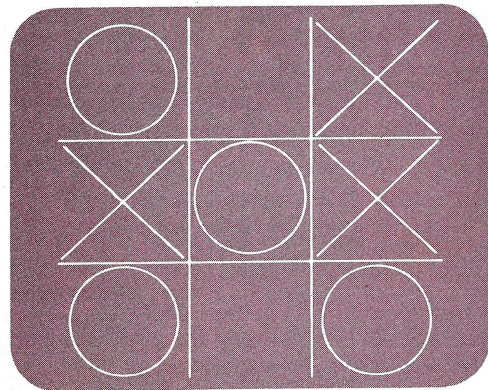


Welcome to the all-new world of Aladdin.



TIC TAC TOE

Tic-Tac-Toe

by Mike McDonald

A laddin Automation's TIC-TAC-TOE is a modern update of this ever popular Old Favorite game and is designed to be enjoyed by the entire family. In this game the Player is pitted against the Genie in the computer who can be directed to play at one of five Skill Levels. The five levels of play assure that the game is neither too easy nor too difficult for any member of the family. At level One, for instance, the Genie often makes an unwise move which the Player can turn to his advantage, whereas at level Five the Genie only occasionally makes an unwise move. Levels One, Two, and Three have some surprises in store for the children. Level One presents to the child a simple Arithmetic Problem in ADDITION which he must answer correctly before being allowed to take his turn. But WATCH OUT! If the problem is *not* answered correctly then he will lose his turn, and Genie will move again. Level Two presents a SUBTRACTION problem and level Three presents both ADDITION *and* SUBTRACTION problems which must also be answered

correctly before he can take his turn. The Problems and answers are always single digit positive numbers. Levels Four and Five do not present the problems and are intended for play by the older members of the family.

Aladdin's TIC-TAC-TOE is written in Apple Integer BASIC and uses Apple's low-resolution color graphics and sound. No special equipment is needed to LOAD or RUN this program.

LOADing the program is accomplished by placing the program tape into your tape recorder (making certain that the tape is completely rewound), typing "LOAD", placing the tape recorder in the "playback" mode, and pressing the RETURN key. The program has been properly loaded when the second "beep" is heard and the flashing cursor reappears on the screen. If a loading error should occur please refer to your owner's manual.

After the program has been LOADED it may be executed by typing "RUN" and pressing the RETURN key.

The Title, Credit Line, and Copyright Line are displayed

first, and will remain displayed until the SPACE BAR is pressed, at which time both the Credit Line and the Copyright Line will be replaced by the prompt

"SELECT SKILL LEVEL (N,0,1-5)."

At this time the colors of the markers (the X's and O's) may be changed by pressing the "N" key to request New colors. This may be repeated until a pleasing combination is displayed. Pressing the "0" key will cause the program to end, and pressing the "1", "2", "3", "4", or "5" keys will cause Genie to play at the Skill Level selected. Note that the RETURN key does *not* need to be pressed. This is true for all responses by the Player. Only the ten digit keys (0-9), the "N" key, and the SPACE BAR are used in this program. All other keys have been disabled.

Genie will randomly decide who will play first, and play will alternate until one of you has won or until all nine squares have been filled. When it is your turn simply press the key corresponding to the number of the square in which you wish to place your marker. When playing at Skill Levels One, Two, and Three you must first answer the simple arithmetic problem before you will be allowed to take your turn. If you don't answer the problem correctly you will forfeit your turn, so be careful!

The following "QUICK REFERENCE" discusses all the features of Aladdin Automation's TIC-TAC-TOE game in more detail.

QUICK REFERENCE

1. The Player's marker is always "X," and Genie's marker is always "O."
2. The SPACE BAR must be pressed to continue, both at the beginning of the program, and also after the display of the game statistics.
3. Squares are numbered clockwise from 1 to 9 beginning in the upper left corner. Each move is entered by pressing the key corresponding to the number of the square in which you wish to place your marker.
4. There are five (5) levels of play (Skill Levels). Each has its own characteristics as described below.

LEVEL ONE. Genie makes the most appropriate move 20% of the time and moves randomly the other 80% of the time. Also, ADDITION problems (single digit positive numbers) are displayed before the Player's turn. If the problem is answered correctly then the Player is allowed to take his turn. If the problem is *not* answered correctly, however, the Player's turn is forfeited and Genie takes his turn.

LEVEL TWO. Genie makes the most appropriate move 40% of the time and moves randomly the other 60% of the time. In addition, SUBTRACTION problems are displayed before the Player's turn (also single digit positive numbers). As in Level One the Player's turn is forfeited if the problem is *not* answered correctly.

LEVEL THREE. Genie makes the most appropriate move 60% of the time—watch out! Also, both ADDITION and SUBTRACTION problems are displayed. The same penalty (forfeiture of the Player's turn) is exacted for an incorrect answer.

LEVEL FOUR. Genie makes the most appropriate move 80% of the time. *NO* problem is displayed at this level.

LEVEL FIVE. Genie makes the most appropriate move 100% of the time. This does not guarantee that Genie will win. It is still possible for the Player to win, especially if he is allowed to move first. As with level Four, no problem is displayed at this level.

5. The game is ended by entering zero (0) in response to the Skill Level prompt.
 6. The colors of the markers may be changed by entering "N" in response to the Skill Level prompt.
 7. If an illegal move is attempted (i.e., choosing an already
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occupied square) an error message is displayed, and will remain displayed until a legal move is made.

8. After each game the tournament totals (i.e., the number of games won by You, the number of games won by Genie, and the number of games ending in a Draw) are displayed. Pressing the SPACE BAR causes the Skill Level prompt to return, and upon selecting a Skill Level (1-5) the screen is cleared and the next game begins.

Conclusion

We at ALADDIN AUTOMATION hope that you enjoy using this Personal Program® as much as we have enjoyed creating it. The personal computer promises to open a whole new world of recreation, education, and home applications never before known, and ALADDIN plans to be right out front with the programs necessary to help make the personal computer an integral part of your life. We are continually designing new and exciting programs with you, your family, and your home in mind. Try some of our other programs.

AND GET READY
TO MAKE YOUR OWN MAGIC!



A Note From Aladdin...

Aladdin Personal Programs® are produced on high quality magnetic cassette tapes using professional tape duplication methods. However, since magnetic tape oxide is not always perfectly uniform (and as such data drop-out may occur) we have included several copies of the program on each side of the tape. You will probably never experience any difficulties loading the first copy on either side, but if you do, try one of the other copies. If you cannot load *any* of the copies then you should look for hardware problems.

**And Get Ready
to Make Your Own Magic.**