

084 **Genius**

> LOAD

by Joseph Bolus

Genius is a trivia quiz game. You'll be presented with five multiple-choice questions chosen at random from a large built-in library. Type in the correct answer as quickly as possible. You can get a maximum of 100 points per question, but this point value decreases the longer you take to answer, and if you answer incorrectly. For your answer, just type a digit 1-4. Do not press the return key. If you achieve more than 400 points after five questions, you'll be accorded the coveted genius rating. Most of the questions are about movies, sports, TV, literature, general knowledge, and, of course, computers.

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APPLE II

CS-4003

STRATEGY GAMES-1

(5 Games)

Made in U.S.A.

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070

Blockade

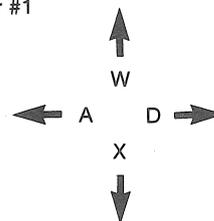
> LOAD

by Jeff Yuan

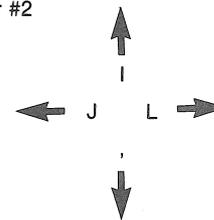
In this game, played against the Apple or another person, each player controls a marker which moves across the screen, leaving a visible trail. The object of the game is to keep your marker moving longer than your opponent, but not running into the border of the screen, or a trail (either yours or your opponent's). You can control the direction of your marker, but can not stop it from moving.

When the game starts, you can select the one or two player option, and whether the speed of the markers increases with time (for a more challenging game). The keyboard is used by both players for inputting the directions of their markers. If only one player is playing vs the computer, then only the keys for player #1 are used.

Player #1



Player #2



Player #1 is the violet marker, player #2 is green. A running score is kept during a series of games.

Checkers loads under Applesoft BASIC, with option #1 (graphics but no REM or LET). It will not load under Applesoft II.

037

Skunk

> LOAD

by Duncan Bailey

Play this dice game against a (human) friend or the Apple. The object of the game is to accumulate 100 points first. On each turn, you may roll the dice or quit. If you quit, play passes to your opponent. If you roll, the sum of the dice is added to your score. But if one of the dice is a one, you lose all the points from the correct turn, and your opponent rolls. And if both the dice are ones (snake eyes), then you lose all the points you have accumulated so far!

Use your game paddle to control rolling and quitting. Keep the paddle at the center of its adjustment, and turn it counterclockwise to roll. Turn it

clockwise to end your turn. If you notice that the dice keep rolling continuously, or your turn keeps ending mysteriously, then check that your game paddle is returned to the center position.

Trivia buffs: SKUNK has also been published as PIG and NOT ONE.

045

UFO

> LOAD

by David and John Cook

You are the captain of a space ship, carrying the last remnants of the human race, after a space war with another planet in which both worlds were destroyed. The aliens have launched a similar vessel, and will attempt to destroy your ship. Obviously, you don't want that to happen.

Each ship begins with 10,000 units of energy (you're the one on the left), and each also has the same commands.

Here are your options:

Command	Range	Energy Usage
G (Heavy Guns)	0-1100 km	10 units
W (Warheads)	1000-10000 km	100 units
L (Laser)	10000-20000 km	1000 units
A (Approach)		100 units
R (Retreat)		100 units
M (Maintenance and Repair)		+100 from solar collectors
O (List options on screen)		

On each turn, type the letter indicating your command. After your order is executed, you're given a battle report, and then your opponent takes a turn. The game ends when either ship loses all its energy reserves.

Apple II Loading Instructions

The four programs on this tape will load in a standard 16K Apple II with integer BASIC. Consult the Apple manual for information on what kind of cassette recorder to use, how to connect it to the computer, etc.

All the games on this tape load under Apple integer BASIC (>prompt) except for the first program, Checkers, which loads under Applesoft BASIC (] prompt). You must use the original Applesoft BASIC (comes on cassette) and select option #1, which allows graphics commands. Checkers will not load under Applesoft II, because of incompatibilities between the two versions of Applesoft BASIC.

If you have trouble loading a program, be sure to try both copies (there's one on each side of the cassette). Try adjusting the volume control on your tape player. This is sometimes a critical factor in getting a good load. If you still can't load the programs, then send the tape back to Creative Computing for replacement.

Checkers

] LOAD (Option #1)

by Verne Bauman

This program allows you to play a standard game of checkers against your Apple, in color. The squares on the board are referenced with a coordinate system (display along the edges). For example, 1,1 is the lower left square, 1,8 the upper left, 8,1 the lower right, and 8,8, the upper right. When it's your turn, the computer will ask FROM? Type in the coordinates of the piece you want to move (horizontal position, vertical position) separated by a comma. Then the computer will ask TO? Type in the coordinates you want to move the piece to. If the move was a jump, you'll be asked +TO? If you have another jump, type in the coordinates; otherwise type in 0,0 to end your move.

On the display, your men are purple, and the computer's men are green. Your kings are half-white and half-purple, the computer's are half-white and half-green.

**A Special Note Regarding The
Program in Applesoft On This Tape**

Since this tape was initially produced, Apple Computer has updated and revised Applesoft. Unfortunately, programs written in the original Applesoft are not compatible with Applesoft II.

In order to let Apple computer owners use the program on this tape that was originally done in Applesoft I, we have placed versions in both Applesoft I and Applesoft II on this tape.

If you have Applesoft I, follow the directions in the instruction booklet to load the first copy of the program. If you have Applesoft II, first LOAD and RUN Applesoft II, then load the second copy of the Applesoft program on this tape by typing LOAD. After the program is loaded, type RUN to execute the program.

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