MOAUG
CHRISTMAS
BONUS!
· 1988 ·

Metro Orlando ADAM Users' Group Public Domain Library Presents:
A Special BONUS! Volume

Welcome to Gregg Noblett's update of a popular computer game of
skill, chance, and strategy. Gregg's version is self-booting, and uses
color graphics, among other enhancements. And it's FUN!

This is a one-player game... using the game controller, you match
wits with ADAM in an attempt to control the globe! (Don't
underestimate your opponent.)

Be patient while the game loads. Even from disk, it takes a good
while. Your drive will stop and start a few times during the loading
process. Don't worry... it's perfectly normal. Once the game is in
memory, you're all set. The game does not require starting and
stopping the drive during play.

Metro Orlando ADAM Users' Group wishes to express our appreciation
to Gregg, not only for his donation of the game, but also for the
excellent documentation he provided to us. Gregg's own instructions
appear within this pamphlet. So, what are you waiting for? Turn the
page, boot up the game, and ENJOY!

MOAUG December, 1988

Merry Christmas,
Adamites!

RISK
FoR ADAM

attack, you must move at least one army into the new acquisition, but you can move up to 1 less than were in the attacking country. Also, when you win a country, you will be awarded a "FREE MOVE". To decline the "Free MOVE" (if you don't have one), press the left button. To accept the "FREE MOVE", then follow the procedure for MOVING.

ENTERING DATA IN RESPONSE TO QUESTIONS:

All input to the program is accomplished via the joystick. Use the numbers on the keypad. During entry of input, the left fire button acts as a backspace, and the right button is the ENTER/RETURN key.

ARMIES:

Your armies are red, yellow, or brown. ADAM's armies are black, purple, or cyan. The maximum allowed in any one country is 500. Your armies will be red if you have from 1 to 77 armies in a country, and each line of the display can contain up to 3 armies. As you build up strength in a particular country, a new line will be added to the display for each 3 armies, increasing the thickness of the display. If you continue to build up the number of armies, the color of the display changes, and so does the number of armies represented by each line. The color of the display will be yellow if you have from 78 to 252 armies, and each line of the display will represent up to 10 armies. If you have 253 to 500 armies in a country, the display will be brown, and each line of the display will represent up to 20 armies. ADAM's army display works similarly, except that black changes to purple and then cyan with more armies.

ADAM'S TURN:

ADAM will also have the same options as you do. He will place his armies, decide whether to attack, or he will pass. Since he does not get "FREE MOVES" for winning attacks, he can recover a percentage of armies from any back he may have, which will be added to the number of armies he gets to put out for his turn. Also, if ADAM passes, he is allowed to increase the number of armies he has in ONE of his countries. If ADAM attacks, then you gain the defenders' advantage of winning all tied matches of die.

BACKS:

BACKS are simply countries which are only adjacent to other countries owned by the same player. If the opponent cannot attack that country directly (without first attacking another country) then the country is said to be a BACK. BACKS only need to have one army in them. The rest can be "FREE MOVE"d to countries which are fronts.

THE LEVELS:

There are three levels of "smarts" which ADAM can have. You select ADAM's "smarts" level at the beginning of the game.

ADJACENT COUNTRIES:

See the diagram to determine which countries are adjacent to which other countries. Lines connect all adjacent countries.

—— Gregg Noblett

RISK
FOR ADAM

Computerized RISK   by Gregg Noblett

This program is a modified version of the game "World Conquest" which appears in the book "THE COLECO ADAM ENTERTAINER" by Brian Sawyer. Anyone familiar with the board game 'RISK' by Parker Brothers will have little trouble adapting to the computer version.

The world is divided into 6 continents. Each continent is divided into a number of countries. There are 41 countries altogether. The object of the game is to control all 41 countries by defeating ADAM in attacks.

Each turn consists of the following:

A) PLACING REPLACEMENT ARMIES INTO COUNTRIES WHICH YOU OWN. The amount of armies you receive each turn is calculated by dividing the total number of countries you own by 3, discarding the remainder, then adding the number of armies awarded as bonus armies for continent ownership. You will receive:
 5 extra armies for owning all of North America; 2 extra armies for South America; 3 extra armies for Africa; 5 extra armies for Europe; 7 extra armies for Asia; and 2 extra armies for Australia. You can never receive fewer than 3 armies for a turn, even if you own fewer than 9 countries.
B) DECIDING WHETHER TO 'ATTACK', 'MOVE', or 'PASS'.
 B1) If you decide to PASS: Simply press the '*' on the controller keypad, and while still holding it, also press the left controller button. It will now become ADAM's turn.
 B2) If you decide to MOVE: Press the left controller button. You then move to a country, using the joystick, from where you want to move armies out of. Once the cursor is at that country, press the right button to select it. Now move the cursor to an adjoining country, which you own, and press the right button to select it to receive the armies. You are now asked how many you wish to move. The total you will be able to move will be 1 less than the amount of armies which reside in the country you wish to move them from.
 B3) If you decide to ATTACK: Move the cursor to the country you wish to attack FROM, using the joystick. Press the right button to select the ATTACK option. Now, if the cursor is on the country you wish to attack from, press the right button to select that country. Now move the cursor to an adjacent country which is owned by ADAM (black.) Press the right button to select that country as the defender. The computer will now roll dice for each of you. If you have 1-2 armies, 1 die will be rolled; if 4 or more armies occupy that country, then 3 dice will be rolled. Examples: If your attacking country has 12 armies and ADAM's defending country has 3 armies, then the computer will roll 3 dice for you (since you have 4 or more armies) and roll 2 dice for ADAM (since he has only 3 armies.) The computer then matches your highest die against ADAM's highest die, then your second highest die against ADAM's second highest die, and so on until the number of dice that BOTH of you have has been matched. Each time you win the match of opposing die, ADAM will lose one army. As long as you (the attacker) have twice as many armies as the defender, your attack will automatically continue without intervention required. When you have less than 2 times the number of armies that ADAM has, you will be asked if you wish to continue. You can then continue the attack (by pressing the right button) or abort the attack (by pressing the left button.) If you win the
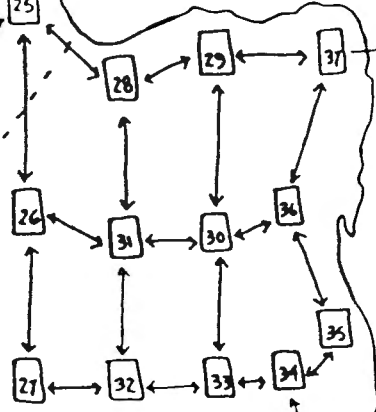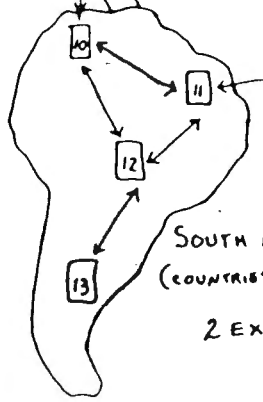
NORTH AMERICA (1-9)
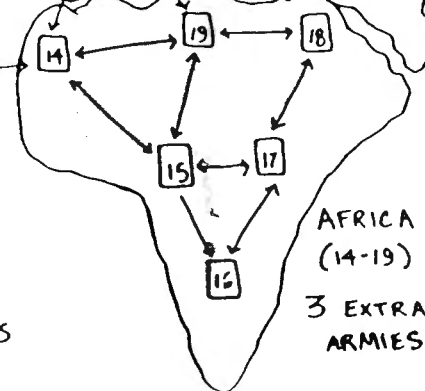5 EXTRA ARMIES

EUROPE (20-25)
5 EXTRA
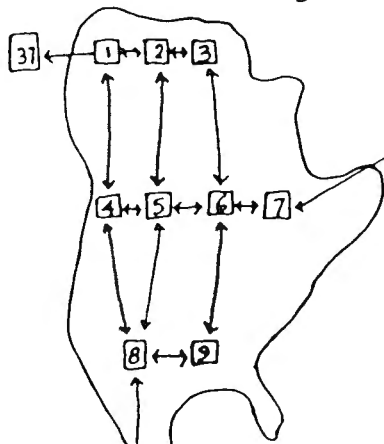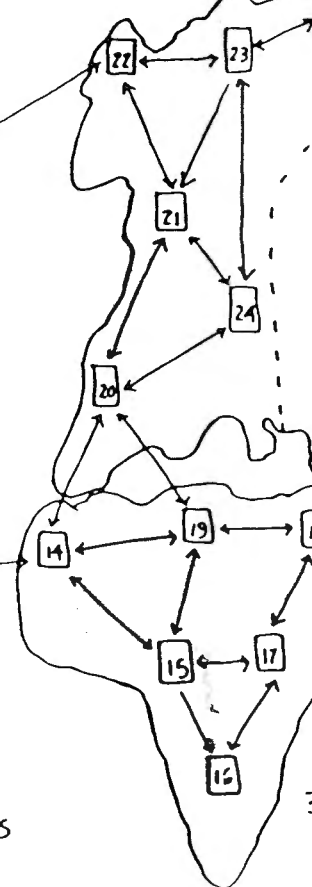
ASIA
(COUNTRIES 26-37)
7 EXTRA ARMIES

SOUTH AMERICA
(COUNTRIES 10-13)
2 EXTRA ARMIES

AFRICA
(14-19)
3 EXTRA ARMIES

AUSTRALIA
(COUNTRIES 38-41)
2 EXTRA ARMIES