

**78125f10-0**

David Vivash

**COLLABORATORS**

|               |                              |                   |                  |
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|               | <i>TITLE :</i><br>78125f10-0 |                   |                  |
| <i>ACTION</i> | <i>NAME</i>                  | <i>DATE</i>       | <i>SIGNATURE</i> |
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# Chapter 1

## 78125f10-0

### 1.1 Space Monopoly

Space Monopoly

Written '96, released '97 by David Vivash

~Introduction~~~~~  
- What is this?

~Requirements~~~~~  
- What you need

~Loading~instructions~  
- How to load it...

~How~to~play~~~~~  
- The game

~Credits~~~~~  
- ME!

~Other~Games~~~~~  
- My other games...

· This is a freely distributable piece of software ·

### 1.2 Introduction

Welcome to Space Monopoly!

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This game was written in AMOS in 1996 by me and was just left lying around on a disk. Recently however, I was looking through my disks and I came across it again, played it, liked it, so have released it. Anyway, on to the game:

Basically it's about buying shares. But that sounds boring, which I don't think this game is. (?). What you have to do is get more money than your opponents - with a limited number of turns. You can play one player which can be as much fun, as you try and beat the high scores (Beat me? I think not!).

The game starts of with just a grid and some circles. You can start up companies, and buy shares in these companies. As the companies grow (and merge), you get more and more money. Hence you buy more and more shares. And so on...

### 1.3 System Requirements

Space Monopoly was written on an Amiga 1200 with a Blizzard 1230-IV accelerator with 8 MB of FAST RAM and a 2 x Speed CD-ROM drive. This is the only machine it has been tested on, but there's no reason why a standard A500 couldn't run this...

### 1.4 Loading the game...

If you run this game from disk:

The disk must be called EMPTY: (or EMPTY: must be assign to the disk) and the 'Data' drawer must be in this directory.

If you run this game from CD:

This game should run OK from a CD, as long as you click on the CD Assigns button first. This copies The 'Data' drawer to Ram: and assigns Empty: there. This means that your scores will only be saved to ram: and you'll have to move them elsewhere if you want to save them. You should only use this for testing really - run from disc or hard drive for a 'proper' game.

If you run this game from hard drive:

If you decide to install this game all you have to do is drag the 'Space Monopoly' icon and the 'Data' drawer to your hard drive. Then you have to assign EMPTY: to the drawer you dragged them to. Example:

```
Hd0:MyDirectory/  
    Space Monopoly  
    Data (drawer)
```

In this case you would use 'Assign Empty: Hd0:MyDirectory'. You could

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add this to the end of your startup sequence to avoid having to type it in before you run every time.

\*\*\* IMPORTANT NOTE \*\*\*

When you have completed a game, the high scores will be saved. Therefore this game will only really run effectively from writeable media. IF YOU RUN FROM CD YOU OBVIOUSLY CANNOT SAVE AND SO THE GAME WILL EXIT. You must make sure Empty: is assign to a place that has the 'data' drawer in and is write enabled. (ie. use the CD Assigns icon or do it yourself. Running from a disc called "Empty:" is the easiest way).

## 1.5 How to play Space Monopoly

How to play Space Monopoly

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~Getting~Started~~~~
- Starting a game

~Game~options~~~~~
- Options during the game

~Creating~Companies~
- Not sure

~Buying~Shares~~~~~
- Erm, next...

~Mergers~~~~~
- Could be 'merging'. Dunno.

~Hints~and~Tips~~~~~
- Get loadsa dosh

```

## 1.6 Credits

SPACE MONOPOLY CREDITS....

'It's all my own work!', said David. Aged seventeen, David had written many games in AMOS before. But 'Space Monopoly', one of his creations, stood out. Having a long period after its original birth, 'Space Monopoly' was released over a year after it was written. David still lived in the house on the hill though, and proudly asked for any

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feedback to be sent by messenger to:

David Vivash  
60 Andrew Rd  
Eynesbury  
St. Neots  
CAMBS  
PE19 2QL

## 1.7 Getting Started

Everything in the menus is pretty much self explanatory, but here goes:

Once the game has loaded you should see a screen with a grid on it. You can change the grid size to one of the three available from the menu. The larger the grid size, the more turns you get. You can also choose the maximum number of companies that can be founded during the game, and rename them from the 'Companies' menu. The preferences can then be saved.

You can also view the high scores (from the preference menu (?!)).

To start a game just go to the project menu and select the number of players you want. Once you've entered names the game will begin...

## 1.8 Game Options

During the game there are a number of options you can choose from the menus. 'Restart' just draws a new grid and you can start again. You can also get information on the game, as well as quit back to the main menu.

The second menu can be used to give you information on the companies in play (Size, major shareholder, etc.)

That's it I think...

## 1.9 Creating Companies

The description of the game may seem odd, but once you get the hang of it you'll see how easy it is. Really...

When you have started a game you'll see there are five flashing squares. These determine where you can go. Just click on them to select them.

If you click on a square that is next to a circle a company is created. If there is no circle next to it, the square turns into a diamond.

You can create a company by selecting a flashing square that is next to a diamond.

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If you select a square that is next to another company the company grows to that square. No new company is created if it is next to another company.

When a company has been created the player who created it gets five free shares in it. If a company grows the shareholders get more money depending on how many shares they have in it.

The VALUE of a company depends on how many squares it takes up and how many circles the squares are next to. The following shows the starting values of companies started under different conditions:

For each square the company takes up add \$100.

1 circle - add \$ 500  
2 Circles - add \$ 1000  
3 circles - add \$ 1500

So if a company is started by joining two diamonds together it will take up two squares and hence the value of shares will be \$200.

As companies grow, their shares get worth more. Once they are above a certain limit, their value splits in half and shareholders get twice as many shares. And a bit of cash.

Is that it? Hope so...

## 1.10 Buying Shares

As soon as you create a company you'll get five free shares and some cash dependent on the start value of the company.

You'll get the option to spend this cash on any of the companies in play.

You get asked every turn whether you want to buy shares in any companies but only if you have enough money to buy at least one share. The computer will tell you how much money you have and how many shares you can afford to buy. Just type in how many shares you want and you're off...

## 1.11 Mergers

If you select a flashing square that is next to two different companies, the companies will merge. This is a good thing...

Each shareholder will get a bit of a cash bonus in the event of a merger and will get to keep their shares from the old companies for the new company. The company that was biggest at the time of merger will keep its name and colour - so all the old companies squares will be coloured

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to those of the new company. The name of the new company will be kept from the biggest company of the two.

The company name and colour that was lost in the merger can then be relaunched in the normal way...

## 1.12 Hints and Tips

Here's just a few tips to help you earn your millions:

- Although I tried to balance out the size of grid/no. of goes ratio, you'll always get more money if you play on the larger grids. These games can be slow to get going though.
- On larger grids, try to open companies as close together as possible. This makes mergers much more easy.
- Buy as many shares as you can in the \$200 companies. When these merge with big companies the number of shares is added to the number of shares you had in the bigger company. Hence, \$200 shares quickly become worth about \$2000+!
- If you start a game and there are hardly any circles, select 'Restart' from the menu. You'll get a new screen then. Having a lot of circles is essential if you want to be able to create a lot of companies early on and have their value increase very quickly.
- Try and beat my high scores! No way man!

## 1.13 Other games by me...

Just a quick advertisement for some of my other games...

### Speed Demons

Remember 'Light cycles'? No? Er... Tron? Well this is kinda like that, but more 'last as long as you can'. Currently only one player and maybe a bit too fast on some machines... Also a few too many computer controlled lines... Quite nice game engine though.

### Fuzzies

This is more like it. Actually, I haven't quite finished it yet - so it's one to look out for in the future. It's a multi-player, single screen, build your base up and make lots of stuff to beat your opponent sort of collect-em-up. Should be good.

Preview screens of Fuzzies: [Preview~1](#)  
[Preview~2](#)  
[Preview~3](#)

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If you want any of the above games then just send  
me  
a disk and I'll  
send you them... [remember Fuzzies probably wont be finished until very  
early new year... probably...]

## 1.14 Preview 1