EcoMaster Help!

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Getting Started

EcoMaster Help!

Game Summary

For Information on using Help, Press F1.

ECOMASTER is an ecology simulation in which you try to predict how animals will survive in a series of different environments or biomes.   Each round, players bid for animals.   Then, each animal may increase or decrease in value, depending on the current environment.   Players may then sell their animals.

This is a game of skill and chance.   Some of the areas where skill comes in include learning which animals perform best in various biomes.   Chance comes in guessing which biome will follow the current one.   The amount an animal's value changes is related to several things.   The biomass, hervbivore and carnivore ratings show the total amount of animals present and the relative ratios.   In an ecology of mostly carnivores, there will be more competition for a limited food supply.   Similarly, each biome has a maximum biomass it can support.

EcoMaster Help!

System Requirements

For Information on using Help, Press F1.

Requirements:

- Windows 3.1, Windows NT 1.0,   or OS/2 2.1
- Windows Compatible Mouse
- VGA Video Card
- VBRUN300.DLL Run-time library

Recommended:

- 256 color (or higher) video driver for Windows
- Windows-compatible sound board or Windows PC Speaker Driver

EcoMaster Help!

Installing EcoMaster

For Information on using Help, Press F1.

Installing EcoMaster is easy, but the specific process will vary, depending on how you received your copy of EcoMaster!. Please select the option below which best describes your situation:

I received EcoMaster on a CD-ROM or diskette.
I received EcoMaster in a compressed (ZIP) file from a BBS or information service.

See Also:

Software Issues:VBRUN300.DLL and VBX Files
Hardware Issues: Video Drivers
Hardware Issues: Sound Cards and Drivers

EcoMaster Help!

Installing from a CD-ROM or Diskette

For Information on using Help, Press F1.

Step 1 of 3 - Create an EcoMaster Directory

Create a directory for the EcoMaster files. ECO is the recommended directory name, you can use any 1-8 letter name you wish.

From the DOS Prompt:

```
Type MD\ECO
Press [Enter]
```

From File Manager:

```
Click on the root directory (C:\)
Click on File
Click on Create Directory
Type ECO
Press [Enter]
```

Step 2 of 3 - Copy EcoMaster Files

Copy the EcoMaster files to the newly created directory (This is an example of copying from a diskette. For a CD-ROM, substitute the drive letter and directory of the CD-ROM for the A:\).

From the DOS Prompt:

```
Type C: [ENTER]
Type CD\ECO [ENTER]
Type COPY A:\*.* C: [ENTER]
```

From File Manager:

- Make sure you have two windows visible in File Manager. If not, click on Window, then New Window.
- In one window, click on the ECO directory you just created. In the other window, click on the drive and then the directory where the EcoMaster files are located.
- Click on the first file in the source directory, then press the SHIFT key and while holding it down click on the last file in the source directory. All files in that directory will now be highlighted.
- Click again on any of the highlighted files but DO NOT RELEASE THE MOUSE BUTTON. You can now "drag" the files to the ECO directory in the other window by moving the mouse cursor to the ECO directory.
- Once the mouse cursor is over the ECO directory, release the mouse button. This will copy all the highlighted files to the ECO directory.

Step 3 of 3 - Create an Icon in the Program Manager

Now that the EcoMaster files are properly located on your computer, all you need to do is install the EcoMaster icon on your Program Manager display. Return to Windows and:

Method 1:

Using either keyboard or mouse, switch to the program group you want to install EcoMaster in (usually "GAMES"), then click on:

```
File
New
Program Item
[OK]
Command Line is: C:\ECO\ECO.EXE
```

Method 2 (the easy way):

In File Manager, click on ECO.EXE in the ECO directory. DO NOT RELEASE THE MOUSE button. "Drag" the mouse cursor to the Program Manager program group you want to install EcoMaster in (usually "GAMES"), then release the mouse button. The EcoMaster icon will appear in Program Manager.

See Also:

Software Issues:VBRUN300.DLL and VBX Files
Hardware Issues: Video Drivers
Hardware Issues: Sound Cards and Drivers

EcoMaster Help!

Software Issues: VBRUN300.DLL and VBX Files

For Information on using Help, Press F1.

All MS Visual Basic 3.0 programs require the use of a library file called VBRUN300.DLL. This includes EcoMaster. Depending on how you received this copy of EcoMaster you may or may not have received VBRUN300.DLL.

If you DID receive VBRUN300.DLL with EcoMaster:

You may not need it. Check your WINDOWS\SYSTEM directory to see if a copy is already there. If so, then you can delete the copy that came with EcoMaster. If not, you need VBRUN300.DLL either in that directory or in the ECO directory. We recommend that you place it in the WINDOWS\SYSTEM directory so that all programs can share it, thus meaning you only need one copy on your computer.

If you DID NOT receive VBRUN300.DLL with EcoMaster:

You may not need it. Check your WINDOWS\SYSTEM directory to see if a copy is already there. If so, then you are set -- you don't need another copy. On the other hand, if there is NOT a copy already on your system then you need to get a copy (by the way, we apologize for not including it, but most BBS's and information services prefer that we don't. Otherwise, there would be thousands of duplicate copies of this file included with other programs, taking up disk space better used for other things). Like PKUNZIP, copies are available free on most BBS's and information services such as CompuServe and Genie. If you got Winzle! off a CD-ROM, there is probably a copy available somewhere on that CD.

About the VBX files:

VBX files are also libraries used by Visual Basic programs. Unlike VBRUN200.DLL, not all programs need them. EcoMaster uses several, all of which are provided with it.

Officially, Microsoft recommends that to avoid duplication and wasted disk space you put all of your VBX files in the WINDOWS\SYSTEM directory. We STRONGLY DISAGREE with this. The reason: Unlike VBRUN300.DLL, there are various versions of some of the VBX files, not all of which are compatible with each other. Simply having the most recent version on your system is not enough, the newer versions are frequently not compatible with programs designed with the older versions. The bottom line is that if you place all your VBXs in one place you will eventually run into problems.

For this reason, we recommend you leave the VBX files included with EcoMaster in the ECO directory.

EcoMaster Help!

EcoMaster does not require a 256 color video driver, but if your system isn't set up that way you are really missing out. If when you run EcoMaster the animal images appear somewhat dull, weird or abstract, its probably because you are using only a 16 color video driver. If your hardware can handle it, you should switch to a 256 color video driver.

Of course, now that we've said that the obvious questions is "Ok, how do I switch?" The answer, unfortunately, is not simple (you knew we were going to say that, didn't you?). Changing your Windows video driver can vary from very simple to a pain in the butt, depending on your computer manufacture, video board manufacturer, and the age of your system. The only totally honest answer that we can give that will apply to almost everybody is to check your documentation (you know, all those little books you threw out last week). Having said that, we CAN offer some suggestions:

- If you have a fairly new system, there's a very good chance it came with an utility called SET RES. This will allow you to change your video driver relatively easily. SET RES can usually be found on the Control Panel or in your Main group.
- If you don't have SET RES, check around in Program Manager for something similar. Make sure you check in the Control Panel. We've seen utilities with names like "HT DISPLAY" and "VIDEO CONTROL".
- If you can't find SET RES or a clone, you will need to use Windows Setup. This can be run from either Windows or DOS. You may find the appropriate driver in one or more of the following places:
1 There may already be one installed on your system. If so, Setup will tell you.
2 Most systems these days come with Windows pre-installed. Many of these systems include a directory called WINDRVS, which contains Windows drivers.
3 Most video cards come with a diskette containing video drivers. If yours did, this is probably the best driver to use, since it optimized for your particular board.
4 Video drivers are frequently updated. If your video board manufacturer has a BBS check there for the latest driver. Also, you can frequently find updated drivers on CompuServe and on other information services.
5 If all else fails, Windows comes with a generic 256 color driver that will work with most boards.

By the way, if when switching your video driver something goes wrong and you can't get Windows to work anymore, DON'T PANIC. Just run SETUP again from DOS and switch back to a generic driver. The most common reason for this happening is trying to run at 800x600 or 1024x768 with a monitor not capable of those resolutions.

EcoMaster Help!

Hardware Issues: Sound Cards and Drivers

For Information on using Help, Press F1.

If you have a sound card on your system, and have installed a Windows driver for it, then you don't have to do anything else -- you're set. On the other hand, if you don't have a sound card on your system don't give up yet. Microsoft has available a special driver that will play Windows sounds through your PC's built-in speaker. While the quality of this sound will vary depending upon the quality of your machine's speaker (it's fair to say that on most computers the sound produced will really suck, but, hey, what do you expect for free?), at least it gives you something. The Microsoft PC speaker sound driver (and clones) are available on most information services such as CompuServe, and on many BBS's.

EcoMaster Help!

Installing from a ZIP File

For Information on using Help, Press F1.

For the novice user, it's easiest to "unzip" and install EcoMaster from the MS-DOS prompt (if you are an experienced user, you probably aren't reading these instructions, anyway, so we're going to ignore you for the time being). Please note that un-zipping a file requires a copy of PKUNZIP.EXE, which is available on virtually all bulletin boards (BBSs), and on-line services such as Genie and CompuServe.

Step 1 of 3 - Create an EcoMaster Directory

Create a directory for the EcoMaster files. ECO is the recommended directory name, you can use any 1-8 letter name you wish.

From the DOS Prompt:

```
Type MD\ECO
Press [Enter]
```

From File Manager:

```
Click on the root directory (C:\)
Click on File
Click on Create Directory
Type ECO
Press [Enter]
```

Step 2 of 3 - Unzip EcoMaster Files

From the DOS Prompt:

Unzip ECO.ZIP into the newly created directory. As an example, if the ECO.ZIP file is in the directory C:\DOWNLOAD, then type:

```
PKUNZIP C:\DOWNLOAD\WINZLE.ZIP [ENTER]
```

Assuming you are in ECO directory, all the EcoMaster files will be unzipped there (If that's not where you are, no telling where they will end up. Make sure you type CD\ECO before this step).

(By the way, once you have unzipped EcoMaster you can delete the ECO.ZIP file if you want. You won't be needing it anymore.)

Step 3 of 3 - Create an Icon in the Program Manager

Now that the EcoMaster files are properly located on your computer, all you need to do is install the EcoMaster icon on your Program Manager display. Return to Windows and:

Method 1:

Using either keyboard or mouse, switch to the program group you want to install EcoMaster in (usually "GAMES"), then click on:

```
File
New
Program Item
[OK]
Command Line is: C:\ECO\ECO.EXE
```

Method 2 (the easy way):

In File Manager, click on ECO.EXE in the ECO directory. DO NOT RELEASE THE MOUSE button. "Drag" the mouse cursor to the Program Manager program group you want to install EcoMaster in (usually "GAMES"), then release the mouse button. The EcoMaster icon will appear in Program Manager.

See Also:

Software Issues:VBRUN300.DLL and VBX Files
Hardware Issues: Video Drivers
Hardware Issues: Sound Cards and Drivers

EcoMaster Help!

Custom Sounds (Registered Game)

For Information on using Help, Press F1.

The sounds used by EcoMaster! are stored in WAV files in the EcoMaster directory. You can customize your copy of EcoMaster by replacing these files. The files used by EcoMaster are:

- ALERT.WAV (played at various times during the game)
- APPLAUSE.WAV (played when players enter the EcoMaster Hall of Fame)
- BOING2.WAV (played when an animal becomes extinct)
- CHIMES.WAV (played when an animal achieves its maximum score)
- CHORD.WAV (played at various times during the game)
- COIN.WAV (played when you buy an animal)
- CREDIT.WAV (played when you sell an animal)
- DING.WAV (played when you turn the game sounds on and off)
- DOOR.WAV (played when you exit the program)
- ROCKDRM2.WAV (played when the About box is displayed)

If you pass on copies of EcoMaster to others, please include the original EcoMaster sound files.

How to Play EcoMaster

Before the Game...

During the Game...

After the Game...

EcoMaster Help!

Starting a New Game

For Information on using Help, Press F1.

To start a new EcoMaster game, press the "New Game" button on the <u>Main Menu</u>.

EcoMaster Help!

Restoring a Saved Game

For Information on using Help, Press F1.

To restore a saved EcoMaster game, press the "Open Game" button on the Main Menu. You will be prompted to select a saved EcoMaster game file from a list of files.

See Also:

Saving a Game

EcoMaster Help!

Saving a Game

For Information on using Help, Press F1.

To save an EcoMaster game, press the "Save Game" button on the <u>Main Menu</u>. You will be prompted to enter the name of a file where the EcoMaster game will be saved in.

See Also:

<u>Restoring a Saved Game</u>

EcoMaster Help!

Pre-Game Settings

For Information on using Help, Press F1.

Before playing a game, you have to enter the names of the players that will be competing against the EcoMaster. Then you can customize the game by selecting the total number of animals and biomes allowed in the game, as well as   a number of other game settings.

Who's Playing

Enter a player's name then press the "Add to List" button (the registered version of the game will allow you to select a player name from a list of frequently used name by pressing the down arrow button). Repeat this step for each player in the game.

Game Settings

- Total Animals - total number of animals in the game.
- Total Biomes - total number of biomes in the game.
- Total Extinctions - maximum number of extinctions allowed in the game. The game is over when the maximum number of extinctions occur.
- Extinction Penalty (Registered Game Only) - number of points subtracted from a player's total point score when an animal owned by the player becomes extinct.
- Carry Over Bonus (Registered Game Only) - percentage of animal's value added to player's score when the player keeps the animal at the end of the round, rather than selling it. For example, a Carry Over Bonus of 50 means that 50% of an animal's value is added to the player's score when the animal is not sold.
- EcoMaster Intelligence (Registered Game Only) - the EcoMaster can be Smart, Very Smart, or Genius. A genius EcoMaster knows what animals are for sale in a round and keeps a close eye on his opponent's cash and investments.

EcoMaster Help!

Bidding on Animals

For Information on using Help, Press F1.

At the beginning of each round, you (and all the other players) will be asked to bid on the unowned animals. The player with the most available cash bids first and the one with the least available cash bids last.

If you have enough points, you will have the choice of pressing the "Bid" button to make a bid on the animal or the "Pass" button to pass on this animal. If you don't have enough points to bid, you can only press the "Continue" button to move to the next animal or player.

Bidding Tips

EcoMaster Help!

Eco Calculations

For Information on using Help, Press F1.

For each animal, detailed calculations compare the animal's size and biome rating against biome factors (biome mass and percent). The equations used for the calculations take into account the herbivore and carnivore ratings, the total amount of animals present, and their relative ratios (herbivores to carnivores). An animal's current value is adjusted based on the results of the calculations.

See also:

Eco Calculation Results

EcoMaster Help!

Eco Calculation Results

For Information on using Help, Press F1.

The following results are display after the <u>Eco Calculations</u> have been completed:

Results
- Animal - animal's name
- Rating - animal's biome rating for the current biome
- Owned By - owner of the animal
- Current Value - animal's value after the Eco Calculations
- Prev Value (Previous Value) - animal's value before Eco Calculations
- Change - difference between the Current Value and the Previous Value

Score
- Player - player's name
- Cash - amount of cash player has available
- Investment - amount this player has invested in animals
- Extinct (Extinction Penalty) - penalty points caused by animals becoming extinct while owned by this player
- Bonus (Carry Over Bonus) - bonus points achieved by keeping animals rather than selling them

Eco
- Herbivore List - a list of herbivores in this round
- Herbivore Mass
- Herbivore Weight
- Carnivore List - a list of carnivores in this round
- Carnivore Mass
- Carnivore Weight

Extinct
- Extinctions this Round - number of animals becoming extinct in this round
- Total Extinctions for the Game - number of animals that have become extinct for the entire game

EcoMaster Help!

Selling Animals

For Information on using Help, Press F1.

At the end of each round, you will be asked to sell each of the animals you own. If you want to sell an animal, press the "Sell" button, otherwise press the "Keep" button to hold onto the animal.

EcoMaster decides to sell or keep animals too. If EcoMaster sells, a list of the animals will be displayed for you.

Selling Tip

EcoMaster Help!

EcoMaster Hall of Fame

For Information on using Help, Press F1.

The EcoMaster Hall of Fame displays the 10 players with the highest game scores. You'll need a score higher than the 10th person to enter the EcoMaster Hall of Fame. Good Luck!

The information displayed in the Hall of Fame:

- Player - Name of the player.
- Score - Player's score.
- Date - When the game was played.
- Opp - Number of human opponents in the game.
- Eco - EcoMaster's intelligence rating. EcoMaster can be Smart (S), Very Smart (V), or Genius (G).

EcoMaster Help!

Exit the Program

For Information on using Help, Press F1.

To exit the EcoMaster program, press the "Exit Program" button on the <u>Main Menu</u>.

EcoMaster Help!

Playing Tips

For Information on using Help, Press F1.

Bidding Tips

- If you have significantly more points than your opponents, bid them up, even if you're not sure of the quality of the animal.   This will prevent them from acquiring a collection at low prices.

- Try to get one of the first animals offered.   This will place you at the final bidding position, so you will be able to outbid other players.

- Normally, carnivores are some of the best animals to bid on, since they provide a steady return. However, if too many carnivores show up, be careful, since carnivore populations can collapse suddenly if the number of herbivores is low.

- Since the player with the least available cash bids last, you may want to buy an animal with a lower biome rating (2 or 3) early in the round in order to get the last bid on an animal with a high biome rating (4 or 5) later in the round.

Selling Tip

- If the <u>Carry Over Bonus</u> is high and the animal's value is high (100+ points), don't be too quick to sell it because the bonus points can accumulate quickly!

Ordering Instructions

Registering EcoMaster

What is Shareware?

Association of Shareware Professionals (ASP)

EcoMaster Help!

Registering EcoMaster

For Information on using Help, Press F1.

 Press here to see the EcoMaster Order Form

Shareware is a means of distributing software. Under the shareware concept, software may be freely copied and passed along to others, or distributed through bulletin board systems or national networks.

As a recipient of a shareware program, you may use the software for a short trial period to determine if it meets your needs. If the software is not suitable, then you can discard it. If you decide to use it, you must pay by registering. When you register a Cascoly shareware program, you receive:

- The latest version of the program!
- Dozens of additional animals!
- Four more biomes!
- Animal and biome editor so you can customize your game!
- Additional biomes and game sounds!

See Also:

What is Shareware?
Association of Shareware Professionals (ASP)

EcoMaster Help!

What is Shareware?

For Information on using Help, Press F1.

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

Copyright laws apply to both Shareware and commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software, either to all and sundry or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

See Also:

Registering EcoMaster
Association of Shareware Professionals (ASP)

EcoMaster Help!

Association of Shareware Professionals (ASP)

For Information on using Help, Press F1.

Cascoly Software is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. You can contact the ASP Ombudsman at:

> Association of Shareware Professionals
> 545 Grover Road
> Muskegon, MI 49442

or send a message via CompuServe Mail to ASP Ombudsman 70007,3536.

See Also:

Registering EcoMaster
What is Shareware?

EcoMaster Help!

EcoMaster Sells Animals

For Information on using Help, Press F1.

At the end of each round, EcoMaster will decide to keep or sell animals. This is a list of animals EcoMaster has decided to sell.

EcoMaster Help!

Edit Animals (Registered Version)

For Information on using Help, Press F1.

Edit the Animals

To modify an animal's ratings, first select the animal in the list labeled "Select an Animal". There are three catagories of information you can view and modify for each animal:

- Animal Picture

Click on the "Picture" tab to view a picture of the animal.

- Animal Information

Click on the "Animal Info" tab to view information about this animal. You can modify the Animal Name, Size of the Animal (select the size of the animal based on the examples provided), and the Type of Animal (an animal can be either a herbivore, plant eater, or a carnivore, meat eater).

- Biome Ratings

Click on the "Biome Ratings" tab to view the animal's rating for each biome. To edit a biome rating, click on the biome you'd like to change and press the number key 1, 2, 3, 4, or 5. A biome rating of 1 is the lowest an animal can have and 5 is the best rating an animal can have.

Restore the Original Animal Information

Press the "Restore" button to restore the original information and ratings for all animals.

EcoMaster Help!

Edit Biomes (Registered Version)

For Information on using Help, Press F1.

Edit the Biomes

To modify a biome's information, first select the biome in the list labeled "Select a Biome". There are three catagories of information you can view and modify for each biome:

- Biome Picture

Click on the "Picture" tab to view a picture of the biome.

- Biome Information

Click on the "Biome Info" tab to view information about this biome. You can modify the Biome Name, Biome Mass (a measure of the total resources available), and the Biome Percent (a rough measure of the harshness of a particular environment).

- Biome Progressions

Click on the "Progressions" tab to view the biome progressions. The biome progressions indicate the chance of moving to another biome in the next round. For example, if a biome progression is 10%, there is a 10 percent chance that the biome will be used in the next round.

To edit a biome progression, click on the biome you'd like to change and press the number keys to change the percentage. Use the backspace key to erase part of the number, if needed. The total of all biome progression for this biome must be 100%.

Hear the Biome Sound

Press the "Hear" button to play the sound associated with the biome.

Restore the Original Biome Information

Press the "Restore" button to restore the original information and ratings for all biomes.

EcoMaster Help!

Game Biomes

For Information on using Help, Press F1.

These biomes are the ones that will be used during the game. A list of games biomes will be displayed whenever you choose to use less than the available number of biomes when choosing the Pre-Game Settings.

EcoMaster Help!

Game Conditions

For Information on using Help, Press F1.

Game conditions are the game options you chose during the Pre-Game Setting selection at the beginning of the game.

See also:

Pre-Game Settings

EcoMaster Help!

Game's Over

When the game is over, the winning score and player's scores are displayed.

Bonus points are awarded to the winner and are calculated by subtracting each player's score from the winner's score and adding them up. So if Bill (100 points) beat Sam (60 points) and EcoMaster (40 points), Bill would be awarded (100 - 60) + (100 - 50) = 90 additional bonus points.

EcoMaster Help!

Main Menu

For Information on using Help, Press F1.

The EcoMaster <u>Main Menu</u> will be displayed whenever you run the program and can be used as a "control panel". The Main Menu will allow you to:

[Begin a New Game](#)
[Restore a Saved Game](#)
[Save a Game](#)
[View the EcoMaster Hall of Fame](#)
[Edit Animals (Registered Version)](#)
[Edit Biomes (Registered Version)](#)
[Exit the Program](#)

EcoMaster Help!

New Hall of Fame Member

For Information on using Help, Press F1.

This is a list of the players that qualified for a spot in the EcoMaster Hall of Fame.

EcoMaster Help!

New Species Added to Biome

For Information on using Help, Press F1.

The animals listed here are the new species that were just added to the biome. New species are added to the biome whenever animals become extinct during the Eco Calculations.

EcoMaster Help!

Viewing the Biome

For Information on using Help, Press F1.

Biome Picture

This is what the biome looks like. Press the "Hear" button to listen to the sounds of the biome too.

Biome Info

- Mass - a measure of the total resources available.

- Percent -   this is a rough measure of the harshness of a particular environment.   During the Eco Calculations, it's combined with an animal's biome rating.   Thus an animal with a biome rating of 1 will always be bad, but it's going to be worse in a harsher environment like desert or mountains.

- Biome Progressions - when this biome is the current biome, these progressions represent the chance of moving to a new biome at the end of the round.

Carry Over Bonus

The Carry Over Bonus is a percentage of points you'll receive for keeping an animal instead of selling it at the end of the round. It is set before the game is played in the Pre-Game Settings.

Eco Calculations

<Eco Calculations>

Main Menu

<Main Menu>

Pre-Game Settings

<PreGame Settings>