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Sheet1

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Galaxy Traitors is the epitome of Yuppies games. Actually, you may have seen a game like it before. The game idea has been around for quite some time and goes by different names such as Star Traders, Star Market and Intergalactic Tycoon. I kept waiting for someone to develop it for TDBS/TBBS (as I think it is great fun) and no one did, so, here it is.

The object is to continue building your fortune by selling and buying stocks as well as establishing and building new colonies with each passing turn. The one with the most at the end wins.

The game is starts by setting up a random number of stars at random positions. The top half of your screen reflects these positions. Example Below.

[illegible]

There will then be whatever number of turns your sysop allows per game in which each turn will take on three stages.

°STAGE° Develop positions stage. During this stage, the computer will determine (at random) five positions which may be developed into outposts or colonies. The computer will map these positions as numbers 1 through 5. Example Below.

[illegible]

Sheet1

[illegible][illegible]

At this point, the lower half of your screen (Where you make your selections) will look like what we have below.

UAAAAAAAAAAAAAAAAAAAAA; UAAAAAAAAAAAAAAAAAAAAA; UAAAAAAAAAAAAAAAAAAAAA;
 3Area where you make 33This is the indicator chart, 3 3Status area: Shows3
 3your selections in 33here you can see the price & 3 3what turn and your3
 3the play of the game33how many shares of each. 3 3cash situation. 3
 AAAAAAAAAOAAA UAAAAAAAAAAAAOAAAAAAAAA UAAAAAAAAOAAAAAAAA

[illegible]

You will then pick one of the positions (1 through 5). There are other things which you see in the surrounding areas. These are colonies, stars, outposts and blank areas. They are below.

É|||||»

- ° *....Stars in your universe are determined at the beginning of °
- ° the game. Developing positions next to stars will create a °
- ° colony (if one doesn't exist). Any star which lies next to any °
- ° colony makes adds 500 credits to that colonies value. °
- ° °

° ÜÄÄÄÄÄÿ By picking #1, this example will result in the creation of °

° B³p 1 p³ a colony (In this case, we called it A, but it could have °

° E³p * p³ been any valid colony A through N). This means that colony°

° F³p p p³ A has been created. When a colony is created, each °

° ÄÄÄÄÄÄÛ position on the map it occupies is worth 100 points and °

° ÜÄÄÄÄÄÿ each star which lies next to it adds 500 credits to it's °

° A³p A p³ value. Hence, in this case, after selecting position 1, °

° F³p * p³ Colony A would be worth 600 Credits.. 100 Credits for the °

° T³p p p³ ONE position it occupies and 500 points for the star which °

° ÄÄÄÄÄÄÛ it lies next to. °

[illegible]

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°	Ö	°
°	°Example 2 (STARS)°	°
°	Ó	°

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$${}^0B^3p \quad p \quad p^3$$

${}^0\text{F}^3\text{p}^*$ p^3 development. Because position 1 was next to a star, we 0

^o ÚÄÄÄÄÄÇ position a colony occupies is worth 100 credits, and each ^o

${}^0F_3^* A^*3$ in this case, would be valued at 1600 credits. (100 for the⁰

0 ÄÄÄÄÄÄÜ

[illegible]

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$${}^0B^3p \quad p \quad p^3$$

⁰F₃p p p³ of a base. A base adds no value or any credits to your ⁰

base, that development will result in the creation of a

$${}^0F^3p \text{ è } p^3$$

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choosing one of these numbers on an area where there is NOTHING

lands next to a base, that will then create a colony. Once

credits.

O

^oB³p 1 p³ By picking #1, this example will result in the creation of ^o

⁰F3p p p³ have been any valid colony A through N). This means that ⁰

⁰ ÚÄÄÄÄÄ; colony's value is calculated by the number of positions ⁰

⁰F³p * p³ each star which appears next to a colony. (See * (Star) ⁰

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Page 10

Sheet1

Example 2 (OUTPOSTS)
 OAAAAAAAAAAAAAAAAAAAAA $\frac{1}{2}$
 UAAAAÄ
 B³p è p³
 E³* 1 p³
 F³p p p³ By picking #1, this example will result in the creation of
 AAAAAÄÜ a colony. (A in this case). This means that colony A has
 UAAAAÄ been created. The value of this colony will be 700
 A³p A p³ credits. (100 for each colony A and 500 for the Start
 F³* A p³ which lies next to it.
 T³p p p³
 AAAAAÄÜ
 È|||||1¼

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◦ A-N..Established colonies. These are colonies which you have established in previous selections. If a developable position lands next to an already established column, then that position is taken by that colony which it lies next to and the value per share of that colony increased by 100 credits. If a developable position lands BETWEEN two established colonies, then the two colonies merge. (see below example)

◦ ÜÄÄÄÄÄ¿

◦ B³p A p³

◦ E³p A A³ By picking #1, it will make that position a colony A because that is what it is next to. This will increase the value per share by 100 credits for colony A. Of course, if there are any stars next to the developable position, then the value would be increased by 100 (for the new colony addition) and 500 (for the star next to it).

◦ T³p A p³

◦ ÄÄÄÄÄÄÜ

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 ° ÖAAAAAAAAAAAAAAAAAAAAA. °
 ° °MERGING OF COLONIES° °
 ° ÖAAAAAAAAAAAAAAAAAAAAA½ °
 ° ° °
 ° °
 ° Merging of colonies occurs when you select one of the selectable °
 ° positions which falls between two currently established colonies. °
 ° °
 ° ÚÄÄÄÄÄ¿ °
 °B³p A p³ °
 °E³p A A³ °
 °F³p 1 p³ By picking #1, it will merge colonies A and B. Because A °

Sheet1

◦ $\bar{A}A\bar{A}A\bar{A}A\bar{U}$ is stronger (val per share is 300) than B (val share is 200), Colony A wins, so Colony B merges into colony A.

◦ A^3pA^3 When this happens, the following occurs.

 ${}^0F^3p \ A \ A^3$
$${}^0T^3p \ A \ p^3$$

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[illegible]

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0MERGING OF COLONIES (Continued)0

[illegible]

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0 1. You will receive a Bonus (value per share times 1000). 0

2. The number of shares you had of the stronger colony will be ^o
^o ADDED to those of the stronger colony (In this example, If ^o
^o when the merge started, you had 5 shares of colony A and ^o
^o you had 15 shares of Colony B, then at the end of the ^o
^o merge, you will have 20 shares of colony A.) ^o

3. The value per share of the weaker colony is ADDED to the value per share of the stronger colony. (In this example, If, when the merge starts, your value per share of colony A is 300 and the value per share of colony B is 200. 200 will get added to the value of colony A) (Don't forget the additional 100 for the addition of yet another colony A)

[illegible]

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°SPLITTING OF COLONIES°

[illegible]

⁰ This occurs whenever the value per share goes over 3000 credits.⁰

- When this occurs, then the following happens.

0 0

1. The value per share will be halved. (I.E., because, the value share reaches 3000, the value per share will then drop to 1500)

2. The number of shares will be doubled. (I.E. If you had 200 shares of the colony that is splitting, the number of shares would be increased to 400)

È 1/4

°STAGE° Calculation Stage. [FOR EACH COLONY]: Takes 5% of the value per share and multiplies it times the number of shares you hold in

ÖÄ·IIÖ½ that company and adds that amoun to your working total. (It is ÖÄ½ this working total that you use to buy more shares in the different colonies).

Buy/Sell Shares stage. If you have at least one colony established and you have enough cash on hand to buy one or more shares in any of the existing colonies, the game then enters a Buy/Sell stage. In this stage, you are given the opportunity to buy and/or sell shares in the different colonies available. During this period of the game, the lower half of the screen will look like what we have below.

```
E#####»00000000000000000000000000000000E#####»
° TICKERTAPE °ÛSTK³SHARES³ PRCÛSTK³SHARES³ PRCÛ°TURN: X °
°Mode: PURCHASE SELL °I###Ø####Ø####Ø####Ø####ÜÇÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄ¶
°ÖÄÄÄÄÄÄÄÄÄÄÄÖÄÄÄÄÄÄÄ.°U A ³ 5³ 600Ü H ³ 0³ 0Ü°REMAINING: XX °
°°<P>urchase ° <S>ell°Ü B ³ 0³ 0Ü I ³ 0³ 0ÜÇÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄ¶
°°<R>edraw ° <Q>uit°Ü C ³ 0³ 0Ü J ³ 0³ 0Ü° CASH ON HAND °
°ÖÄÄÄÄÄÄÄÄÄÄÄÐÄÄÄÄÄÄÄ½°Ü D ³ 0³ 0Ü K ³ 0³ 0Ü° XXXX°
°Colony or Option [A] °Ü E ³ 0³ 0Ü L ³ 0³ 0ÜÇÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄ¶
°Amount: [ 10] °Ü F ³ 0³ 0Ü M ³ 0³ 0Ü° TOTAL WORTH °
° Enter Opt or Colony °Ü G ³ 0³ 0Ü N ³ 0³ 0Ü° XXXX°
E#####¼00000000000000000000000000000000E#####¼
```

When the stage first starts, you are automatically put into the PURCHASE Mode in which you can purchase more colonies (Notice the word PURCHASE is highlighted). In addition, the first colony which it comes across in which you have enough cash on hand to buy at least one share in will be displayed as well as the total number of shares which you have enough cash on hand for. I.E. if you have 6000 cash on hand. You have just created colony A. When this stage comes up, Colony A will be displayed as well as 10 for the amount (10×600) which is the share value.

To change the mode from Purchase to Sell, simply hit the 'S' key. The game will then calculate the first colony available for you to sell and will also display the total number of shares of that colony. (When you sell shares in your colonies, you are penalized 5% of the total sale for selling them). If you do decide to sell some shares, **DON'T FORGET TO CHANGE THE MODE BACK TO PURCHASE WHEN YOU ARE DONE.**

To select a colony (other than the one displayed) to purchase or sell, simply hit that letter and it will automatically be calculated the number you can buy/sell. Then enter the amount (if different than what is displayed (or just hit enter to accept and buy/sell the maximum amount). After you have bought or sold the shares you want in that colony. Galaxy traitors

Sheet1

will once again see if you have enough money to buy at least one share of any of the colonies available. If so, then it will be displayed and you go through the same process to buy or sell. If not, then the game automatically moves on to the next turn.

At the end of the game, your score is checked against the high scores for the month and if qualified, your name will be added to the high score list for this month. Have fun and I hope you enjoy playing this game as much as I did writing it.

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