

AIRLINE

1. Your computer and all peripherals should be turned off.
2. Insert the BASIC cartridge into your computer.
3. The Atari version of the program is recorded first on both sides of the cassette. Place the cassette into the cassette player. Rewind the tape if necessary. Press PLAY on the cassette player.
4. Turn on the computer and monitor. At the READY prompt, type CLOAD and press RETURN. You should hear a single tone.
5. It will take approximately 5 minutes to load the preliminary program. When it has successfully loaded, the READY prompt will reappear. Type RUN and press RETURN. The title screen will be displayed. If MEMO PAD or some other error message appears on-screen, rewind the tape and repeat the loading procedure from Step 1.

Game Rules

When the game begins, you and your competitors will be given *100,000 each to invest in the purchase of airports and planes in 36 major U.S. cities. A key to the city airports, available planes and their purchase prices is included on the enclosed card. The object of the game is to wisely manipulate your initial capital to purchase airport landing rights to the largest cities. At the same time, you must leave enough cash in reserve for buying aircraft to base at your airports so that you can begin collecting flight fares. You must first purchase landing rights to a city airport before you can buy a plane to base there, and only one action per turn is permitted.

The revenues recieved from fares will provide the money necessary to increase your holdings by enabling you to purchase more airports and planes. When the game ends, the player with the most money is the winner. The specific rules governing purchase of landing rights, planes, and fare calculations follow below.

LANDING RIGHTS

You may purchase landing rights to any city airport that is NOT owned by another player.

BASING AIRCRAFT

After you have purchased a plane, you must base it at one of the airports you own. Only one plane can be based in a city at a time. However, if you wish to base a larger plane in a city to produce higher fares revenues you may do so. The plane that was formerly based there will then be considered 'scrapped' and you will recieve no credit for it

COLLECTION OF FARES

You begin to collect fares when you have purchased two adjacent airports and have at least one aircraft based in either of the two. Planes fly only between adjacent airports that you own, and not beyond. In a single turn, this could result in collecting fares for up to four routes. The larger cities (based on population) and bigger aircraft (based on cost)

produce higher fare revenues. The computer will automatically calculate your fare revenues and display them after each players turn. FARES FOR THE FINAL TURN ARE TEN TIMES THE NORMAL VALUE.

WINNING THE GAME

The player with the highest dollar amount at the end of the game is the winner. This dollar amount only includes fare revenues and NOT assets.

PLAYING HINTS

1. Buy the landing rights to airports in a concentrated area surrounding your largest city.
2. While you should attempt to buy landing rights to cities that your opponent needs, it's not a good idea to sacrifice one of your moves on a strictly defensive purchase that cannot increase your revenues.
3. Remember that basing the largest planes in the most populated cities will result in the higher revenues.

PLAYING INSTRUCTIONS

The specific game instructions for each computer follow.

AIRLINE ATARI

Connect the joystick(s) to the computer jypoorts. You may choose up tp four joysticks or only one to play.

After the preliminary program has loaded, the title screen will be displayed. You will then have the opportunity to choose between Human or Computer players for each of four player positions. Use the Skip option to bypass any player positions not used. Pressing OPTION will move the pointer >. Pressing SELECT will enter your selection. You will be requested to type the names of any human players.

Type the number of turns you wish to play and press RETURN. Repeat the procedure for the number of joysticks to be used. The information you have entered will then be displayed so that you can make any necessary changes. Press OPTION to change your selections. Press START to begin the game. You must then press PLAY on the cassette player and RETURN on the computer to load the remainder of the program. When the READY prompt reappears, type RUN and press RETURN.

When the playing screen is displayed, note the player names are listed in separate colors in the lower screen area. The player's color will identify his or her airports in the city map area when landing rights have been purchased. The pointer > will appear next to the current player's name and a distinctive sound will call the player to attention. A square cursor will appear in the command column appearing in the left screen area. Use the joystick to move the square cursor around the letter corresponding to the command of your choice. The command choices are listed below

Command Code

- L** = Purchase Landing Rights To City Airport
- C** = Check Landing Rights Cost
- P** = Purchase Plane
- Q** = Quit - Take No Action This Turn

The center of the screen display represents a map of the city airports available for purchase throughout the United States. Use the joystick to choose **C** and press the trigger button to check the price of landing rights. The number that appears in place of the city is the square root of the purchase price multiplied by \$1000. For example, the number 4 represents $4 \times 4 \times \$1000$ or \$16,000. A list of the city airports and the purchase price of the landing rights is included on the enclosed card. Press the trigger button to return to the Command column. To purchase the landing rights to one of the city airports, place the cursor over **L** using the joystick and press the trigger button. The cursor will then move to the city map. Use the joystick to move the cursor over the city you wish to buy landing rights to. The name of the city and the price of the landing rights will be displayed below the city map area. Press the trigger button to make the purchase. Your color will replace the airport on the city map. If you decide against the purchase, move the joystick handle and the cursor will return to the Command Column. You may then choose another command. After all the players have taken their turns, the fare revenues will be calculated and displayed.

After you have purchased landing rights to at least one airport, you may buy a plane to base there during your next turn. Move the cursor over **P** in the Command column and press the trigger button to purchase a plane. The cursor square will move to the right-hand screen area in the Plane column. The types of planes to choose from and their purchase prices are listed below.

Plane Code	Name	Price
P	Prop	\$3,000
A	Airbus	\$2,000
D	DC-10	\$7,000
B	B-747	\$8,000
C	Concorde	\$5,000

This information is also listed on the enclosed card. When you have placed the cursor over the plane you wish to buy, press the trigger button. You must then move the cursor over the city airport you have chosen as a base for the plane and press the trigger button once again. If you attempt to base the a plane in a city to which you do not own the landing rights, the computer will tell you and wait for you move the cursor to an airport that is yours. When you have based a plane at an airport, the plane code will appear inside your airport to identify the plane you have based there.

CITY MAP and PURCHASE PRICES

SEATTLE 2 \$4,000.00	BISMARCK 1 \$1,000.00	MINNIAPOLIS 3 \$9,000.00	MILWAUKEE 3 \$9,000.00	BUFFALO 2 \$4,000.00	BOSTON 2 \$4,000.00
PORTLAND 3 \$9,000.00	DENVER 3 \$9,000.00	DES MOINES 1 \$1,000.00	DETROIT 4 \$16,000.00	PITTSBURG 2 \$4,000.00	NEW YORK 8 \$64,000.00
SACRAMENTO 2 \$4,000.00	SALT LAKE CITY 1 \$1,000.00	ST. LOUIS 2 \$4,000.00	CHICAGO 6 \$36,000.00	CINCINNATI 2 \$4,000.00	PHILADELPHIA 4 \$16,000.00
SAN FRANCISCO 4 \$16,000.00	LAS VEGAS 2 \$4,000.00	KANSAS CITY 2 \$4,000.00	CLEVELAND 2 \$4,000.00	NASHVILLE 2 \$4,000.00	WASHINGTON 3 \$9,000.00
LOS ANGELES 6 \$36,000.00	PHOENIX 2 \$4,000.00	DALLAS 4 \$16,000.00	MEMPHIS 2 \$4,000.00	ATLANTA 4 \$16,000.00	JACKSONVILLE 3 \$9,000.00
SAN DIEGO 3 \$9,000.00	SAN ANTONIO 3 \$9,000.00	HOUSTON 5 \$25,000.00	NEW ORLEANS 3 \$9,000.00	BIRMINGHAM 2 \$4,000.00	MIAMI 3 \$9,000.00

PLANES

P - PROP	- \$ 3,000
A - AIRBUS	- \$12,000
D - DC-10	- \$27,000
B - B-747	- \$48,000
C - CONCORDE	- \$75,000