

Loading: The filename of the program is as given on the cassette label and this should be loaded according to your manufacturer's instructions. If your computer supports two different baud rates check the label to see which has been used, if no rate is given the default speed has been selected.

Playing the game: Once loaded and run you can start to tackle this game of strategy and skill. Planetfall is set several decades into the future, a time where there is a vast merchant starfleet ploughing back and forth between the major star-systems. It is a multi-player game and your sole aim is to be the player with the greatest total assets at the end. The skill lies in making the decisions on which planet to visit next, what to buy and sell when you get there and the way you handle your financial reserves.

The game also includes a further element of skill in the buying and selling process. The program 'haggles' with you over the price of the goods you are trying to sell and you, in turn, may haggle over the price asked for the goods that the planet is trying to sell. If you aren't successful in this you could blow the deal completely or end up either paying more than you ought or getting less than you expected! It is also very unwise to try to press unwanted merchandise on the occupants of a planet, try it and see what happens!

One of the most attractive features of the game is its multiplicity of screen displays. Each of the 11 screens has a distinct purpose and they are as follows:

1) Initialisation

At the beginning you are offered the option of starting a new game or loading an old one from tape. When you choose a new game you must enter the number of players, ships and planets. You can also choose to set a limit to the length of the game at this time and (on some versions) set the sound level.

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