



THE MIDAS TOUCH

AN ENCHANTING GAME
OF WORDS AND PHRASES

32K Atari

■ DISK

■ CASSETTE



D & D Computer Products
11441 N.E. Fargo Portland, Oregon 97220

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THE MIDAS TOUCH

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Whether you have purchased the cassette or disk version, you may purchase a backup **DISK** of THE MIDAS TOUCH by returning a copy (Xerox or otherwise) of this page and \$4.95 with your name and address to:

D&D COMPUTER PRODUCTS
11441 N.E. FARGO
PORTLAND, OREGON 97220

Have you ever wished that you could have the MIDAS TOUCH? Here is your chance! Spin the wheel and hope that it stops with the finger over Gold or Silver. Whatever element or compound the finger stops over will determine the value of any correctly guessed consonant for that spin. The letters which you are trying to guess are in the phrase above the wheel, each letter hiding behind a square. The squares are removed from each correctly guessed consonant, revealing more of the phrase. The value of each consonant is then added to your score. While spinning the wheel you may also encounter free spin tokens, lose half or all your winnings, double your money or lose a turn.

When you gain enough wealth, you have the option to buy vowels to help you in revealing more of the hidden phrase. When you think that you know what the phrase is, you may select to write it in. If you are correct, you win the game and your winnings are added to your grand total.

By setting the game clock for long or short time limits, you may enjoy leisurely, thoughtful games, or fast, action-packed games. The MIDAS TOUCH is both an exciting and educational group game. The varied sights and sounds, the mental challenge, and sixteen game variations combine to make it an enjoyable and entertaining game for family and friends.

REQUIRED ACCESSORIES ARE:

- 32K RAM for cassette or disk versions
- ATARI 410 Program Recorder for cassette
- ATARI compatible disk drive for disk
- ATARI BASIC Language Cartridge

LOADING THE CASSETTE VERSION:

1. If you have a disk drive, turn off your computer and disk drive (the cassette version will not run if DOS is present in your computer).
2. Insert the game cassette in the program recorder, rewind the tape, then press PLAY.
3. Power up your computer, type CLOAD, and press RETURN twice.
4. After the game loads into RAM, you'll see the READY prompt. Type RUN and press RETURN.

LOADING THE DISKETTE VERSION:

1. Turn on your disk drive and insert the game diskette.
2. Power up your computer.
3. An initial choice screen appears briefly upon booting the disk as follows:
 - 1) THE MIDAS TOUCH
 - 2) WRITE OR EDIT PHRASESTYPE 1 OR 2

IF YOU DO NOT MAKE A CHOICE WITHIN TEN SECONDS, THE MIDAS TOUCH WILL BE RUN AUTOMATICALLY

If you press the "1" key, THE MIDAS TOUCH will be loaded and run immediately. If you press the "2" key, the WRITER program will be run (see "USING WRITER" page 9)

THE FIRST SCREEN, AND SETTING UP THE GAME:

The title "THE MIDAS TOUCH" will display with the NUMBER OF PLAYERS OPTION, and the GAME SELECTION listed below it. Press OPTION to choose 1 to 4 players. Press SELECT to choose game 1 or 2. Listed next are the difficulty levels 1 through 4; 1 being the easiest and 4 being the most challenging. Press the number of your choice on the keyboard. See figure 1 for a description of each difficulty level.

Next on the screen is the time limit selection. Press the up arrow (↑) to increase the time limit, and the down arrow (↓) to decrease the time limit. The time limit will also affect the results of "LOSE TOUCH" on the game wheel. If the time limit is an even number (indicated by the asterisk beside the time limit selection), "LOSE TOUCH" deducts one-half of the player's winnings. If the time limit is odd (no asterisk), "LOSE TOUCH" deducts all of that player's winnings.

All of the above choices may be made in any order. When finished with the above choices, press the space bar, and follow the instructions to enter the player's names. Up to nine letters may be used for each name.

The instruction to press SPACE to continue will appear after the last name is entered. When Space is pressed, the screen will display from top to bottom:

The words FIRST GAME

The top phrase with all letters hidden behind squares (diff. 1 and 2)

The subphrase (diff. 1 and 3)
The used letter section
The options SPIN-SOLVE, BUY A VOWEL
The wheel
The player's names and scores

PLAYING THE GAME:

Once the game display is set up, the timer starts. Whenever the timer counts down to zero before the player makes a choice, the play goes to the next player. Each player's turn is indicated by the player's name at the top of the screen.

The first options displayed on the screen are to spin the wheel, give the solution, or buy a vowel. If a player has at least \$250, a vowel may be purchased by typing the desired vowel. A player may choose to give the solution by holding down the CTRL (Control) key and then pressing the "S" key.

The wheel is spun by pressing a number from one to nine. The force of the spin is determined by the size of the number. The finger will stop over, or closest to, one of the following:

1. FREE SPIN: A FREE SPIN token is given to the player, and the play continues with the next player.
2. LOSE A TURN: Play goes to the next player.
3. LOSE TOUCH: Player's score drops to half or to zero.

4. GOLD, SILVER, OIL, ROCK, etc.: The player chooses a consonant. If the consonant is in the phrase (and is not a used letter), then at each occurrence in the phrase the letter turns into the element or compound under the pointer. It is also weighed on the scales (at the left end of the wheel), and its value in dollars is added to the player's score. The correctly guessed letter appears in the same color as that player's name. The player then returns to the options of spinning the wheel, giving the solution, or buying a vowel. If the consonant chosen is not in the phrase, play goes to the next player unless a FREE SPIN token is used. If all consonants in the phrase have been chosen, the player up is required to give a solution.

The BUY A VOWEL option may be taken by selecting the vowel only when the option is displayed on the screen and the player has at least \$250. If the vowel chosen is in the phrase, it is revealed at each occurrence and a total of \$250 is charged to the player. If the vowel is not in the phrase, the player is not charged \$250, but play goes to the next player unless a FREE SPIN is used. If the player does not have at least \$250, the selection is ignored.

Before each spin, the timer begins the countdown from one-half the chosen time limit. After the choice to spin, the timer begins counting down from the chosen time limit. When the option to solve is taken,

the timer begins counting down from three times the chosen time limit.

A FREE SPIN token may be used at any time play would normally go to the next player except when a used letter is guessed, when the time runs out, or when an attempt at the solution is incorrect. If a choice is not made to use the FREE SPIN option within about ten seconds from when it is offered, play automatically goes to the next player.

To give a solution (be sure the option to solve is displayed on the screen first):

1. Hold down the CTRL button and press "S".

2. For game selection 1: type the solution including all punctuation and spaces exactly as they are positioned in the top phrase.

3. For game selection 2: type the solution for the subphrase. The subphrase is guessed from the clue given in the top phrase. Do not type in any of the top phrase for the solution in game selection 2: None of the letters in the subphrase are revealed until after the correct solution is given.

If the phrase occupies two lines, when the last word on the first line is typed, only one space is needed before the typing begins on the second line. The backspace key may also be used to change an answer.

When the correct solution has been typed, it is immediately accepted without pressing the RETURN key. A player may give up at any time while giving the solution by

pressing the RETURN key or by letting the time run out. If the correct solution is not given, the player is out of the present game, but is included again in the next game.

The winner of each game keeps all of his/her winnings earned during that game, All other player's scores for that game return to zero. At the end of the set of three games the total score of each player is displayed. A \$1000 bonus is added to the score in the one player option for each correctly guessed solution.

For the one player option, \$500 is deducted from the score for each wrong letter guess or LOSE A TURN. If the player has any FREE SPIN tokens, a token is deducted instead of \$500.

STRATEGIES AND HINTS:

Remember that some consonants occur more often than others in the English language. These more common letters include S, T, R, and N. These would be some of the safer choices early in the game.

If you know that a certain consonant occurs many times in the phrase and you feel like taking some chances, save guessing that letter for when a high value lands under the finger.

In game selection 1, be careful to have your solution spaced and punctuated exactly as the phrase above it.

Since a correct solution is accepted the moment its last letter is typed, if your

solution is not accepted, backspace and try a different spelling or word until you get it right (or until the time runs out). Remember - don't press the RETURN key at any time during your solution unless you decide to give up.

If during any game the start key is pressed, you will be given two options. You may return to the first game with the current players and options, or you may set up a new game format.

After each game, press SPACE to go to the next game when instructed to do so.

Difficulty level

	1	2	3	4
Phrase	*	*		
Subphrase	*		*	

Figure 1

An asterisk (*) in a top box indicates the difficulty level which reveals the positions of the letters in the phrase. An asterisk in a lower box indicates the difficulty level which reveals the subphrase hint in game 1, or the number of letters in the subphrase solution in game 2.

USING WRITER

"WRITER" is a companion program to the disk version of "THE MIDAS TOUCH", used for creating your own disks of phrases for the game. Some popular applications are for vocabulary lists, spelling lists, subjects such as States & Capitals, or your own unique sets of phrases.

When the WRITER program is run, the first screen will appear as follows:

MAIN MENU

- 1) WRITE PHRASES
- 2) EDIT PHRASES
- 3) DISK DIRECTORY
- 4) FORMAT DISK

INSERT APPROPRIATE DISK, THEN
TYPE 1-4 AND PRESS RETURN

Choice "1" is used when you want to start a list of phrases or add to an existing list. Insert either a blank, formatted disk, or a disk which contains lists which you wish to add phrases to.

Choice "2" is used when you want to edit phrases of an existing list.

Choice "3" is used for looking at any disk to check what is in its directory.

Choice "4" is for formatting a disk. This function will format the disk (a

standard format which erases the disk), and then set up the disk with a structure which will allow your phrase lists which are made on the disk to be copyable to a backup disk with DOS. You may create phrase lists on any blank formatted disk, but the disk needs to have the above mentioned structure on it to be copyable with normal ATARI DOS. Do not put phrases on a disk which has other files on it, as the phrases may be written over your other files.

After any of the above choices are taken, you are provided with easy instructions for that function.

With choice "1" of the MAIN MENU, you will be given the option of writing phrases for game option 1 or 2, or for changing (or creating) a game option's title. This title is for your convenience in writing and editing phrases and does not appear anywhere during the game play.

If you choose to write phrases for game option 1, you will see the following screen:

```
ESC FOR MENU
GAME 1 (YOUR TITLE) 0 ENTRIES

PRESS SELECT TO CHANGE CATEGORY NAME

CATEGORY (subphrase)=PLACE

TYPE PHRASE AND PRESS RETURN
(UP TO 36 LETTERS)
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The CATEGORY always defaults to PLACE when WRITER is first run. To change this to

another category such as TITLE, PERSON, or anything else you choose; press the SELECT key, then type in the new category and press RETURN. Each phrase will be labeled with the category as it is listed on the screen, thus, it is easiest to write phrases grouped in the same category at the same time, then change the category for the next group.

When you choose to write phrases for game option 2, the following screen appears:

```
ESC FOR MENU  
GAME 2 (YOUR TITLE)  0 ENTRIES
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```
TYPE PHRASE AND PRESS RETURN  
(UP TO 36 LETTERS)
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Type the phrase and press RETURN, then you will be asked to type the subphrase which will be the "answer" to the phrase. For example:

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Phrase --          SUPERMAN'S GIRLFRIEND  
Subphrase --      LOIS LANE
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Or, for a "STATES & CAPITALS" version:

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Phrase --          OREGON  
Subphrase --      SALEM
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To edit any phrases, insert the disk which has the phrases to be edited, then choose option "2" of the MAIN MENU. To change either the phrase or the subphrase, you will need to type both the phrase and the subphrase again, even if all you want to change is just one letter.

***** THE MIDAS TOUCH *****

The exciting and challenging word and phrase game for 1 to 4 players. A game full of animation, color, and sound, THE MIDAS TOUCH is notorious for keeping parties going into the early hours of the morning. The sixteen game variations will keep THE MIDAS TOUCH new and challenging for years to come.

Spin the wheel and guess letters in the phrase, win free spin tokens, buy vowels, and much more. Try not to land on LOSE TOUCH or your money will fade away. You may set the time limit for fast, exciting games, or for relaxing games full of strategy.

... ONE DYNAMITE PRODUCT ... THE GAME DISRUPTED OUR ENTIRE MEETING AND WE ALL PLAYED IT INTO THE WEE HOURS ...

--Joe Engle, PAC Newsletter, June 1982

... MY WIFE AND I HAD TO "PLAY TEST" THIS ONE OURSELVES ... FOR HOURS AND HOURS AND ... AN EXCELLENT GAME, SLIGHTLY EDUCATIONAL, BUT MORE THAN ENOUGH FUN TO DISTRACT FROM THAT ... VERY IMPRESSIVE FROM A PROGRAMMING STANDPOINT AND PLAYABILITY ...

--Andee White, Atari Club Oklahoma City, Newsletter, May 1983

... A VERY ENTERTAINING GAME, AN EXCELLENT EDUCATIONAL TOOL, AND GREAT FOR PARTIES ...

--Joe Richter, PAC Newsletter, June 1983
