

Sears

COMPUTER
**Program
Library**

PROGRAM CASSETTE WITH COMPLETE OPERATING INSTRUCTIONS

FOR THE **ATARI** COMPUTER SYSTEM



Oil Wells 7676

This computer program simulates a hidden oil deposit which you will try to find. Select a location on the map that looks promising. The geological survey will show the probability of striking oil below that spot and also estimate the cost per meter to drill.

Just like the professional wildcatters, try to strike oil early for maximum profits. The computer creates a different oil deposit each game and shows the view as you drill. **8K and 16K memory** versions included.

NOTE: THIS PROGRAM REQUIRES THE 410 PROGRAM RECORDER.

Oil Wells 7676

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How to load the cassette program into your computer

1. Turn on the computer and TV.

The word READY will appear on your TV screen.

If it doesn't or if the picture is not sharp, see your ATARI instruction manual.

2. Insert cassette.

Note: There are two versions of this program recorded on the cassette. The 8K version is on one side of the cassette and the 16K version is on the other.

If you are playing this program for the first time, please load the 8K standard version and follow the playing instructions on the next page. If your computer has additional memory capacity you will also want to try the 16K version. The 16K extended version has additional features and is described later in the written instructions.

The 8K version may be used on any ATARI computer. The 16K version can only be used if your computer has 16K or more memory installed. Select the version you wish to use and insert the cassette so that the appropriate label is facing up.

3. Rewind the tape.

Press the REWIND button on the 410 recorder and rewind the tape fully.

4. Press PLAY.

Pressing the PLAY button on the 410 recorder does not cause the recorder to start.

5. Position the tape at 003.

Press the small button next to the tape counter on the recorder. The numbers in the tape counter window will read 000. Now press the FORWARD button briefly and advance the tape until the tape counter reads between 003 and 006.

6. Type CLOAD on the keyboard.

The word CLOAD will be printed on the TV screen.

7. Press RETURN twice.

Pressing the RETURN key on the computer activates the computer. Pressing RETURN again starts the tape recorder automatically. After several seconds you will hear a whistle coming from your TV speaker. After several more seconds, the word "READY" will appear.

8. Type RUN on the keyboard.

The word RUN will be printed on the TV screen.

9. Press RETURN twice.

Pressing RETURN activates the computer. Pressing RETURN again starts the tape recorder.

The program title and copyright notice will appear on the TV screen. The program is now loading into the computer. Adjust your TV volume control to hear a description of the program.

When the program has finished loading, the tape recorder will stop automatically and the word READY will be printed on the screen.

10. Type RUN and press RETURN.

After the computer signals READY, typing RUN and pressing the RETURN key will start the program in the computer. Now turn to the next section for instruction on using the program.

In case of difficulty . . .

Programs from cassettes do not always load correctly the first time. Static or even brief interruptions of power can cause errors. If the computer prints the word ERROR on the screen, try loading the program a second time by rewinding the tape and repeating the directions, beginning with step 4.

A second copy of the program is recorded on the tape. If the program doesn't load after a few tries, follow this procedure to position the tape for loading the second copy:

- Rewind the tape and reset the tape counter to 000.
- Press PLAY on the recorder. Type POKE 54018,52 and press RETURN. This special instruction starts the tape recorder motor.
- Adjust your TV volume control to a medium setting. After two to five minutes of silence you will hear "The program begins at the tone" in the TV speaker.
- The instant you hear the tone, press the SYSTEM RESET button to the right of the keyboard. This stops the recorder with the tape positioned for loading the second copy.
- Write the number showing in the tape counter window here _____. In the future, use this number instead of 003 for positioning the tape in step 5 of the directions.
- Continue the load sequence with step 6.

How to play OIL WELLS

This computer program simulates an oil deposit hidden beneath the surface of the earth. You will see a map of the area on the TV screen and select a spot that looks promising. After you've chosen a location on the map, the computer will print a geological survey with the probability of striking oil at that spot and the drilling costs for each meter you go down.

If you decide to drill, the computer will show you the drilling process and the actual cost as the well goes deeper. Strike oil and see the weekly profit you will make every turn.

Colors on the map show the location of wells that are producing. As players alternate, the map begins to fill with colors and show the pattern of the hidden deposits. The center of the oil field is different each game.

After fifteen chances to strike it rich, the game ends and the player with the most assets is the winner.

8K standard and 16K extended versions

The 8K standard length version of OIL WELLS can be played on any Atari computer. The extended version can be used only if your computer has 16K or more memory. We will explain the standard version first, and then describe the additional features of the extended program.

Type name, press RETURN

The standard program is designed for two players. Begin by typing the name of the first player (up to nine letters long) and then pressing the RETURN key at the right side of the keyboard. Then type the name of the second player, and press RETURN.

The map

You're now looking at a map where the oil deposits are hidden. Below the map is a scoreboard telling you that the players are broke, the land marker is at location 20, 10 (the center of your screen) and that it's somebody's turn.

Move the land marker by pressing one of the four arrow keys on the right side of the keyboard. Holding an arrow key down automatically repeats for faster motion.

When you've moved the marker to the location you wish to survey, press the space bar (along the front of the keys) to signal your choice.

Do you wish to drill (Y, N)?

This side view of an oil well and your geological survey report tell you it's time to make an important decision. Look at the probability of striking oil and the cost to drill at this location. If it looks like a good investment, type Y to signal yes. If it doesn't look good, don't waste your money. Type N and let the next player try to find a better spot.

Strike oil!

Even if you did strike oil, you may not have struck it rich. Look at the total cost you have paid to drill the well. Compare this with the weekly income you'll receive each turn for the rest of the game. If your income will soon pay for the drilling costs, you will begin to show a profit quickly.

Dry hole?

Even worse than a well that barely produces enough income to pay the drilling costs is a dry hole—a well where no oil is found. This will happen from time to time, even near the center of the oil field.

Reading the map

Here's how to improve your chances of finding the center of the oil deposit where the wells cost less and produce more income. If you haven't returned to the map, press the space bar now to continue the game.

If the previous player has struck oil, the position marker will leave a square of color on the map.

For a dry hole, the color remains black. This is the color of all land outside the oil field.

Gold color shows the edge of the oil field. These wells will barely produce enough oil to pay for their drilling costs.

Yellow property shows a high production well and steady profit for the entire game.

Blue is the color that shows the very center of the oil deposit. Small clusters of these high production wells are the goal of all wildcatters. Even one or two of these wells can make a small fortune.

As the map begins to fill with colored markers, try to see where the center of the oil field is most likely to be. Remember that the colors shift from gold, to yellow, to blue as you go closer to the center of the field.

Analysis

After 15 turns or weeks, the simulation period is over and the computer will draw the complete map of the area. As you watch this map fill in, see if you were right about the center of the field. Remember the locations you selected and see if they were wise choices.

The next game will always be different. Perhaps the center of the oil deposit will be in the center of the map, or perhaps it will be near a corner or an edge.

To play again with the same players, type Y. To choose different players, type N. Either way, the next wildcatters will have a new oil field to discover and compete for.

Playing the 16K extended OIL WELLS

If your computer has 16K or more memory, load the extended version of OIL WELLS and enjoy several improvements and extensions including:

Portfolio records of all transactions with weekly updates.

Joystick controllers option for easier manipulation including buying, drilling, and selling.

One to four players may play for more flexibility and extended games.

Improved graphics and sound add realism.

This longer program with more instructions is also a more accurate computer model of an oil field. Wells have limited life and the oil field begins running out as the simulation progresses.

Joystick controllers

To use the optional joystick controllers with the extended version, plug a joystick for each player into the controller jacks on the front of your computer. They will activate in turn as the players change.

Hold the joystick controller with the red button in the upper left corner. When selecting a location on the map, move the dot by moving the control handle. Signal your choice by pushing the red button.

You can also signal a YES answer by moving your handle to the left and a NO answer by moving the handle to the right.

How many players (1-4)?

The extended version begins by asking the number of players. Type the number and then type each player's name. Remember to press the RETURN key after typing each name.

After all names have been entered, the scoreboard shows the players and their assets. A star shows whose turn it is. When the next player is ready, press the space bar or the red button on the player's controller.

Your portfolio

After you drill your first well, you will see your portfolio that lists all your wells. Each well is shown with its original cost, the taxes per week, the income per week, and the total profit or loss from this property.

If you have just drilled a dry hole, your portfolio will show a large drilling cost, a tax that must be paid each week, no income, and a loss for the property. Your immediate choice is to sell. Press Y for yes. The blinking dot shows your selection. You can move it down and up by pressing the arrow keys. Press the space bar to sell the well marked by the blinking dot.

If you've struck oil and the income is higher than the taxes, keep the well and watch the weekly income change your investment into a profit.

As the game progresses your wells will begin to deplete and run dry. Keep a close watch on all income. If a well stops producing enough to cover the taxes, sell it immediately!

Successful wildcatting demands close attention to your portfolio. Make a quick check each turn to be sure that each property is making a profit—not a loss.

Operating your computer

If your computer is turned off or if power is interrupted, the program will be lost from the computer memory. To load the program again, just follow the loading directions.

To stop the computer without losing a program, press the BREAK key. To start the program again, type RUN and press RETURN. You can stop a program to start over, to load a different program, or to make changes to the individual instructions.

The CAPS LOWER key and the key with the ATARI symbol (in the lower right corner) have special functions. These keys change to upper and lower case type (like a typewriter) and type letters in reverse color. If your computer does not respond to the keyboard, one of these keys may have been pressed. Press the SYSTEM RESET (top right) to clear these special functions. Then type RUN and press RETURN to start your program.

If you leave your computer for several minutes an automatic circuit will activate and begin changing the colors on the screen. This circuit is designed to prevent burn-in of images on your TV screen. Pressing the SPACE BAR on the keyboard returns to normal color.

To see the complete list of instructions in this program, press BREAK, type LIST and press RETURN.

Program notes

This computer simulation of an oil field is a three-dimensional model with colors representing the height. Each time the program is run, a different map is constructed and stored in the computer's memory. Drilling costs, the predicted probability of striking oil, and the actual level are all calculated for each location.

The economics are pure fiction. The costs for drilling and the output per week were chosen to match the realities of a game. The most critical design aspect was the development of several choice/decision points throughout. Also critical was a sense of ecology and the experience that our oil and other resources are not unlimited.

We hope you enjoy wildcatting with OIL WELLS and continue to discover the power and excitement of computer simulations.

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