

ATARI® 400/800™

COMPUTER PROGRAM CASSETTE

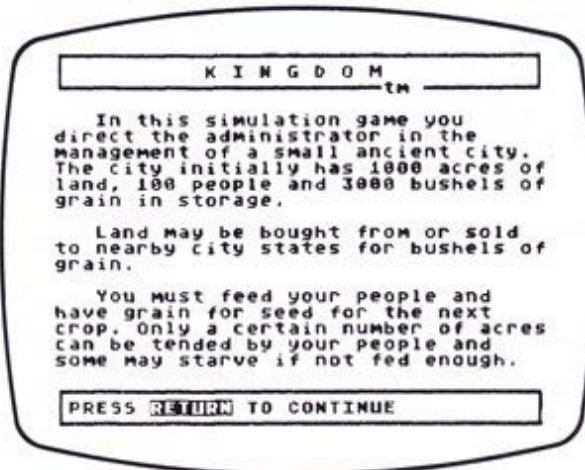
KINGDOM™

CX4102

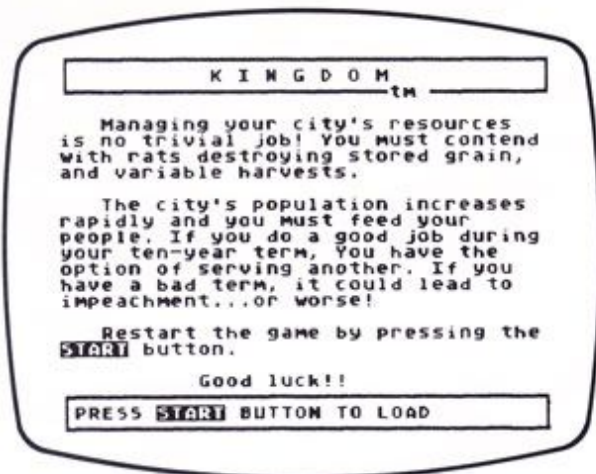
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Use the following procedure to start your **KINGDOM Computer Program Cassette**.

1. Insert an **ATARI® BASIC** (Computing Language) **Cartridge** into your **ATARI 400™** or **ATARI 800™** computer console slot.
(Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)
2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet.
(See your **Program Recorder Owner's Manual** for further details, if necessary.)
3. Turn your television on.
4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**.
(When an **ATARI Printer** and/or **Disk Drive** is connected to your system, it is possible to have loading problems, depending on how your computer console and peripherals are interconnected. Your best bet is to connect the Program Recorder directly into the computer console. If loading problems persist, consult the appropriate **ATARI Owner's Manual**.)
5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below.
6. Insert side **1** of the **KINGDOM Program Cassette** into the **ATARI 410 Program Recorder**. **REWIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/EJECT)**.
7. Type **CLOAD** on the computer keyboard and hit **RETURN**. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder**. Hit the **RETURN** key again on the computer console.
You will notice through the window of the **Program Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.
8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit **RETURN**.
9. The screen display will now show an **ATARI** logo along with a **LOADING KINGDOM** message. An audio track with music will accompany this process and will provide you with some additional information.
10. At the conclusion of this loading process the introductory display for the **ATARI KINGDOM** program will be shown on the screen. At the bottom of the screen will be the question, **DO YOU WANT INSTRUCTIONS (Y/N)?** If responding yes, type **Y** on the keyboard and hit **RETURN**. If responding no, type **N** and hit **RETURN**. (It is a good idea to read the instructions the first time you play.)
11. If you respond no (**N**), the computer will immediately begin loading the program into memory. After responding yes (**Y**), however, the screen display will show the following instructions:



12. After pressing **RETURN**, the next display will provide you with the following instructions:



13. Press **START** on the console to load the program into the computer. A **LOADING KINGDOM** message will appear at the bottom of the screen.

NOTE: During the course of making entries on the computer keyboard, you may accidentally hit the Reverse (Inverse) Video Key **⌫**, or the Lower Case Key **CAPS/LOWR**. If this occurs, you will notice that the characters are either reversed (dark letters on light background), and/or in lower case, and, the computer will not accept your input.

If you are getting reverse video characters on the screen, press the **⌫** key to return to normal text. To change lower case characters to upper case, press the **SHIFT** key and the **CAPS/LOWR** key simultaneously.

14. After the program has been loaded into the computer, the following display will automatically appear on the screen:



The questions that will appear at the bottom of the screen will be:

ACRES TO SELL? (ACRES TO BUY?)
ACRES FOR THE PEOPLE?
ACRES TO PLANT?

First you must decide how many acres of the city's land to sell. When you sell acres of land the amount of bushels you have in store increases. The **BUSHELS IN STORE** are used to feed the people. Your main task is to prevent the **KINGDOM'S** people from starving.

If you want to buy acres for the city, rather than sell acres, type **0** and hit **RETURN** when the **ACRES TO SELL?** question is on the screen. The display will then show **ACRES TO BUY?** After each question, enter the appropriate number.

Next you must decide how many **BUSHELS FOR THE PEOPLE?** are needed to keep anyone from starving. It takes 20 bushels of grain to feed every person in the **KINGDOM**. When the population is 100, for example, you'll need at least 2000 bushels of grain to prevent starvation. If the population grows to 115, then you will need 2300 bushels of grain to feed the people.

The final question for each year is how many **ACRES TO PLANT?** Each person in the **KINGDOM** can tend to 10 acres of land, so figure 10 acres per person when determining the ratio between the city's land and population. Also, it takes one bushel of grain to seed two acres of land.

That's all there is to it. It sounds easy, but it isn't. Each time you answer the three main questions you go on to a new year, unless you miscalculate. When that happens the computer will let you know. Whenever you try to enter data which is inappropriate in relation to the available resources, the computer will reject your input and display an appropriate message.

If you make it through ten years in office, you have the option of serving another term. To restart a game, press the **START** button on the computer console.

Side 2: The previous instructions apply to side 1 of the cassette tape. Side 2 does not include introductory instructions, only the program itself. To start side 2:

1. **REWIND** the tape to the beginning of that side, then press **STOP (STOP/EJECT)**.
2. Type **CLOAD** on the keyboard and press **RETURN**.
3. After the "beep" sound press **PLAY** on the **Program Recorder** and hit **RETURN** again on the computer console.
4. When the **READY** prompt appears, type **RUN** and hit **RETURN**. The **ATARI®** logo will appear on the screen while the program is automatically loaded into the computer. The **KINGDOM** program will subsequently appear on your television screen, at which time you're ready to start.

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In California (800) 672-1430
Continental U.S. (800) 538-8547

or write to: Atari, Inc.
Customer Service Department
1340 Bordeaux Drive
Sunnyvale, CA 94086

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PERSONAL
COMPUTER
SYSTEMS

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