T.G.I.F.

AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF A ZANY LIFESTYLE

INSTRUCTIONS FOR:
Atari® 800, 40K Cassette; 40K Diskette

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INTRODUCTION:

T.G.I.F. (Thank God it's Friday) is a game for the man on the street. Will you get a raise in pay or will unexpected expenses consume your money before payday? Can you invest wisely? Will Lady Luck smile on you consistently enough to help you reach your monetary goal before the other players?

T.G.I.F. can be played by 1 player against the computer, or with up to 4 players, with or without the computer participating. You set the monetary goal at the beginning of each game which can vary from $10,000 up to $50,000. Perhaps best of all, T.G.I.F. is an excellent party game simple enough to be enjoyed by all.

While the game is loading (see loading instructions at the end of this manual), you will see the message, "ONE MOMENT PLEASE." There will be approximately a 15 second wait. Then you will be asked, "HOW MANY PLAYERS?"

HOW TO START T.G.I.F.:

Press a number key from **1** to **4** for the number of players. The prompt, "PLAYER #1" will appear. Type in the name of player #1 and press the space bar or RETURN. After all players' names are entered, you will be asked if you want the computer to play. Press the **Y** key for yes or the **N** key for no. You will be informed if the computer will play. Next, you will choose your monetary goal. The keys **1** through **5** correspond with a monetary goal from $10,000 to $50,000.

PLAYING T.G.I.F.:

Each player's name will now be displayed and each will be given $1,000 to begin the game. A joystick is inserted into port #1. This joystick is passed to each player on his/her turn.

Buy a Lottery Ticket

Decline a Lottery Ticket

Your goal is to be the first to reach the money value established beforehand. Your first option will be whether to buy lottery tickets. This is done by pushing the joystick forward to buy or pulling it back to decline. If you buy a ticket, your number will be chosen at random and displayed on the screen. You will be given the option to buy a total of three tickets. For each ticket bought, $20 is subtracted from your account. If you have purchased your allotted number of tickets or have decided not to buy, a prompt will tell you, "PRESS FIRE TO PLAY."

When you press the "fire" button, you will be in the playing mode. An arrow will jump from section to section. Any movement of the joystick will take you into one of the following sections:

A. SUNDAY—Many things can happen from losing a turn (snoozing) to going on a Treasure Hunt.

B. MONDAY—Bills arrive on Monday. Large or small, this "fan mail" will take a bite out of your account.

C. TUESDAY—Lottery drawings are held on Tuesday. All names and ticket numbers will be displayed and the prompt, "PRESS FIRE FOR WINNING NUMBERS" will be shown. Press "fire" and five winning numbers will appear. If any of your tickets match any of the five winning numbers, you will receive $1,000 for each winner and the winning number(s) will appear at the bottom of the display.

D. WEDNESDAY—The middle of the week. Good news always comes on Wednesday. Large or small, this will add to your account.

E. THURSDAY—Who knows what Thursday will do for you? It can be good news or bad.

F. FRIDAY—Payday has arrived. Raises are accumulated through windfalls which usually come on Wednesday. Thank God it's Friday!

G. SATURDAY—You will be taken on a Treasure Hunt. Your character is controlled by the joystick and can travel anywhere except through trees, rocks and water. When you press the "fire" button your character will dig and an arrow will appear showing you the general direction in which the treasure is buried. Move in that direction and dig again. You will either find the treasure or be given another clue as to its location. Your guesses are limited, so dig only when you need a clue or are confident you know where the treasure is. The type of treasure and the value will appear when it is found and it will be credited to your account.

H. INVESTMENT—You will be given the opportunity to buy/sell an investment. By returning to this section after you have purchased an investment a buyer will offer you a deal always worth more than you paid. If you want to sell, press forward on the joystick; pull back to decline. Sometimes it is wise not to sell as some buyers offer more money.

Buy/Sell an Investment

Decline to Buy/Sell an Investment

If you spend more money than you have, the computer will give you a loan automatically. As soon as you recoup your money, the loan will have to be repaid . . . with interest.

NOTE: The computer will play its own game automatically.

SUGGESTED STRATEGY AND HELPFUL HINTS:

When Treasure Hunting—After you press the button to find the treasure and an arrow appears, go at least 6 to 8 spaces in the general direction of the arrow before digging again. This will give you a better idea of where the treasure might be.

After purchasing an investment—Sell as soon as an offer of about 25% or more is made. This allows you to buy other investments and keep the money coming in.

LOADING INSTRUCTIONS:

Atari Cassette version:

1. Turn off the Atari and remove all ROM cartridges.
2. Place the cassette into the 410 recorder. Make sure the cassette is completely rewound.
3. Push the yellow START key on the right of the Atari keyboard and **keep it down.**
4. Turn on the Atari. It will beep once to let you know it is ready to load the tape. After it has beeped, release the START key and press the PLAY button on the 410 recorder.
5. Press the RETURN key on the Atari keyboard. The cassette will begin to run and the program will load.
6. When the entire program is loaded, the cassette player will stop and the game will begin automatically.

Atari Diskette version:

1. Turn on your disk drive and insert the game diskette.
2. Power up your computer and turn on your video screen.
3. The game will automatically load into RAM and will be ready to play.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

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The Avalon Hill Game Company
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4517 Harford Road, Baltimore, MD 21214

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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