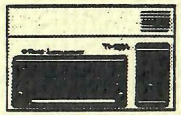
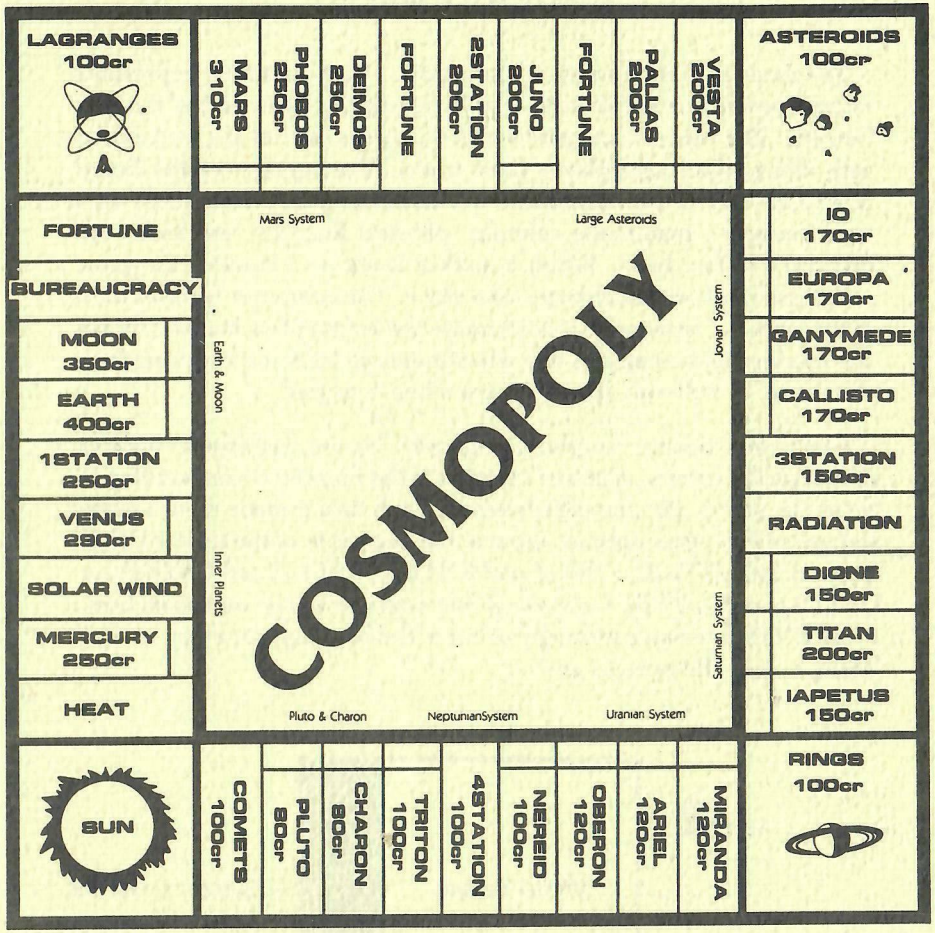
Aside from the world squares, there are several other kinds of squares on the Cosmopoly Board. The square in the lower left hand corner of the board is SUN. Markers start at SUN, and each time they pass SUN, they can receive a salary of 220cr. The other 3 corners of the board, and the last square before SUN, are LAGRANGES, ASTEROIDS, RINGS, and COMETS. These squares can be purchased, but no bases can be built on them. Ransom for these sqaures is randomly determined. There are also four STATIONS on the board. These can be purchased as well, and ransom is determined by the number of stations you hold. The remaining squares on the board can not be purchased. When a player lands on one of them, various things can happen. On HEAT, your ship is damaged by proximity to the sun, and you are charged a certain amount. On SOLAR WIND, you receive another moving turn. On BUREAUCRACY, a player is charged a certain amount of money. On FORTUNE, a player either gains or loses a randomly determined amount. On RADIATION, Jovian radiation causes damage and the result is loss of money. All of these effects happen automatically.

If a number is generated for a move that will cause a player to pass SUN, the ROLLING OBSTACLES will appear. These will appear on either side of the player and begin to move. The SPACE BAR must be pressed when they cross the square on which he is situated, or the salary recieved upon passing SUN will not be awarded. If the SPACE BAR is pressed when no Obstacle is on the correct square, the player will also lose the salary. These Obstacles can be tricky!

If a player goes bankrupt by landing on another player's property, all of his worlds go to the owner and he is out of the game. If a player quits or goes bankrupt in another way, all his worlds become unowned. Any base on such a world remains.

Level One (Gun) Level Two Level Three Level Four





INSTRUCTION BOOKLET

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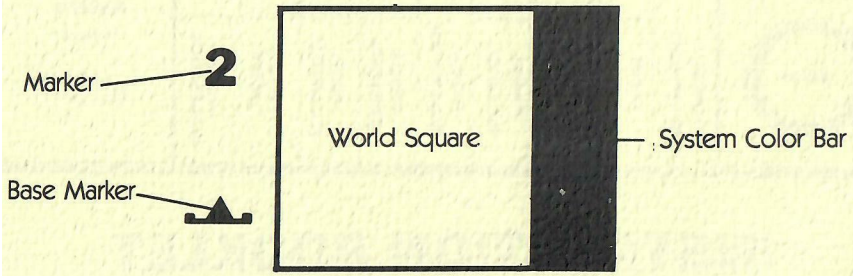
COSMOPOLY

by NOT-POLYOPTICS

The game of Cosmopoly is a board game which abstractly represents interplanetary war in the solar system during the latter part of the 21st Century. The board is composed of forty squares laid out in a rectangular path along which each player must travel. The squares on the board represent most of the colonizable worlds of the solar sytem (those with solid surfaces), man-made colonies, physical features, and local conditions(including luck). When a marker lands on a square, the game progresses and certain changes take place. The computer handles most of the work in Cosmopoly: it determines the length of each move, moves the marker, and computes any adjustments to be made resulting from the move. It will also ask for inputs when required.

Two to four people can play Cosmopoly. Names and credit amounts appear on the screen. A player's marker is the number corresponding to his or her turn in the playing sequence. Each turn is made up of a move and one of four other options, input at the beginning of the turn: BUILD (press B and ENTER), FIRE (F and ENTER), SELL (S and ENTER), or QUIT (Q and ENTER). Only one of these options can be used each turn. Press ENTER to move normally either at the beginning of a turn or after taking one of the options above.



The goal of Cosmopoly is to force your opponents into bankruptcy while still maintaining your own solvency. This is accomplished in several ways.

PURCHASING SQUARES: If you land on either a world, a station, or one of the corners, you can purchase the square if you have sufficient funds. Subsequently, if another player lands on that square, he is obligated to pay you a ransom (the computer does this automatically). This increases your funds and decreases his. When you purchase a square, your number appears adjacent to it.

3 letter abbreviations can be used when ever you input a name.

ACQUIRING SYSTEMS: When you have purchased all the worlds in a system (represented by the colored bars on each world square), you have enough security to build a base. Building a base increases the ransom charged for landing on a world square, and, under certain conditions, allows you to shoot projectiles at other world squares. These projectiles destroy opponents' bases systematically.

BUILDING BASES: Each world can have a base with four levels of security. When you build a base, a symbol appears adjacent to the square that symbolizes its status. A base gets a gun, followed by three levels of shielding.

FIRING PROJECTILES: When you have a base, and it is your turn, you can fire 5 projectiles at opponents' properties for 30 credits per shot. When you fire, a compass appears on the square from which you are shooting, and its needle spins, pointing successively around the board. The square you hit depends on the direction it is pointing (Note: Since the compass does not have as many directions as there are worlds, you must use accurate timing.) If your projectile hits a world that has a base, there is a good chance that it will be reduced one level. There is a chance, however, that the shields will protect it. You can not shoot at worlds that are on the same edge of the board as the world from which you fire.

SELLING SQUARES: During your turn, you can sell any of your worlds to any other player for any amount.