



MILLIONAIRE



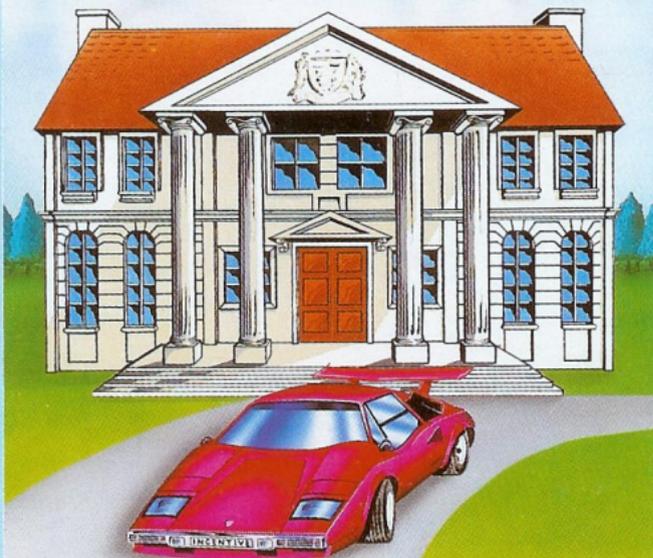
A13

MILLIONAIRE

**AMSTRAD
CPC 464**

MILLIONAIRE

A NEW EXPERIENCE IN GETTING RICH!!



AMSTRAD CPC 464

LOADING

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key.

The full range of Incentive Software is detailed in our latest price list. For a free copy send a stamped addressed envelope to:

Incentive Software Ltd,
54 London Street,
Reading RG1 4SQ

MILLIONAIRE

© COPYRIGHT 1985 INCENTIVE SOFTWARE Ltd.

All rights of the producer and of the owner of the work being produced, are reserved. Unauthorised copying, hiring, lending, public performance and broadcasting of this cassette is prohibited. The publisher assumes no responsibility for errors, nor liability for damage arising from its use.

WARNING: These programs are sold to according to INCENTIVE Ltd's terms of trade and conditions of sale, copies of which are available on request.

PRODUCED BY IAN ANDREW

From a small humble home to a magnificent estate?

Take on one of lifes little challenges & become a millionaire! Start up a Software Co., Buy, Sell, Advertise, Wheel and Deal with Honest Harry. Full Screen Graphic Representation of your current residence, + many other features.

Authors:

**John Hunt &
Steve Benfield**

Cover by

G. Williamson

Who wants to be a MILLIONAIRE!!!?

MILLIONAIRE

You own a home computer and have written a program which you consider to be of sufficient quality to market. You are willing to put £500 of your own money into the project. The decisions are up to you and these will directly influence whether or not you make it to the top and become a MILLIONAIRE.

First you must choose whether or not you wish to specialise, and if so, in which area. Your first program can be sold if required to boost your initial capital.

The section entitled "What makes a good Program?" occurs at the start of the game and periodically thereafter. This section is very important as regards sales.

You will be presented with a graphic representation of the offices belonging to your company, Software Inc. The buildings will become more impressive as your assets grow. However at the start of the game you will be working in a mid-terraced house.

The game rotates in monthly cycles. First will appear a display of the company's programs, sales, tapes in stock, rates, assets and money borrowed. Next will appear a graph showing the monthly progress (only sales of 100+ will appear), followed by the news sheet. Often these pieces of news have a direct effect on the company and its sales. When news is beneficial, sales should be boosted and vice-versa.

You must now decide on which main area you are going to work.

The following options are open to you...

- 1. Programming...**this will add one new program to your sales.
- 2. See Honest Harry...**if you want to get rich quick, or money is short then H.H. can provide very cheap programs and cassettes but there is always the risk of finding yourself on the wrong side of the law.
- 3. Try to sell products to retailers...**This of course will help to boost sales.
- 4. Convert existing programs to other machines...**this will increase the number of programs by one.
- 5. Try to obtain a loan...**loans of £1000 can be obtained each month, with an interest repayment of 10% per month. If your loans exceed your assets by £10000 then you will be considered to be bankrupt.
- 6. Sell out...**If you've had enough and want to see how well you've done then you can sell out. A score sheet will be revealed showing assets, sale price, popularity rating and a score 0-100.

In order to boost sales you have five ideas, but be careful how you use these because each can be used once only. Some are free and others will cost you, however all will, to a certain extent, boost sales.

When you have programs on the market you will be asked how much you wish to spend on advertising; how much you wish to spend on duplicating per cassette (if you choose the cheapest then you may find that programs are faulty and this will adversely effect sales); and how many cassettes you need duplicating for that month.

The program then returns to the picture and follows the above routine through for the next month.

Points to note.

If assets reach -£100 or lower then you will be considered bankrupt.

When a fair number of cassettes are on the market, occasionally one will disappear. The idea behind this is that the programs have a limited lifespan and may well be taken off the market if they are not selling well.

The profit margins for the first 18 months are quite high. After that period there will be a cut in profits to compete with others. After 30 months, selling will become gradually more difficult, but the effect of this is only slight.

Prove you can reach £250,000+ for a few months and then relax. The hard work of getting the company off the ground and becoming a stable organisation has been done. From here on the computer will assume that you have the capability to make a MILLION and will assess the time taken to reach your goal based on your performance so far.

The Program starts fairly easily for all to gain some measure of success, but as your assets grow - so do the problems!!

WILL YOU BECOME A MILLIONAIRE? Good Luck.