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 \texttt{START}, the next display will provide you with the following instructions:

\textbf{KINGDOM}

Managing your city's resources is no trivial job! You must contend with rats destroying stored grain, and variable harvests. The city's population increases rapidly and you must feed your people. If you do a good job during your ten-year term, you have the option of serving another. If you have a bad term, it could lead to impeachment...or worse!

Restart the game by pressing the \texttt{START} button.

Good luck!!

\texttt{PRESS START BUTTON TO LOAD}

13. Press \texttt{START} on the console to load the program into the computer. A \textbf{LOADING KINGDOM} message will appear at the bottom of the screen.

\textbf{NOTE}: During the course of making entries on the computer keyboard, you may accidentally hit the Reverse (Inverse) Video Key \texttt{A}, or the Lower Case Key \texttt{CAPSLOCK}. 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 \texttt{A} key to return to normal text. To change lower case characters to upper case, press the \texttt{CAPS} key and the \texttt{CAPSLOCK} key simultaneously.

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

\textbf{KINGDOM}

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

\textbf{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 \textbf{BUSHELS IN STORE} are used to feed the people.

Your main task is to prevent the \textbf{KINGDOM}'s people from starving.

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

Next you must decide how many \textbf{BUSHELS FOR THE PEOPLE} are needed to keep anyone from starving. It takes 20 bushels of grain to feed every person in the \textbf{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 \textbf{ACRES TO PLANT}? Each person in the \textbf{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 \texttt{START} button on the computer console.

\textbf{Side 2:} The previous instructions apply to side 1 of the cassette tape. \textbf{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 LOAD 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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