

TAZMAN

written by
Judith A. Emge

Copyright © 1989

Distributed by
EVERSOFT GAMES, LTD.

Expressly written for your Coco3*

THE HISTORY OF TAZMAN:

During the years of the Galactic Empire which followed the collapse of the First Galactic Confederation, all goods and services throughout the galaxy were delivered by Imperial starships guarded by escorts of the Imperial Navy. Yet the cost for such things was exorbitant and the worlds for which these much needed supplies were destined balked at the high prices demanded for such goods. Therefore, an illegal but highly lucrative enterprise of interstellar trade was begun by "Free Traders" who, for the right price, delivered what was desired for the best price.

Of these "Free Traders", Jans Hobart Tazman was by far the most successful. Starting with but one small scout ship, Tazman, through shrewd dealings, quickly established a fleet of fast trade ships which began to cross the galaxy and link whole systems in trade. Soon other "Free Traders" inspired by Tazman's success, began to ply the star routes themselves and the name Tazman began to signify any trader not flying under the Imperial flag.

At first the Empire ignored these Tazmen as "low grade smugglers". Years passed and the Tazmen began to out-bid and out-maneuver the Empire in one system after the next. The Imperial Treasurer began to complain of severe losses of trade revenues. The Imperial Council decided to move against the Tazmen and placed severe fines and penalties upon any world found to be trading with any "Tazman". Instead of eliminating the Tazman threat, it only encouraged it as the supply of goods became even more limited and precious.

Then came the Scarabian Revolt. It began routinely enough. An Imperial Warship was dispatched to the Scarabian star system to enforce the collection of fines which had been imposed when it was discovered by Imperial agents that Scarab was trading openly with Jans Tazman's traders in open opposition to Imperial edict. When I.S.S. Overlord entered the Scarabian star system and demanded immediate payment of all fines, the Scarabian envoy curtly refused to deal with the officers of I.S.S. Overlord. "If the Empire would suck our blood dry, then let the Emperor himself be present at the feast!" exclaimed Nander Kon, First Scarabian Envoy.

Outraged but helpless to enforce their demands against the small but determined Scarabian fleet, I.S.S. Overlord was forced to withdraw and return empty-handed to the Emperor. Emperor Thannis flew into a rage and an emergency meeting of the Imperial Council was held. A declaration of war was immediately signed by the Council and the Imperial Battle Fleet was ordered into action. In less than a month, the greatest armada of ships ever assembled departed at maximum speed for the Scarabian star system with orders to crush the rebels and place all worlds which refused to surrender immediately under martial law.

What happened then became the stuff of legends. Tazman spies warned the Scarabian worlds of their danger. Jans Tazman himself supplied the Scarabians with sleek, fast ships from his own fleet of traders to help combat the menace. As the Imperial Armada entered Scarabian space they were caught completely by surprise by the combined forces of the Tazman traders and the Scarabian spacers who within moments destroyed or crippled dozens of battle-cruisers and destroyers of the Imperial forces. A fierce battle ensued in which the rebel fleet suffered staggering losses, but in the end, the Imperial Battle Fleet withdrew in full retreat licking its wounds. Thus ended the first battle of the War For Freedom.

It was a war which made all other wars pale by comparison for it spanned the galaxy and was fought for generations. The War lasted 300 standard years and was won only at great cost. Great fleets of ships fought valiantly among the stars. The galaxy fed a war which brought misery and destruction to countless worlds before the last remnants of the Empire finally fell in wrack and ruin. In that time of darkness, of war between the stars, the trade routes were abandoned and forgotten. It seemed for many, that not only had the time of the Empire ended but that of the Tazman as well.

But now a new era has come. Over the past five decades, your own world has rebuilt itself, rediscovered much of what was lost or destroyed, and has begun to fly to the stars once more. You have abandoned a promising career on your planet as a future biosynthesist to pursue a dream: to become as great a Tazman as Jans Hobart himself. Thus filled with dreams of glory, of rediscovering lost worlds, and building a new galaxy brought together once more by the Tazman traders, you head for the nearest starship lot with hopes as big as your dreams.

MERGING TAZMAN WITH OS9

1. Boot your OS9 Level II system disk.
2. Format a new single sided data disk.
3. Backup your TAZMAN disk onto the new data disk. Put your master disk of TAZMAN away. From here on out, any reference to the TAZMAN disk refers to your backup.
4. Put TAZMAN into Drive 0 and type:

```
CHD /D0  
CHX /D0/CMDS  
INSTALL
```

You will need to have your SYSTEM disk and your CONFIG disk. Make sure that both disks are full disks (i.e., not altered by the Config option.)

Follow the prompts. You will exchange diskettes several times. Make careful note of the SOURCE and DESTINATION disks. You will be using your OS-9 SYSTEM Master, your CONFIG disk, and your TAZMAN disk.

Your work disk is now ready for use.

5. TAZMAN should be in Drive 0 when the OS9 prompt returns. Type:

```
CHD /D0  
CHX /D0/CMDS  
TAZMAN
```

Follow the prompts.

6. Hit clear until you see the TAZMAN screen. It will be the screen that instructs you to input ENTRANCE. Next type:

```
ENTRANCE
```

7. If you make a mistake when switching disks, begin again from step 1.

The next time you want to play TAZMAN, simply boot OS9 Level II with your boot disk, and follow steps 5 and 6. If you have double sided drives, or a hard drive, you may copy the directories. Make sure you bring all the modules over and change your data and execution directories before executing. TAZMAN requires a 16 color 40x24 graphics screen. If your system already has a window open in that configuration, you may use it to start the game by typing ENTRANCE. The source for both the INSTALL and TAZMAN modules are in directory SOURCE. Feel free to adapt them to your particular system for your own use.

When TAZMAN starts, you will have 4 choices from the first screen. You can choose your monitor type, joystick/mouse adapter type from this screen, start a new game, or continue a game in progress. To make a menu choice, simply type in the first letter of the item you want to install, or the function you want to perform. For example, if you want to choose the high-res joystick adapter, then type in an 'H' and press enter. TAZMAN boots up in RGB mode, with no joystick adapter. TAZMAN utilizes the Radio Shack High Res Adaptor (this one has two plugs) and does not support the Color-ware adaptor (single plug).

STARTING A NEW GAME

Before you play TAZMAN for the first time, you must start a new game. Type in S and press ENTER. You must then click your mouse/joystick button to proceed. If you are using the keyboard mouse (obtained by pressing control-clear), press the F1 key. As the generator spins up the universe, you will see the planet names print on the screen. After the planets are done being created, you will be asked to name your ship. Ship names can be 15 characters in length. Now that you've named your ship, the generator will begin to look for a suitable place on which to start your adventure. Pay attention to the planet names that come up on the screen. The first one will be your starting planet, and the second one will be the name of the world that is closest to you. Let the game begin!

MENU SELECTION

The first display you will see will be the game menu. This is a red hex display, through which you make your choices about which services you want to take advantage of. You may also board your ship from this display. Note that your game score is displayed underneath your ship name. As you progress in the game, your rating will go up until you obtain the highest rating of Master Tazman. To select a menu item, simply highlight the section you wish to access and push your fire button. Any menu item that is red is available for selection. The highlight color is yellow. Any menu item that is darkened is not available on that world and cannot be selected. Menu items that may be darkened out are: Dauntless Jane's, Fuel, and The Bank. Make a note on your game sheets when a service is not available on a particular.

TRADE CENTER

This is the heart of TAZMAN. This you buy, sell and make profits. The extra money will come in handy to buy better equipment in order to find lost planets and get them into your trading network.

Here is a sample Trade Center Screen:

Novomoskva				
Product	Whse	Purchase Price	Cargo	Selling Price
Wheat	77	30.24		
Corn				28.99
Rice				31.33
Soybeans	118	22.15		
Wool				41.60
Cotton				32.18
Flax	1177	43.31		
Iron				93.73
Copper				
Steel	3963	131.34		
Gold	1232	260.31		
Medical				
[miscellaneous statements pop up here]				
Cargo Space Left: 500				
Available Funds: \$5,000.00				
EXIT	EXIT	EXIT	EXIT	EXIT
EXIT	EXIT	EXIT	EXIT	EXIT

The Trade display shows all products which you can buy and sell on a particular world. The above example shows a display for the world Novomoskva. Whse stands for warehouse. This is how many units of a good are available for purchase at this time on that world. Cargo is how many units of a good you have stored in your ship. All prices are in reference to you, the player. For example, you can buy 77 units of wheat for 30.24. If you move the cursor to the wheat line, it will highlight and display the total cost of buying 77 wheat. If you were not able to buy the entire 77 units, either because you lacked the money or because you lacked the cargo space, then it would only calculate that part which you were able to buy.

In the same example, corn is selling for 28.99 a unit. They will buy all the cargo you have of any item you wish to sell, however, once you sell the market may become saturated and it will take a set period of time before that planet is ready to buy again. How long? Only the program knows. It depends on that planet's hidden consumption rate.

Notice that in the above example, there are no prices listed for Copper or Medical. This means that Novomoskva is not interested in either buying or selling those two items at this time. That may change over time, however.

If you want to buy or sell an item, simply position the cursor so that the item line is highlighted, and click the button. Whether you are buying or selling,

you will be asked to enter a quantity. You may simply click the button here, which automatically enters the maximum allowed, or you can override with a keyboard entry to buy or sell a lower quantity of that item.

Use the Exit bar to leave the Trade Center.

DAUNTLESS JANE

Where do you find out information? Why, from Jane of course! J.S. Enterprises, Ltd will gladly sell you what you need to know about all the worlds which are currently on your trading list. You can do four things in Jane's:

- 1) Planet information
- 2) Distance information
- 3) Product information
- 4) Exit

Each request for information will cost you money. Ordering a planet profile will cost \$1000 per planet. Distance information and product information costs \$100 per line.

Planet information:

Clicking on Planet will take you to a screen where you can select a planet name. Highlight the name of the planet you want the profile on and click the button. If you have found more worlds than there is room to display, then moving the cursor to any part of the screen above the display and clicking will take the names backwards in the list. Moving the cursor to any part of the display lower than the display and clicking will move the names forward in the list. If you hold the button down, the names will move faster.

Once you have selected a planet name, the profile will begin to display. First you will told that world's coordinates and current weather. The coordinates are not essential to the game, but it always helps to know exactly where you are in space in case you need to navigate by coordinates at some point. The current weather gives you an idea of how easy it might be to land on the world without damage. Click to exit this display.

The next display is a list of all products which you can buy on that world, including current prices. Click to exit this display.

The last display is a list of all products which you can sell on that world, including current prices. Click to exit this display.

Distance:

The distance option will give you all distances from your current location. When you click on this option, you will be asked to enter a radius. You can enter in any number from 0 to 346. Clicking at this point will automatically enter in the maximum radius of 346.

Once you have chosen a radius, the report will begin to display. It will list the planet name and a distance. This distance is calculated from your current location. If the report is too long for the display screen, it will wait for you to click your button in order to print the next line of information. You will know when the last line has displayed as it will print an ending message. Click to exit this display.

Product:

The product option will give you information on single products. When you choose this option, you will be given a list of products to choose from. Highlight the product you are interested in and click.

On the next option you will choose the type of report you wish. If you want to buy iron, for example, you can call up a display of all planets on which you can buy it, or you can ask to see just the best price (the lowest price in the case of buying, the highest price in the case of selling). Highlight the option you wish and click.

If you chose either of the All Prices option, you will receive a report showing the planet which is buying/selling that product along with the current price. If the report goes beyond the screen length, clicking the button will cause the next line to print out.

If you chose either of the Best Price options, you will receive a report showing the planet which currently has the best price for buying or selling that product.

Click to exit the last screen.

Leaving Jane's:

You can exit Jane's from the main screen by choosing the exit bar at the bottom of the screen and clicking.

THE BANK

This is where you do your financial business. At the beginning of the game, you'll probably find yourself becoming rather familiar with the loan office! Be careful of borrowing too much, otherwise your interest rate will skyrocket and you may not be able to pay back your loan.

Options inside the bank are Deposit, Withdraw, Loan, and Exit. All options work off the keyboard. Enter in the first character of the option you want, and press return. You do not need to keep cash on hand in order to pay for goods and services, so it's a good idea to come into the bank occasionally and deposit your money. You will receive interest for money in the bank.

You will notice that there is no option to repay your loan. The Bank is very particular about it's loans. They will send you a bill once every 30 days,

requesting a minimum payment. That occurrence is discussed under THE ADVANCING CLOCK.

You exit The Bank by keying in E for exit.

REPAIR

This is where you check the status of your ship, and also where you can buy repairs to it. You will notice that you start the game with a slightly used ship in need of minor repairs. Once you get the bill, you may not think those repairs are so minor!

The display consists of the system name on the left side, and a bar chart of it's current state of repair. Any red on the bar means that system has sustained damage. If the system name is in black, then you can repair that system on that world. If the system name is washed out (not distinct), then that world has no facilities for repair that particular system.

Moving the cursor to the system name will bring up a display of the name of the system you own, how much damage it has, and what it will cost to repair it. You will occasionally see such minor damage that it will show as a no cost repair. Take advantage of this to keep your repair costs down.

If you click on a system name while the damage information is displayed, you will be asked how much money you want to spend. Key in the amount and press enter.

Exit Repair by choosing the exit bar along the bottom of the screen.

OUTFIT

At the Outfitters, you can upgrade your equipment. Bigger ships will give you more cargo space. Better engines will burn your fuel more efficiently. Better Scanners will allow you to see further when hunting down planets. Better Tracking will allow you to pinpoint them in space with greater accuracy.

Highlight the type of equipment you are interested in. As you highlight the system name, a list of the different names which fall under that category will appear. Those printed in white are available for sale. Those printed in gray cannot be bought on this world.

When you click on the system name, the display changed to a list of the available equipment which fall under that system category. As you highlight the equipment name, it's price will appear on the screen. If you wish to purchase, simply click while it is highlighted.

When buying equipment, any old equipment you own is automatically taken in trade (if you agree to this). The trade in value of your old equipment is discounted for any damage, and also for wear and tear. It's possible to

receive nothing on a trade in. When you agree to the trade in price, you have just purchased the new equipment! Remember to mark it down on your playing sheet so you know what you have at all times.

One further comment. The Starcraft, Engine, Storage Tank and Fuel are all tied together. They must be compatible in order for you to be able to take off from that world. You will find compatibility charts at the end of the documentation to help you in deciding how to upgrade your equipment. If you purchase incompatible systems, you will not be allowed to leave that world, so be careful when you make your purchases.

Exit this screen by choosing the exit bar at the bottom of the screen. **FUEL**

You'll need to buy fuel to power your ship. The fuel display works the same as the outfitters. Simply highlight the fuel name you are interested in, and its price will be displayed. If you click while the name is highlighted, you will be asked how many units of fuel to buy. If, by chance, you have old fuel of another type still in your tank, you will be asked if you want to sell it back. A word of advice: try to have your tank as empty as possible before switching to a different fuel. You lose money when you resell fuel.

Exit this screen by choosing the exit bar at the bottom of the screen. **ON**

BOARD YOUR SHIP

To choose options from your ship console, you must position the cursor over the square buttons below the amber screens. The function of the buttons will display as you highlight them. The function, from left to right, are:

End game:

Choose this to end your game. It will save your game first. This is the only way to save your game.

Sleep:

Choose this to delay takeoff from this planet if you think the weather is too harsh to risk flying through it. Time will pass in the amount of one day when you choose this option.

Weather:

Choose this to obtain a display of the local weather. Click to get rid of the weather box and return to shipboard control.

Scan:

This option only works in space. Planetary laws do not allow scanning equipment to operate from the surface of any world. See **LOCATING NEW WORLDS** for more details on this option.

Com Nav:

This stands for Computer Navigation. Choose this option to navigate by using a planet name. Enter as much of the planet name needed to make it unique. For example, if you have both Equestria and Einstein in your list of planets, you could key in eq for Equestria or ei for Einstein. If there is no known planet to match your request, you will be told. If a planet is found, you will be asked to enter in the speed you wish to go. Lower speeds use less fuel, but take longer to get there. After you key in the speed, the distance, travel time, and fuel consumption will calculate and display and you will be given the option to liftoff or not. You click to exit this display and return to ship console control.

Man Nav:

This stands for Manual Navigation. Choose this option when you want to navigate by either coordinates or bearing. Both methods of navigation are further explained in LOCATING NEW WORLDS. If you choose to navigate by coordinates, you will need to enter in your desired x, y and z coordinates. If you choose to navigate by bearing, you will need to enter in the xy bearing and the z bearing. After you have entered in your choices, you will be asked to enter in a speed, then you will be given the option to either liftoff or not. Click to exit this window and return to ship console control.

Ignition:

This begins the launch sequence from the speed question. Use this when you've found it necessary to send an SOS for fuel after already laying in your course. You will not need to lay your course in again after obtaining fuel (unless you exit the ship to buy it from the planet). There is no other use for this option.

SOS:

If you run out of fuel while in space, or if you find you need a tow to another world, send an SOS, but be prepared to pay the price! Tows and refuels are automatically added to any loan amount you have. Remember you'll be paying not only for the goods, but the service as well, so expect your loan to rise considerably, especially if you request a tow. When you choose Tow, you will be asked for a planet name. Enter as much of the planet name as needed to make it unique. If you want to be absolutely sure you go where you intend to, then key in the entire planet name. If you choose fuel, you will be automatically refueled with your current fuel. Click to exit this window and return to ship console control.

THE ADVANCING CLOCK

Every 24 hour period, the production and consumption cycles of the worlds will update. You will be aware of when this is occurring by the trade report you will receive. In the first section of the report, you may receive some solid prices of products on some worlds. If you are fortunate enough to receive this information for free, write it down! You will also be informed

when production or consumption of a product has changed on a world. Please be aware, that just because consumption increases, that does not necessarily mean that world will now purchase that product. If their production rate is above their consumption rate, they would still be sellers of the product. You can see general trends, however, and get an indication of which worlds might begin to either buy or sell the goods you wish to trade in.

Next you will receive a weather report for all those worlds whose weather is moderate or above, or for those worlds whose weather has just stepped down from moderate. You will not receive a report on fair and mild worlds.

Now for the biggie. At this point, The Bank will determine whether you owe on your loan or not. If you do, you will be told what your minimum payment is. Key in the amount you wish to pay. If you cannot (or refuse to) pay off the minimum due, your loan will be negatively amortized (i.e. your loan increases by the amount you cannot pay), and your interest rate will increase by 1%. There is no ceiling to how high the interest rate can go. This is the only time you can pay on your loan.

SCORING

Points are calculated as follows:

1 point for each planet you know about. There are 56 planets.

1 point for each 'grade' of equipment you have. As you buy the more expensive equipment, you get more points.

Minus 1 point for each \$1000 on loan you have.

No points for dollars in the bank or on hand. You must spend money on equipment and find those other planets in order to maximize your points.

LOCATING NEW WORLDS

This is probably the hardest part of the game. In order to locate new world's you will first have to fly into space. You can choose to go either by coordinate or bearing navigation. Legal coordinates are from 0 to 346 and legal bearings are from 0 to 360 for the xy-bearing and -90 to 90 for the z-bearing. You are always pointed in a 0 0 bearing and all bearings given or displayed on your screen are in reference to that 0 0 bearing. With reference to the xy-bearing, 90 degrees to your right is bearing 90. Directly behind you is bearing 180. 90 degrees to your left is bearing 270. With reference to the z-bearing, a positive number is up, and negative number is down. So the xy-bearing represents movement in a circular plane while the z-bearing represents altitude. If you were to key in a bearing of 45 by 35, and you were currently headed due north, then that would mean that you would be changing course to move roughly Northeast, sloping upward at a 35 degree angle.

Let's assume you leave your current planet at a bearing of 45 by 35, distance 50. Now you're ready to scan. Choose the scan option by clicking on the button. A window will appear, and the scanning process will begin. It may take a few seconds for any data to show up in the window. This is normal. You will receive any data that shows up on your scan. The better your equipment, the further a scan can reach.

A scan may look like this:

```
<<< UNKNOWN >>>                fair and mild
175.161 x -.253                    110 34 92
```

This is a full featured scan. The UNKNOWN tells you that you have never landed on this particular world. The fair and mild tells you it's current weather. You need to be particularly close in order to scan a planet's weather, plus you need to have at least the number two scanner (the Weather Master) in your ship. The second line displays the bearing of the planet - xy-bearing /then z-bearing, then the coordinates. You will only receive coordinates if you have purchased a tracking device.

NOTE: The weather, bearings and coordinates may not be accurate. If your equipment has sustained damage, the results of the scan may be skewed. Also, the cheaper your equipment, the more likely it is to give inaccurate results.

How to find planets:

Once you find an UNKNOWN, write down the bearing and coordinates. You can then navigate towards it using either feature. Make a short hop towards the UNKNOWN, based on your equipment's range. If you know you have a range of 20, then try hopping 10 distance towards the target. If you know you have a range of 200, you may want to pull back and only hop 30 or 40 towards the target. As you gain greater range and more UNKNOWNS show up on your scan, you'll experience more difficulty in separating the signals out. Persevere and you'll eventually find your worlds. It may take as many as 20 or 30 hops to find a world, or you may hit it on the mark and find it in 3. If you seem to be going in circles, try navigating by bearing at a distance of 1.

Your effective range will be the maximum range of your tracking or communications device. There is a range chart at the end of the documentation.

GAME HINTS AND STRATEGY

When you begin the game, you start with 6 worlds. You can find their names in Jane's, or you can wait for their names to show up on the Trade News display. The first thing you should do is to go into the Trade Center and write down what is for sale and what you can buy on that world. Then go into Jane's and call up a display for the product that you want to buy. You must be able to sell your cargo in order to get rid of it, so make sure you can

Starcraft

		1	2	3	4	5	6	7	8
Fuel	1	X	X						
	2	X	X	X	X				
	3		X	X	X	X			
	4				X	X	X		
Tank	5					X	X	X	
	6						X	X	X
	7							X	X
	8								X

Fuel

		1	2	3	4	5	6	7	8
Engines	1	X	X	X					
	2	X	X	X					
	3		X	X					
	4				X	X	X		
	5				X	X	X		
	6					X	X		
	7							X	
	8							X	X

Fuel

		1	2	3	4	5	6	7	8
Fuel	1	X	X	X					
	2	X	X	X					
	3	X	X	X					
	4				X	X	X		
Tank	5				X	X	X		
	6				X	X	X		
	7							X	X
	8							X	X

RANGES

Equipment Level

1 2 3 4 5 6 7 8

Scanner	5	7	9	12	15	20	24	30
Communication	15	35	60	85	110	135	150	200

HOW TO CONTACT EVERSOFTE GAMES, LTD.

If you have questions, or need help, you can contact us at:

EVERSOFT GAMES, LTD.
P.O. Box 3354
Arlington, Wa 98223-3354

(206) 653-5263
10am to 6pm PST
Monday - Friday
except holidays

DISCLAIMER

Neither EVERSOFTE GAMES, LTD., the author(s), distributor(s) or seller(s) of this product shall have any liability or responsibility to the purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product. This product will be exchanged if defective in manufacture, labeling or packaging, but except for such replacement the sale or subsequent use of this program material is without warranty or liability.

NOTE: The enclosed program and this rule book are copyrighted. All rights are reserved. The distribution and sale of this software and rule book is intended for the personal use of the original purchaser only, and for use only on the computer system(s) specified herein. The rule book may not be copied, photographed, reproduced, or translated or reduced to any electronic medium or machine-readable form, in whole or in part. Renting this product, or duplicating and selling or renting or otherwise distributing this product, in any form, is hereby expressly prohibited.

DISK WARRANTY

If your disk should become unreadable within 30 days of purchase, return it with proof of purchase to EVERSOFTE GAMES, LTD. for a free replacement. After 30 days, please enclose \$5.00 to cover costs of media restoration or replacement and shipping charges. Please allow two weeks for delivery. Before returning your disk, please determine if your computer is malfunctioning or if your disk drive is out of alignment or needs cleaned. Test the disk on another computer, if one is available. If the program works on another computer, you have a problem with your hardware. If the program doesn't operate, send the disk back to us. The original disk must be returned to us for replacement.