UTOPIA™

ColecoVision™

Published by
Team Pixelboy

INSTRUCTION MANUAL

Thank you for selecting the Utopia™ game cartridge
for your ColecoVision game system or ADAM computer.
Please store this instruction booklet for future reference,
and be sure to read it thoroughly to ensure maximum
enjoyment of your new game.

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TEAM PARTICIPANTS

• Don Daglow: Original creator and programmer of the Intellivision version

• Mystery Man: Game programming and beta-testing

• Luc Miron: Game design, box/manual/label design, software beta-testing

• Rick Vazquez: Software beta-testing

• Dale Crum / Doc4: Game manual layout (doc4design.com)

• Oliver Puschatzki: Box printing services

• Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso, Tobie St-Aubin and
all AtariAge forum members.

A GAME OF POLITICS

If you've ever muttered, "I'd certainly do better, if I ruled that country," then this game is for you. Utopia™ puts you in charge of your own island state. You control the treasury, agriculture, industry, housing, education, hospitals and military. You allocate funds to create revenue and improve life on your island. If your decisions are wise and the people are happy, you rack up points. If not, rebels begin to infiltrate your paradise. Chances are, you'll find that running a country is every bit as complicated as it seems.

GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

Any compatible controller should normally function with Utopia™, but a controller with a 12-key keypad is required to access the basic options and functions of the game. If you are using a stock ColecoVision controller, it is highly recommended to insert one of the two controller overlays provided with your game cartridge into your controller, as pictured below.

Insert the Utopia™ game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or ADAM's) power switch to the ON position to begin playing. **(Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)**
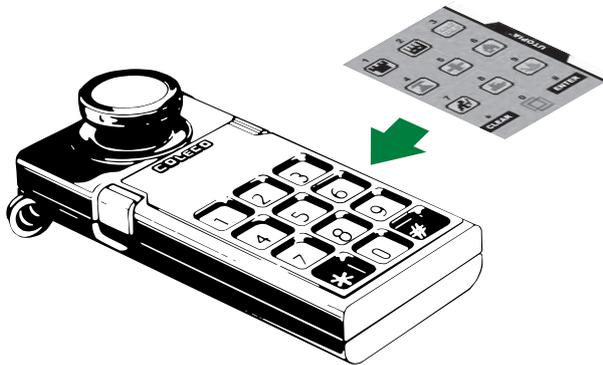
TIPS AND HINTS (cont.)

Get housing established early in the game, then go for a factory. Remember that factories cause a slow-down in population because of pollution.

Hospitals dramatically increase productivity, but they also boost population. Since the point value of each individual improvement DECREASES as population increases, save hospital construction for late in the game.

Do your planting early in the round. Crops planted late may disappear as soon as the round ends.

Don't over-plant. Crops are an unreliable source of income, since they depend on rain. They also require replanting.

Don't drop anchor for long in the upper left section of the screen. All hurricanes originate there.

Prepare for the possibility of aggression. Build your town in a circle with a space left in the center for a fort, so it can protect the entire town if necessary.

Don't be afraid to take offensive action yourself, if your score falls behind your opponent's. But build a fort first.

As a cooperative tactic, BOTH players can invest in PT boats early in the game, then position the PT boats where they will block the arrival of pirates. Pirate usually appear first in the corners. Take note that, in a one-player game, the computer opponent will NEVER use this tactic.

TIPS AND HINTS

Start with a greater number of shorter rounds (30 - 45 seconds), since earnings and points are added each round.

You win by accumulating points, not money. Your gold bars are meant to be spent, but you should always keep a minimum reserve of gold for emergencies.

Buy a fishing boat in the first round, and hang on to it. It's the only income source that you can really control.

When you want to create new boats, move your square cursor away from your fishing boats and PT boats already at sea, otherwise you will not be able to make new boats appear in your harbour.

Checking your score from the previous round (by pressing the right trigger button) is useful in determining if you are at risk of seeing rebels appear at the beginning of the next round, as the appearance of rebels is directly linked to your score from one round to the next.

In addition to dropping rebels on your opponent's island and sinking your opponent's fishing boats, one other way you can impede your opponent's progress is to park a PT boat in the harbour of his island. This will prevent him from creating new boats. You can stop your opponent from doing the same to you by building a fort next to your own harbour.

Once a boat is anchored, it will not move. A fishing boat can still fish (if it is over a school of fish) or be sunk, so leaving it in open water is risky.

Be aware of your census count, so that you can provide adequate food, housing, schools and hospitals for the people: One housing project per 500 people; one fishing boat OR one acre of crops per 500 people; hospitals and schools are up to you.

Watch out for invisible sand bars near the shore lines. They can slow you down when you are trying to move quickly. Avoid sand bars by moving parallel to shore whenever possible.

USING THE CONTROLLER

At the title screen, you can select a one-player or two-player game by pressing either [1] or [2] on Player 1's keypad. In the one-player game, Player 1 is pitted against a computerized Player 2.

A blue screen will then be displayed where you will be asked to specify your term in office, i.e. the number of rounds, between 1 and 50, of the game session. Enter the digits using the keypad on Player 1's controller, and then press [#] (**ENTER**) to confirm. If you make a mistake during your entry of digits, press the [∗] (**CLEAR**) key to erase the digits and start over.

Next, you will be asked to specify the number of seconds per round, between 30 and 120 seconds. Again, enter the digits of the desired number of seconds using the keypad, and press [#] (**ENTER**) to confirm, or press the [∗] (**CLEAR**) key if you make a mistake and want to re-enter the value. Once both numeric values are confirmed, the actual game begins.

During the game, Player 1 controls the green square cursor, while Player 2 controls the red square cursor. Players move their cursor across the screen using the joystick on their respective controllers.

To plant crops or erect buildings on your island, you must first select the desired action by pressing the corresponding key on the keypad of your controller. An icon of the selected action, together with its cost in gold bars, will appear above the status display directly under your island.

Next, move your cursor to the spot where you want to perform the desired action. As you move your cursor, a small blinking white dot inside the cursor will indicate the exact location where the action will be performed. Once the cursor is at the desired position, press the left trigger button or the [#] (**ENTER**) key to perform the action. The effect of each action is explained in more details in the following pages of this manual.

USING YOUR CONTROLLER (cont.)

To construct a new fishing boat or PT boat, there is no need to move your square cursor. Just select the fishing boat (key [**9**]) or PT boat (key [**8**]), and then press the left trigger button or the [**#**] (**ENTER**) key to make the new boat appear in your island's harbour.

Once you have a fishing boat or a PT boat somewhere on the water, you can take direct control of it by moving your cursor over the boat, and then pressing the left trigger button or the [**0**] (**CURSOR**) key on your keypad. You can then move the boat around the screen with your joystick. When you want to stop controlling the boat and do other things, press the left trigger button or the [**0**] (**CURSOR**) key again and your square cursor will reappear, while your boat will drop anchor at its current location.

Dropping rebels on your opponent's island only involves selecting the action via key [**7**], and then pressing the left trigger button or the [**#**] (**ENTER**) key to confirm. The computer will decide in a random fashion where the rebels will appear.

At any time during the main game, you can press the right trigger button to display your score from the previous round ("SCORE" will be replaced by "PSCORE" in your status display at the bottom of the screen).

Press the [∗] (**CLEAR**) key at any time to pause the game. Press [∗] (**CLEAR**) again to resume play. This works on both controllers.

At the very end of the game, when the final scores are displayed, press [∗] (**CLEAR**) or [**#**] (**ENTER**) to return to the title screen.

OPTIONS AT YOUR DISPOSAL (cont.)

SCHOOL (KEY [4], 35 GOLD): A school increases the well-being of your people and increases the productivity of factories. This serves to boost your score and gold revenue at the end of each round.

HOSPITAL (KEY [5], 75 GOLD): Hospitals help the growth of your population, and also greatly increase factory productivity.

HOUSING PROJECT (KEY [6], 60 GOLD): Each project provides housing for 500 people. This helps to increase your score at the end of each round, and promotes harmony.

REBELS (KEY [7], 30 GOLD): As explained earlier, rebels appear when dissatisfaction sets in among the inhabitants of your island. You can also provoke rebellion in your opponent's island by investing gold bars in spreading propaganda.

PT BOAT (KEY [8], 40 GOLD): These military boats cannot fish, but they serve two distinct purposes: When well-placed, they help protect against pirate ships by blocking them, and you can also use PT boats to sink your opponent's fishing boats by occupying the same space. PT boats cannot sink pirate ships or the PT boats of the other player, and they also cannot attack fishing boats while anchored. They can be sunk by hurricanes and tropical storms (rarely).

FISHING BOAT (KEY [9], 25 GOLD): Each fishing boat you put to sea can feed 500 people and generates 1 gold bar per round. Also, if you place a fishing boat over a school of fish, this generates one bonus gold bar per second (for this to work, the boat must not move). Fishing boats have no offensive or defensive capabilities, and can be sunk by pirates, PT boats and hurricanes, so be prepared to construct more boats as needed.

OPTIONS AT YOUR DISPOSAL

Players can perform several actions via the keypad of their respective controller. See page 5 for instructions on how to plan crops and erect various buildings. See page 6 for details about creating/controlling new fishing boats and PT boats, or to drop rebels on your opponent's island. The effects of these various actions are described below.

FORT (KEY [1], 50 GOLD): Provides military protection against rebels, pirate ships and your opponent's PT boats (if the fort is located on the shoreline) within a one-cursor radius around itself, as described by the picture below:
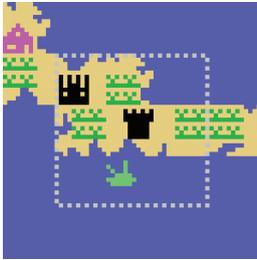
FACTORY (KEY [2], 40 GOLD): Each factory erected on your island generates at least 4 gold bars per round (more as the well-being of the people increases). However, factories increase pollution levels, which has an impact on the death rate of your inhabitants.

ACRE OF CROPS (KEY [3], 3 GOLD): Each acre of crop planted on your island can feed roughly 500 people. Not having enough crops can impede the progression of your census count and contribute to your people's dissatisfaction. When a rain cloud or tropical storm moves over an acre of crops, this can generate extra revenue in the form of a bonus gold bar. The average lifespan of an acre of crops is 3 rounds, but this varies, and you need to plant new crops to keep up your food supply.

HOW TO PLAY

Whether you are playing against a computer or human player, the goal is to outscore your opponent by improving living conditions on your island, or by causing rebellion and loss of revenue on your opponent's island. Player 1 manages the island on the left side of the screen, and Player 2 is in charge of the island on the right side.

Improving living conditions on your island involves making decisions about food supply, housing and economic development for your island's inhabitants. But your resources are limited. Each player begins the game with 100 gold bars, and each action a player performs carries a cost in gold. You can earn more gold through a variety of ways, and it's up to you to maximize your earnings during each round. If you run out of money, your options will be severely diminished, while your opponent takes the lead score-wise.

PLAYER 1'S FISHING BOAT
CURRENT ROUND NUMBER
PLAYER 2'S CURSOR
ROUND TIMER
PIRATE SHIP
TROPICAL STORM
SCHOOL OF FISH
FORT
FACTORY
PLAYER 1'S CURSOR
CROPS
PLAYER 1 STATUS
SELECTED ACTION WITH PRICE
PLAYER 2 STATUS
PLAYER 2'S PT BOAT
RAIN CLOUD
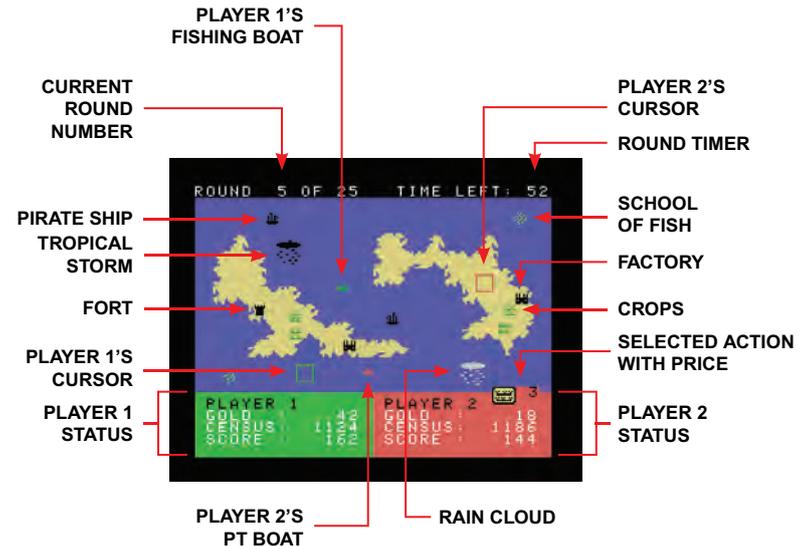
HOW TO PLAY (cont.)

Govern your island by planting crops, erecting buildings, creating and managing fishing boats and PT boats, as described on pages 5 and 6. Assuming you have enough gold bars, a small symbol for crops, a building or a boat will appear on your island, and the cost of the action will be deducted from your gold reserves.

You may perform actions at any time during any round, as long as you have sufficient funds. If you don't have enough gold to fund an action, you will hear a negative sound effect and nothing else will happen.

You cannot put crops or buildings in spots on your island that are already occupied, nor can you directly interact with any piece of land on your opponent's island.

You cannot create new boats if there is a boat parked in your harbour, unless the parked boat is a fishing boat owned by the opponent player. In that particular case, you can create a PT boat and sink the intruding fishing boat in the process.

When a round ends, the game stops for a few seconds. The performance of each player is evaluated, points are awarded, some gold bars are added to each player's treasury (you automatically earn 10 gold bars per round, even if you do nothing during that round) and the census count (the number of inhabitant of each island) will go up as well.

The player with the highest total score at the end of the last round wins the game.

ENVIRONMENTAL ELEMENTS

The computer controls these environmental elements:

 RAIN CLOUDS help your crops grow, and they can even help generate gold revenue by passing directly over an acre of crops. Try to plant where the rain falls the most frequently. There are no set paths for rain, but you will notice general patterns.

 TROPICAL STORMS bring a deluge. They may either help your crops or destroy them. On rare occasions, they may destroy a building or boat.

 HURRICANES usually lay waste to everything in their paths. Fishing boats will be sunk if moving, but have a chance of surviving if anchored. Everything else over which the hurricane passes has a 2/3 chance of being leveled. As in real life, the faster a hurricane moves, the less damage it inflicts.

 SCHOOLS OF FISH travel randomly in the waters around the islands. Move your fishing boats over these groups of fish to generate extra gold revenue.

 PIRATE SHIPS come and go at random and sail across the waters. They will sink any fishing boat they encounter upon close contact. Keep pirates away using your PT boats, and also with forts built near the shores of your island. Pirates can only be sunk by forts, hurricanes and tropical storms (rarely).

 REBELS may appear at the beginning of any round (except the first) if the inhabitants of your island are dissatisfied. Your opponent may also cause rebels to appear on your island if he invests some of his gold in spreading propaganda against you. When rebels appear in an area, they destroy whatever is there (crops or building) unless the area is protected by a fort. Rebels usually disappear when the player puts some extra effort in increasing the well-being of the people.