

I.Q.

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DOVA

NO WAIVE

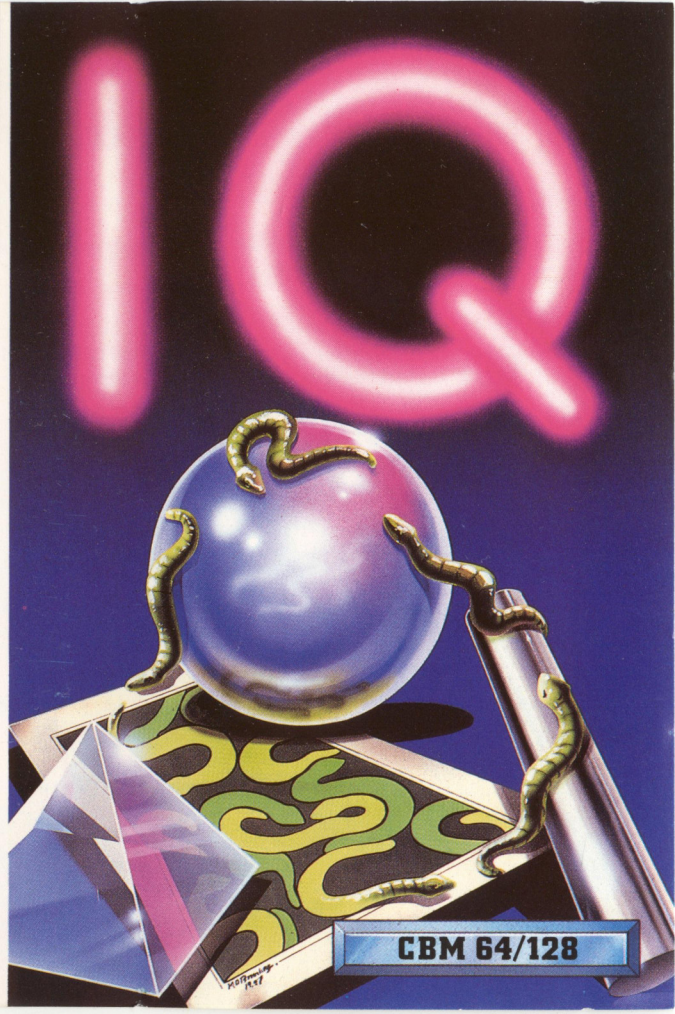
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CBM SCREENSHOTS

CBM 64/128

I.Q. SUPER ARTIFICIALLY INTELLIGENT LIFE. (S.A.I.L.)

THE GAME

The S.A.I.L. will capture areas by leaving trails from point to point. Each point is in the centre of an area.

SCORING

1 point is awarded to the S.A.I.L. that leaves the last (sixth) trail in an area. Scores are indicated at the bottom of the screen.

STARTING

You must choose the type of S.A.I.L. i.e. colour. Then start and train your S.A.I.L.

TYPES OF S.A.I.L.S

Five S.A.I.L.S are built into the game.

NEWThe S.A.I.L. is untrained and must be trained.

AUTOThis S.A.I.L. is like a new S.A.I.L., but it is trained by the computer during a game.

WILDThe computer will train the S.A.I.L. at random, so that it can cope with possible moves in the game.

SAMEThe S.A.I.L. that you used in the last game.

Number of Players: One to four

To Load: CASSETTE. SHIFT RUN STOP. Type LOAD ":",8,1 followed by a RETURN.

Play Commands

Starting: f1 key	Resets the program
f3 key	Lets you choose a type of S.A.I.L. (NEW, WILD, etc.)
f5 key	Lets you select the next S.A.I.L. position (pink, green, etc.)
f7 key	Starts the game; during a game, it takes you back to the f3/f5/f7 menu
Moving: SPACE BAR	Changes the S.A.I.L.'s direction (when the S.A.I.L. is waiting to be told what to do)
any letter key	Tells the S.A.I.L. to move
Other: RUN/STOP	Pauses/restarts game
0 to 9 keys	Sets the speed of the S.A.I.L.s (0 is the slowest, 9 is the fastest, 6 is the default)

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