

MICROTRIVIA



Spekensy Software LTD.

Box 1220, Kemptville, Ontario, Canada K0G - 1J0

Telephone 1 (613) 258-2451

Other SPEAKEASY SOFTWARE cassettes available from your Computer Store include:

BULLS AND BEARS TM

"the microcomputer game of high finance"

If you missed all the excitement of the CRASH of 29 don't despair. BULLS AND BEARS brings it all back.

Are you a clever speculator . . . or an astute chairman of a powerful corporation . . . can you master the stock market - outwit your fellow players. BULLS AND BEARS may be played by up to five players and your computer will be your banker and stock ticker. Easy to play, this game will challenge you time and time again. How many shares should you buy . . . when should you sell . . . what will the earnings per share be next year . . . how many production units can your company afford . . . will you be the victim of a take-over attempt. This may be your only chance to make a fortune . . . but please . . . be a good sport when you lose. After all it is only money.

-and-

WARLORDS TM

It is the Dark Ages, in the ancient kingdom of Nerd, and all is chaos. King Melvin has died without an heir and the country has fallen into the hands of four powerful and vile WARLORDS. A power struggle is taking place to see who will emerge as the new King.

You and the other players are these WARLORDS and, as you brood in your castle, you will have to decide what combination of military might and skillful diplomacy will lead you to victory. It would be foolhardy to wage war against all others simultaneously, yet . . . will the alliance you make stand the test of battle? Should you double-cross him before he screws you?

And what of the serfs? You will have to tax them heavily to wage war but not to the point of plague and famine. Will your troops control the country-side or lay siege to the towns and capital?

Whoever said "war is hell" never played WARLORDS.

MICROTRIVIA

by

SPEAKEASY SOFTWARE LTD.

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BOX 1220

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INTRODUCTION

WHAT HAPPENED ON NAPOLEONS' WEDDING NIGHT . . .
IN STAR WARS, WHO WAS THE LEADER OF THE STORM TROOPERS . . .
WHAT DO JUMBO AND TRIGGER HAVE IN COMMON . . .

The answers to these and dozens of other weird, wonderful questions are found in MICROTRIVIA. Match your wits with RALPH THE TRIVIAL COMPUTER and then, when rendered witless, inflict the same fate on your unsuspecting friends. Speakeasy's MICROTRIVIA is certain to make them feel totally inadequate.

WARNING . . . DO NOT LET YOUR CHILDREN PLAY - THEY WILL CERTAINLY KNOW MORE THAN YOU.

MICROTRIVIA is not a serious, educational simulation designed for Ph.D. candidates and is best played at a party, along with plenty of good food and drink. All kinds of famous people have not played MICROTRIVIA. PRESIDENT CARTER has not played MICROTRIVIA. BOBBY ORR has not played MICROTRIVIA.

However, we are pleased to see that you are playing MICROTRIVIA, and we hope it will provide you and your friends with a good deal of amusement. Normally, it is our policy to produce software that instructs as well as amuses - but in this case we don't think we should make any claims of that sort, lest you decide to sue us.

So, just enjoy it and if you would like to see more programs of this nature, please let us know.

INSTRUCTIONS

LOADING - We will assume you have mastered this part of the action, from your operator's manual.

TO START - Just type RUN and hit the RETURN key.
The first part of the program only lasts a few minutes and it is designed to "warm you up".
All you need to do is type in any answer you want and hit the RETURN key.
If you don't know an answer, just hit the RETURN key. The correct answer will be provided for you.

THE MENU - Soon you will come to the MENU part of the program. It lists the various CATEGORIES of TRIVIA and asks you which one you wish to play. Just type in the CATEGORY NUMBER - e.g. T.V. STARS - 4.

TIME - Just keep playing, by choosing from the MENU, as long as you wish. Short periods of time for each player are recommended, at any one sitting. MICROTRIVIA goes well in a party setting, or when friends or family are over.

TO STOP - Select CATEGORY 13 - STOP.

HINT - People who don't have a computer and who have never used one before, tend to hit the RETURN key too hard, so much so at times, that they end up stopping the program. A reminder that a gentle touch will do is often in order.

MICROTRIVIA MENU

<u>CATEGORY</u>	<u>NUMBER</u>
NICKNAMES	1
FAMOUS ANIMALS	2
PLACES AND THINGS	3
ACTRESSES AND OSCARS	4
T.V. STARS	5
TEAMS	6
QUOTATIONS	7
ACTORS AND OSCARS	8
WRITERS	9
CRIME AND CRIMINALS	10
SPORTS HEROES	11
COWBOYS AND HORSES	12
STOP	13

FINANCIAL ANALYSIS TM
A Tutorial

An interactive learning cassette with chapters on Risk, Short-term and Intermediate-term Financing, Financial Statements, and Key Business Ratios. The user is then put into the position of having to use these concepts by playing the Meany Manufacturing Business Game.

TRANSACTIONAL ANALYSIS TM
An Introduction

An introduction to T.A. - a system for understanding human behaviour. Chapters include: You As A Person, Stroking, Transactions, Are You Listening?, The Balancing Game. This interactive learning cassette will help you gain a better understanding of why you get along with some people and not with others and may give you a better understanding of yourself!

MICROTRIVIA

Recommended for Adults and Teenagers
who enjoy trivia games!

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