

QUICK~CARTAGE COMPANY

Student's Guide

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A product of Jacaranda Software

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BBC version programmed by David L. Smith
Commodore 64 versions programmed by Philip O'Carroll
Microbee versions programmed by Jeff Tutticci

About the game

Quick-Cartage Company is a game for up to four players. Each player is the driver of a Quick-Cartage Company truck. Your job is to pick up building materials from supply yards, and deliver them to construction sites.

While you're driving, you'll be able to see where your truck is on a map. During the game, you'll have to use two different maps. One is a map of a city, and the other shows the area around it. These maps will help you to find the supply yards and construction sites. It is up to you to plan your route carefully, get to your destination quickly, and not run out of fuel.

To play this game you need to understand how to work with a scale. The two maps are drawn to different scales. On each of the maps, you'll see that the roads have white dots along them. The **city map**, where the game begins, is drawn to a scale where **the distance between two dots measures one kilometre**. There is a scale line in the bottom right-hand corner of the map.

When the game begins, a truck for each driver will be parked at the garage. You will find the garage near the centre of the city map, which looks like this:

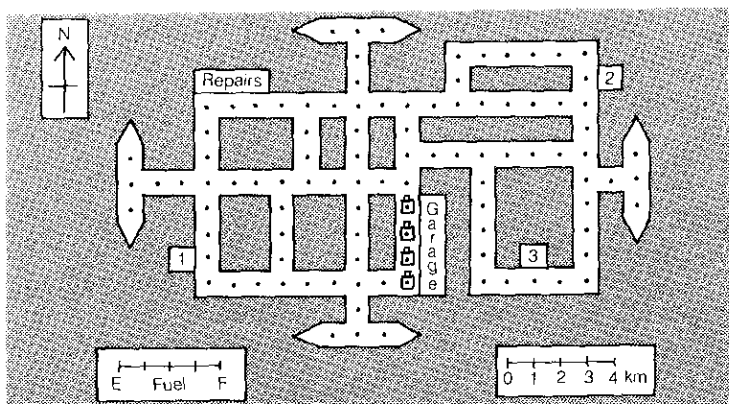


Diagram 1 – City map: The trucks are parked outside the garage. The repair shop is in the north-west corner of the map.

There are three construction sites in the city. They are labelled 1, 2 and 3.

The bottom left-hand corner of the map shows a fuel gauge that tells you how much fuel is in your truck's petrol tank. (You will have a full tank when the game begins.)

Three of the construction sites are also shown on the city map. (There are six construction sites altogether – the other three are on the other map.) Construction sites are labelled 1 to 6.

There is a repair depot in the top left-hand corner of the map. This is where your truck will be towed if you have an accident. You'll find out more about accidents later in the Student's Guide.

At the edge of the city map are four roads that lead out of the city and into the surrounding area. Your first objective is to drive up one of these roads in order to get onto the local area map where the supply yards are. The local area map will look like this:

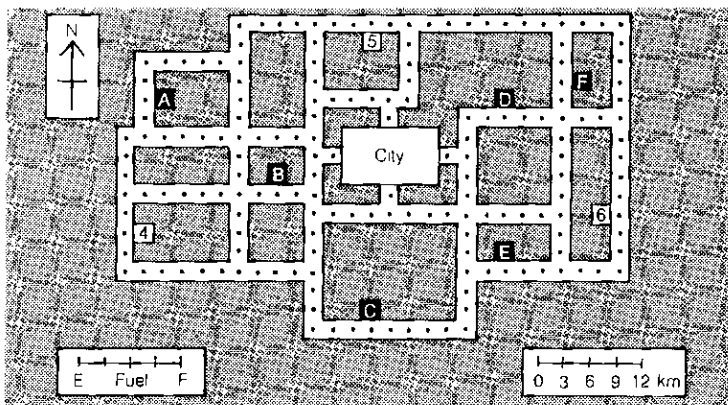


Diagram 2 – Local area map: You will find construction sites 4, 5 and 6, and the six supply yards, labelled A to F, on the local area map.

Now you can see the six supply yards. They are labelled A to F. Can you see the other three construction sites?

When you want to return to the city map, you drive your truck into one of the roads that lead back into the city.

The **local area map** is drawn to a different scale. **The distance between dots measures three kilometres.** There is a scale line in the bottom right-hand corner.

Now that you know what the maps look like, where the garage,

repair shop, supply yards and construction sites are, and where to find the scale line and fuel gauge, you can find out how to play the game.

Playing the game

1. *At the beginning:* When the game begins, just after you have told the computer who is playing, it will tell you what each supply yard sells, and what each construction site needs.

Write these things down!

You can find out about things at any time by asking the computer for HELP, but you won't be very popular if you keep asking for HELP every time it is your turn.

2. *Driving your truck:* When the game begins, your truck will be parked at the garage near the centre of the city. To drive your truck, you must tell the computer two things:

- Which way
- How far.

The direction you travel can be north, south, east or west – but you can only drive on a road. You can travel any distance you like (**in a straight line only**) along any road you are on. (See diagram 3.)

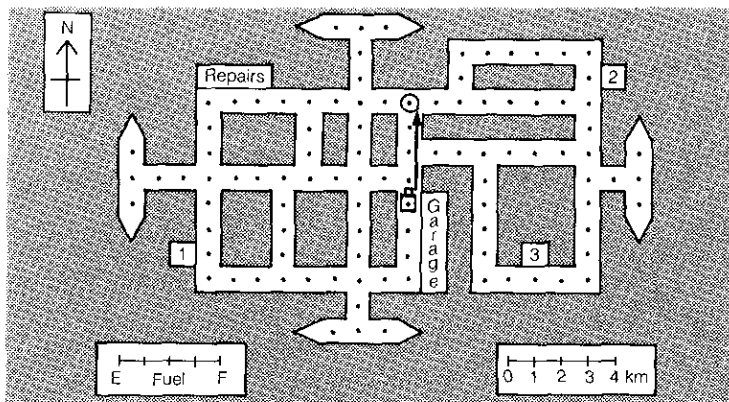


Diagram 3: The driver of the truck at the garage wants to go to the end of the road. This means going north for 4 kilometres.

Of course, when you begin, you will want to go to the local area map, since that is where all the supply yards are. Just head towards one of the roads that lead out of the city. (See diagrams 4, 4A and 4B.)

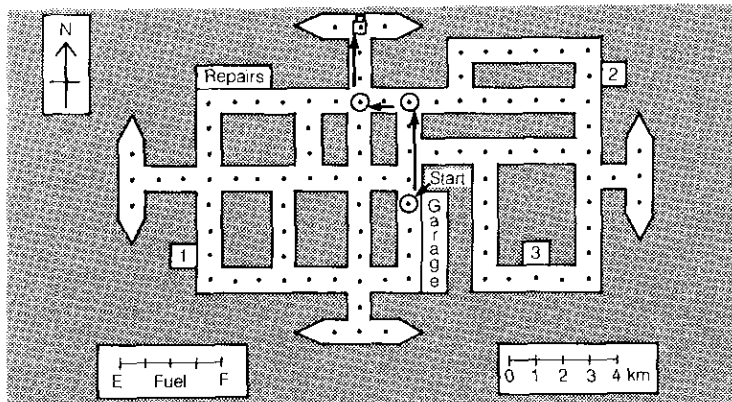


Diagram 4: This truck started at the garage. It went north for 4 kilometres, west for 2 kilometres and then north again for 3 kilometres.

When the driver says he or she wants to go east or west for the next turn, the local area map will appear. (If the driver tries to go north, the truck will crash!)

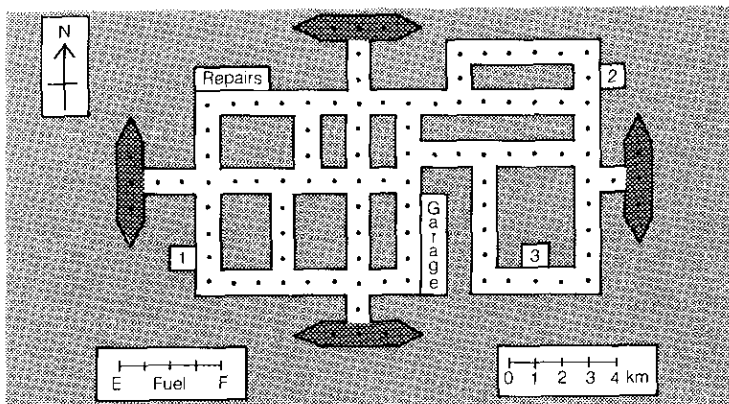


Diagram 4A: The four shaded roads lead out to the local area map.

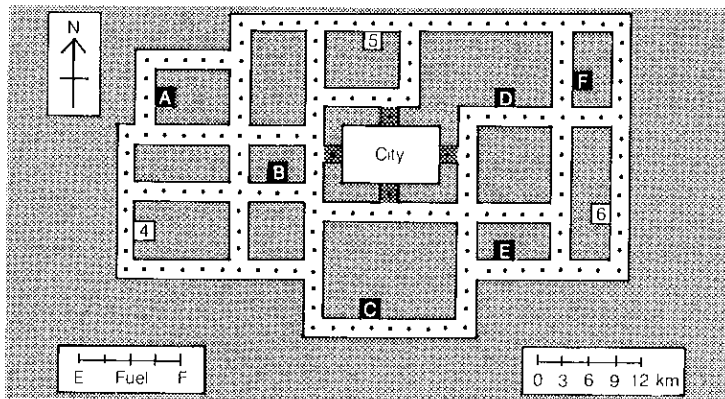


Diagram 4B: The shaded roads lead back to the city map.

3. *Making decisions about where to drive:* Before you can sell anything, you have to drive to a supply yard and buy something. It is a good idea to think carefully about what you want to buy and where you want to sell it before you decide which supply yard to visit.

When you drive your truck to a supply yard, stop right in front of it. (See diagram 5.)

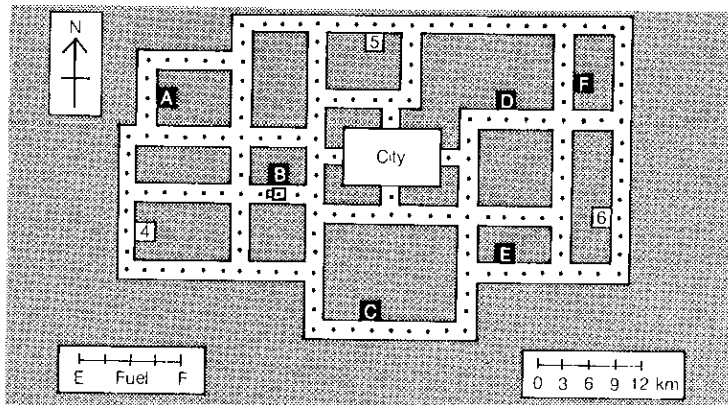


Diagram 5: This truck is parked in front of a supply yard.

If you have space on your truck for one or two items (building materials) you will get an opportunity to buy something from that supply yard. Each item will cost you \$50.

Every truck can carry two things at once. If you already have two items on your truck, you cannot buy anything else; if you have one item on your truck, you can buy one other thing.

When your truck is loaded, you drive it to a construction site that needs what you can supply. If you can deliver an item to a site, you will be paid \$400 (for two items you would get \$800). You can only deliver to a construction site if your truck is parked right in front of it. (See diagram 6.)

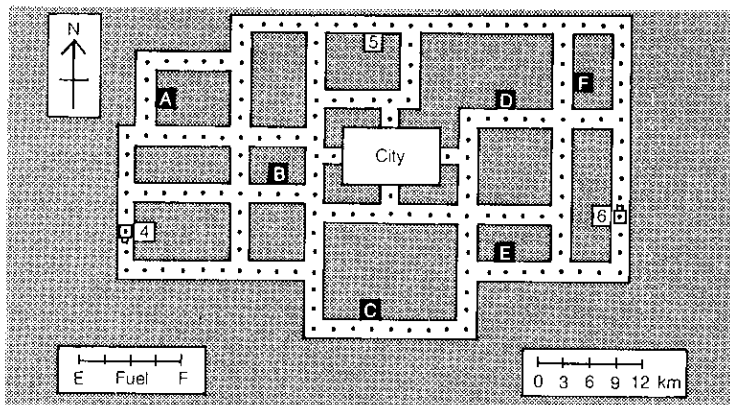


Diagram 6: These trucks are parked in front of construction sites.

Once you have delivered something to a construction site, it will no longer need that item. You should cross it off the list you are keeping, and the computer will cross it off its list.

If you have things on your truck that you can't sell, you can drive to a supply yard and you'll be given a chance to dump the things that are on your truck. You won't get any money refunded for items that you dump.

4. All sorts of problems:

- (a) *Flat tyres* – no one has yet invented tyres that don't go flat if you drive over something sharp on the road. And trucks get punctures too, even in *Quick-Cartage Company!*
You can get tyres replaced at the garage.
- (b) *Running out of fuel* – there is no reason to run out of fuel if you keep your eye on the gauge and plan your route carefully. There isn't enough fuel in your tank to last for the whole game – in fact, on a full tank you can only travel 240 kilometres, and so you must return to the garage from time to time to fill up. If you don't, you'll run out of fuel.
- (c) *Accidents* – careless drivers cause accidents; if you are a careful driver, accidents should never happen.
You will crash if you try to travel off the end of a road.
(See diagram 7.)

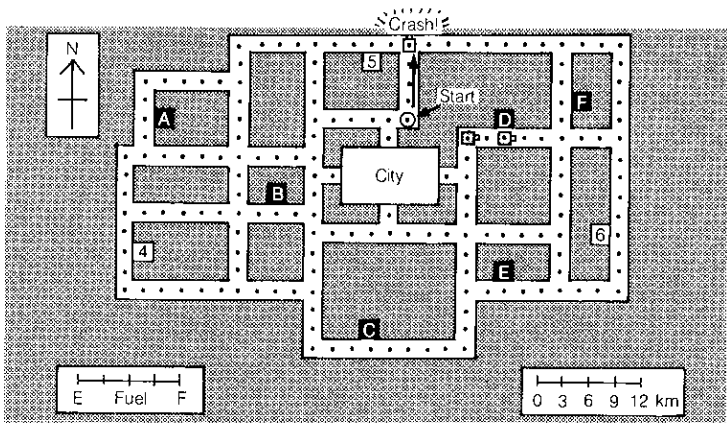


Diagram 7 – Crashes: The truck near site 5 started at the dot 12 kilometres south and tried to go north for 15 kilometres. It has crashed into the kerb.

If the shaded vehicle tries to go 6 kilometres east it will crash into the truck parked outside supply yard D.

You will also crash if you land your truck (that is, finish your turn) on top of another one. (You can drive *past* another truck all right.)

If you crash either in the city or in the local area, your truck will be towed to the repair yard on the city map. (See diagram 7A.)

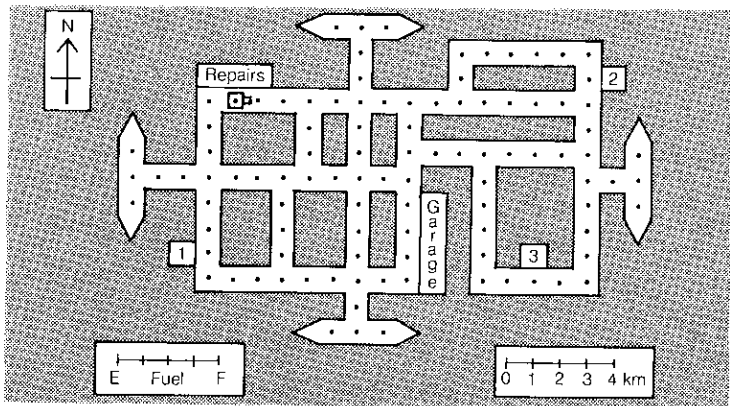


Diagram 7A: There is a truck parked at the repair yard. It was towed there after having an accident.

5. *Making ends meet:* When the game starts, each driver will have \$5000. That's a lot of money, but, unless you are careful, it won't last forever.

The only way you can get more money is to sell something to a construction site. For each item you deliver you will receive \$400. But first you have to buy the goods from a supply yard, and that will cost \$50. So your profit is \$350 for each delivery.

Remember!

- If you run out of fuel, you will be fined \$290. You will receive only enough fuel to travel 90 kilometres, which is enough to get back to the garage to refill your tank.
- If you do not have your first puncture repaired, and then get a second puncture, you will be fined \$370. (There is no fine for your first puncture because you have a spare, and can change the wheel yourself.)
- If your truck causes a crash, you will be fined \$500 and towed to the repair shop.


6. *Getting HELP:* Always ask the computer for HELP if you have a problem with
- finding where to buy things,
 - finding where to deliver things.



The HELP screen will also tell you whether your spare tyre is punctured, how much fuel you have and how much money every player has.

7. *When does the game end?* The game ends when none of the construction sites needs anything more because all the things wanted have been delivered. Then the computer will tell you how much money each player has. It's not easy to tell who is going to have the most money because sometimes people forget to check on their fuel and punctures, and end up getting large fines at the last minute.

In the beginning the game is easy, because there are six construction sites and each needs three items. But, when two items have been delivered to a site, it only needs one thing more, and towards the end of the game you will have to drive around a lot to find places to sell your goods.

8. *Using the computer:* Whenever it is your turn, you have to let the computer know what you want to do, and therefore you must type your answer carefully. The computer does not know if you have finished typing your answer unless you tell it so. To tell the computer you have finished your answer, you must press the RETURN key.

- On most computers, the key has the word RETURN written on it.
- If you have an Apple IIe, the key has  on it.

You will know that the computer is going to wait for you to press the RETURN (or the ) key if you see an arrow on the screen. For example, the first time that you have to tell the computer that you have finished typing your answer is when you tell it the name of each person playing. When you have finished typing your name, press the RETURN (or the ) key.

If nothing seems to be happening, the computer may be waiting for you to press the SPACE BAR – the computer will always tell you to press the SPACE BAR when you have to.

Sometimes the computer may ask you to PLEASE WAIT! You never have to wait for long, so don't worry — just keep your fingers off the keys until the computer asks you to do something else.

9. *Things to remember:*

Don't forget that the two maps have different scales. You can travel north, south, east or west. You say how far you want to travel by using the scale line and the dots on the roads, and then deciding how many kilometres to go.

Remember not to drive off the end of a road, and not to stop on top of another truck.

You can ask the computer for HELP. This does not use up your turn.

You must plan your route carefully — driving uses fuel, so try to pick the shortest route.

Don't forget to drive to the garage if you want to fill your tank or have a tyre repaired.

Drive carefully and have fun!

Getting started on the Apple

1. Insert the *Quick-Cartage Company* disk (label side up) in the disk drive. (Do not shut the door of the drive yet.)
2. Switch on the monitor.
3. Switch on the computer.
4. When the red light on the disk drive is glowing, shut the door of the drive.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Quick-Cartage Company* title screen to appear; otherwise, if no key has been pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program.

Getting started on the BBC

1. Switch on the monitor.
2. Switch on the computer.
3. Insert the *Quick-Cartage Company* disk in the disk drive and shut the drive door.

4. Hold down the SHIFT key and press the BREAK key, then release the BREAK key *before* taking your finger off the SHIFT key.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Quick-Cartage Company* title screen to appear; otherwise, if no key is pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program.

Getting started on the Commodore 64 Cassette:

1. Switch on the computer.
2. Switch on the monitor.
3. Put the tape into the cassette drive (label up).
4. Rewind the tape, then stop.
5. Hold down the computer's SHIFT key and tap the RUN/STOP key.
6. Press play on the cassette drive.
7. The screen will go blank for several minutes.
8. When the program is loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program.

Disk:

1. Switch on the computer.
2. Switch on the monitor.
3. Switch on the disk drive.
4. After the light goes out, insert the disk (label side up) and shut the door of the disk drive.
5. Type LOAD "QUICK*",8: (Don't forget the colon.)
6. Hold down the SHIFT key and tap the RUN/STOP key.
7. Wait for the program to load. When it has loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program.

Getting started on the Microbee Cassette:

Important: The cassette has the program recorded on both sides, but at different speeds. Side A is at 1200 baud, which is the normal speed. Side B is at 300 baud, or four times slower. The program should normally load from Side A; however, some cassette recorders do not work reliably at 1200 baud. If you have any difficulty loading from side A, try loading at 300 baud from side B.

1. Turn on the monitor.
2. Turn on the computer.
3. Type NEW and then press the RETURN key.
4. Type LOAD and then press the RETURN key.
5. Start the tape.
6. Wait until the computer beeps to indicate it has loaded the program (about 2-3 minutes at 1200 baud).
7. Turn off the tape and rewind the cassette.

Disk:

1. Turn on the monitor.
2. Turn on the computer.
3. Put the MASTER disk into the disk drive (label side up). If you have a dual disk drive, put it into the one with the light on.
4. Type BASIC and then press the RETURN key. Wait until the computer beeps.
5. Take out the MASTER disk and insert the *Quick-Cartage Company* disk in the same drive, label side up.
6. Type RUN "QUICK" and press the RETURN key.

