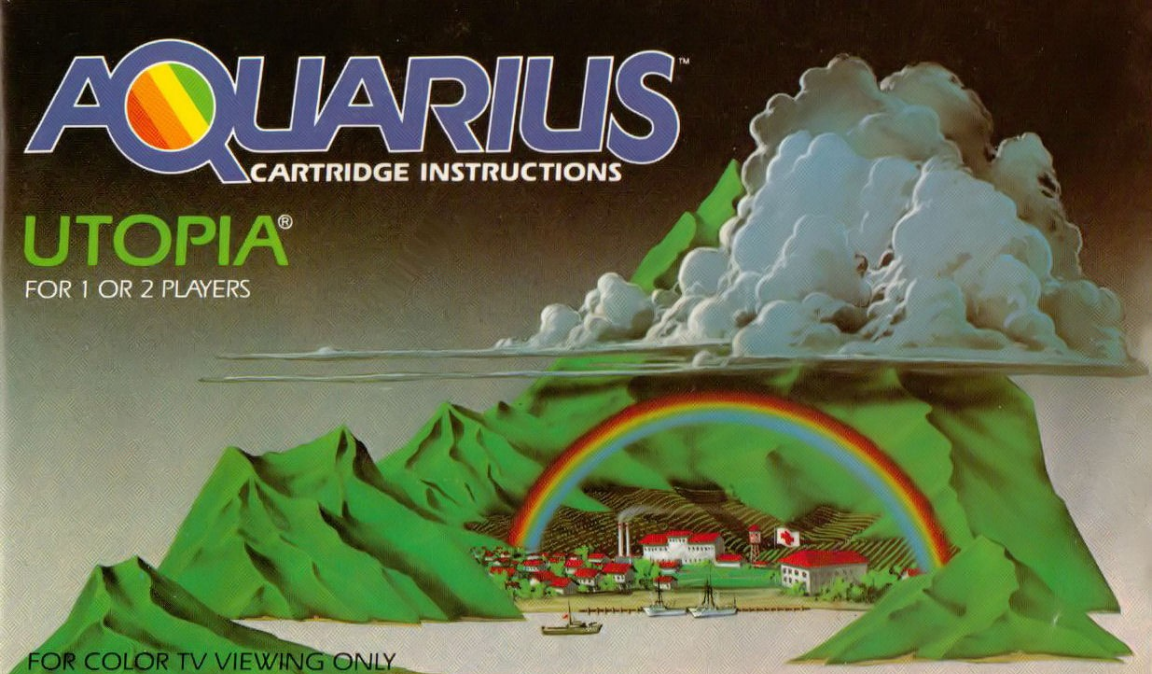
AQUARIUS™

CARTRIDGE INSTRUCTIONS

UTOPIA®

FOR 1 OR 2 PLAYERS

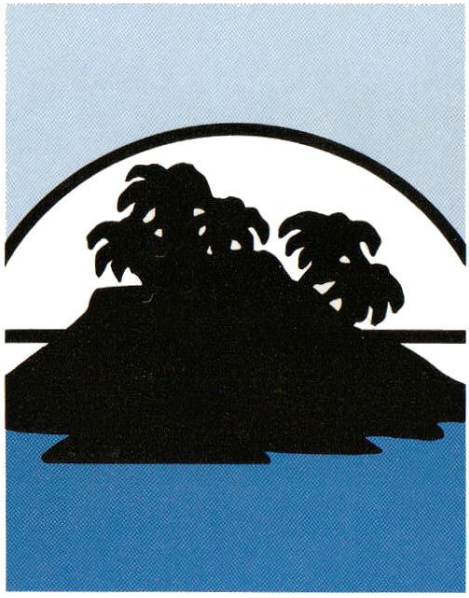


FOR COLOR TV VIEWING ONLY

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MATTEL ELECTRONICS®

4596-0920



THE GAME

If you've ever thought, at one time or another, "I'd certainly do a better job 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, housing, industry, education, hospitals, and military. You allocate funds to create revenue and improve life on your island. If you make wise decisions and your people are happy, you rack up points. If not, rebels begin to infiltrate your island. There's a good chance you'll find that running a country is not as easy as you might think!

OBJECT OF THE GAME

1 PLAYER To score the most points possible, in the number of rounds selected (your term of office). Points reflect the overall well-being of the people and are gained by earning and spending revenue to improve living conditions on the island you select.

2 PLAYER To outscore your opponent by improving living conditions on your island either by cooperating with your opponent or by causing rebellion and loss of revenue on your opponent's island.

1 OR 2 PLAYER GAME Both games are played by the same rules. In a 1-player game, choose one island to control and ignore the other.

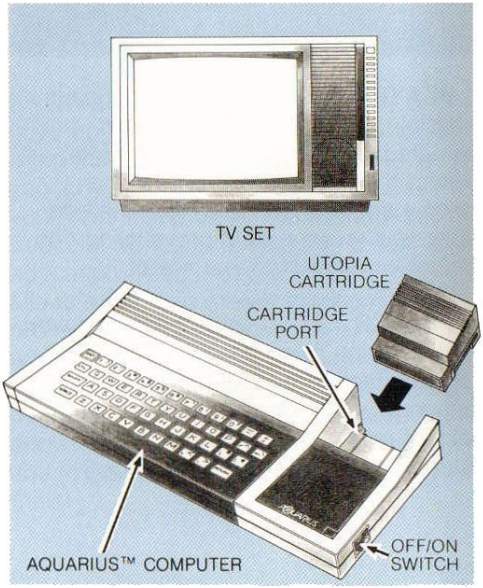
ON COMPUTER KEYBOARD: use LEFT side for island on LEFT.
use RIGHT side for island on RIGHT.

ON HAND CONTROLLER: use LEFT controller for island on LEFT.
use RIGHT controller for island on RIGHT.

CHECK YOUR EQUIPMENT

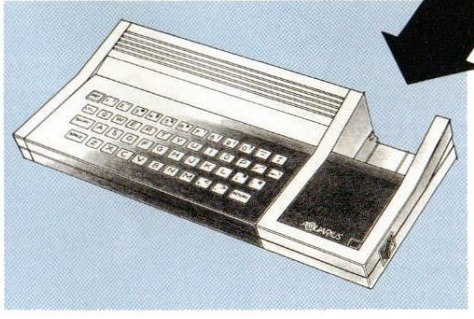
MAKE SURE:

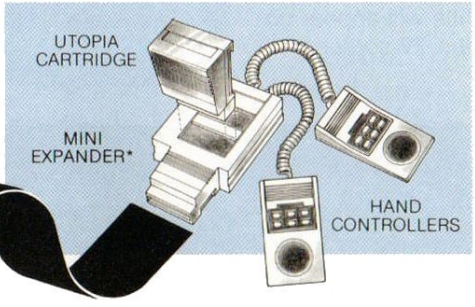
- AQUARIUS™ Computer is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at COMPUTER.
- TV SET is plugged in and properly adjusted.
- UTOPIA® cartridge is placed in CARTRIDGE PORT, firmly engaged. Game title should be facing up.
- OFF/ON SWITCH is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS* ARE USED

■ Insert MINI EXPANDER in AQUARIUS™ computer cartridge port.
■ Insert UTOPIA® CARTRIDGE in Mini Expander.
■ Plug HAND CONTROLLERS into Mini Expander.

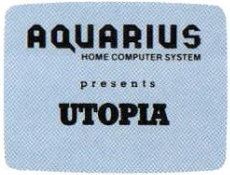




■ Turn OFF/ON SWITCH on computer ON.

*SOLD SEPARATELY.

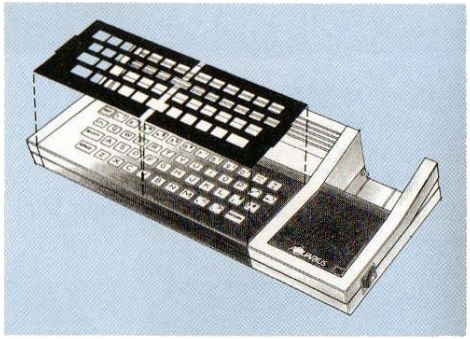
PRESS THE RST KEY ON YOUR COMPUTER. Game title will appear on the TV screen.



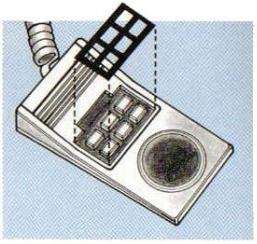
ADD OVERLAYS

Your UTOPIA® cartridge comes with two overlays for the computer keyboard and two overlays for the hand controllers. These overlays are your visual guide to the UTOPIA® game.

If you are using the computer keyboard to play the game, fit the two KEYBOARD OVERLAYS over the keyboard.

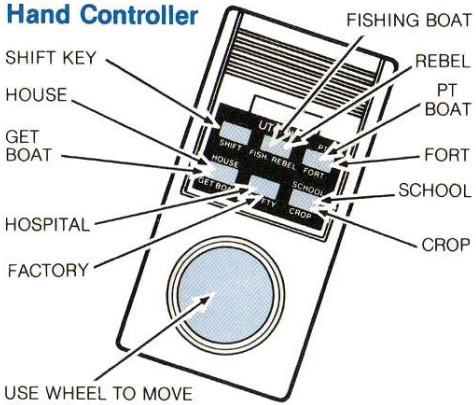


If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller.



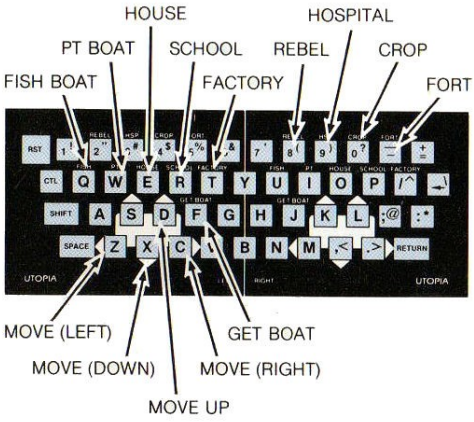
EXAMINE YOUR CONTROLS

Hand Controller



THE FISHING BOAT, PT BOAT, HOUSE, SCHOOL, AND HOSPITAL REQUIRE THAT YOU HOLD THE SHIFT KEY DOWN WHILE PRESSING THE APPROPRIATE BUTTON.

Keyboard



GET READY!

1. Press RST key on your computer to bring up game title on TV screen.

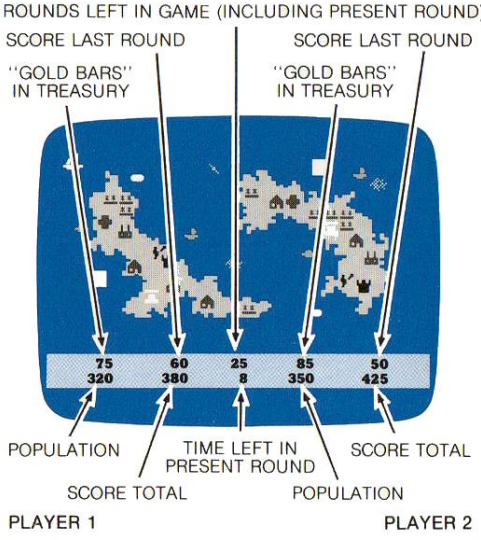
2. Use number keys on COMPUTER KEYBOARD to select NUMBER OF ROUNDS IN GAME (from 1 to 50). This is your term of office. Press RTN key to Enter.

3. Use number keys on COMPUTER KEYBOARD to select LENGTH of each round. Press RTN key to Enter.

4. Before ENTER is pressed, the numbers keyed in can be erased. Press ↵ on the COMPUTER KEYBOARD.

5. ACTION begins after the length of each round is entered.

WHEN GAME STARTS, YOU WILL SEE TWO ISLANDS.



You may also see:



RAIN CLOUDS | PIRATE SHIPS | TROPICAL STORMS | SCHOOLS OF FISH | HURRICANES

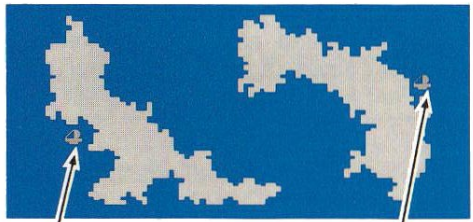
The computer controls these elements, which come and go at random.

GOVERNING YOUR ISLAND KINGDOM

You win by accumulating POINTS, not money. Your gold bars are meant to be spent. Each player starts the game with 100 gold bars.

Select items to purchase from the Budget Expenditure Table on page 8.

Use the DISC on your HAND CONTROLLER or the move keys on your COMPUTER KEYBOARD to position your cursor over the area of your island where you want to build or plant crops. DO NOT use the cursor to place rebels on your opponent's island or to buy a boat. Rebels are placed randomly by the computer and boats automatically appear in your island harbor when purchased.



HARBOR (PLAYER 1) HARBOR (PLAYER 2)

Check your treasury to make sure you have enough gold bars to buy the item you want. (Each item's cost is listed in the table.) Find the item symbol on your HAND CONTROLLER or COMPUTER KEYBOARD overlay. Press that key.

The item symbol will appear on your island where the cursor was positioned. The cost will be deducted from your treasury.

You may purchase items at any time during any round, as long as you have sufficient funds. (If you try to buy with insufficient funds, you get nothing but a RAZZ.)

At the end of a round, all action freezes for a few seconds. You hear a "times up" signal. Your treasury display changes to show your score for the last round (points gained), and your total score and population are updated. When the game resumes, action picks up where it left off. Your treasury display is updated with any earnings from the last round.

See "BUDGET EXPENDITURES".

BUDGET EXPENDITURES



FORT: 50 Gold Bars

PROTECTION Guards surrounding land area against rebels. Guards nearby fishing boats against pirates and opponent's PT boats.



FACTORY: 40 Gold Bars

INCOME Earns at least 4 gold bars per round. (More as well-being of people increases.) Pollution increases death rate.



ACRE OF CROPS: 3 Gold Bars

INCOME/POINTS Each acre feeds approx. 500 people. When rained upon, yields added revenue (approx. 1 gold bar per acre.) Average life of an acre of crops is 3 rounds, but this number varies.



SCHOOL: 35 Gold Bars

INCOME/POINTS Increases well-being of people and productivity of factories.



HOSPITAL: 75 Gold Bars

INCOME/POINTS Increases population and greatly increases factory productivity.



HOUSING PROJECT: 60 Gold Bars

POINTS Increases harmony on island by housing 500 people.



REBEL SOLDIERS: 30 Gold Bars

AGGRESSION Cause opponent to lose points or income.



PT BOAT: 40 Gold Bars

PROTECTION/AGGRESSION Guards your fishing boat against pirates. Sinks opponent's fishing boat.



FISHING BOAT: 25 Gold Bars

INCOME/POINTS Automatically feeds 500 people and earns 1 gold bar/round. If moved over a school of fish, earns 1 gold bar for every second remaining over fish. Can be sunk by pirates, PT boats or hurricanes.

KEEP TRACK OF YOUR SCORE AND POPULATION

You automatically earn 10 GOLD BARS per round, even if you do nothing during that round.

Be aware of your census count, so that you can provide adequate food, housing, schools and hospitals for the people. Remember:

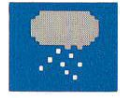
1 housing project per 500 people.
1 fishing boat OR 1 acre of crops per 500 people.
Hospitals and schools are up to you.

KEEP AN EYE ON THE WEATHER

You can't control it, but you can try to anticipate it.



RAIN STORMS help your crops grow. Try to plant where the rain most frequently falls. 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.

BE ON GUARD AGAINST REBELS

If the people are not satisfied, rebels may spring up on your island. Your opponent can also pay to establish rebels on your island. (And you can do the same to your opponent.) Rebels appear at random points, destroying anything on which they land. Peace can be restored only by increasing the people's well-being. A rebel faction will then disappear, usually within one round.

A FORT protects everything within a one-cursor radius around itself (including boats, if the fort is on the shoreline).

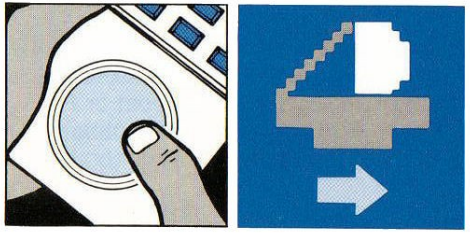
KEEP YOUR SHIPS SAILING

TO CONTROL your fishing boat or PT boat, move the cursor over the boat, then press the CURSOR key.

ON COMPUTER KEYBOARD:
Press [K] on LEFT or [J] on RIGHT.

ON HAND CONTROLLER:
Press [GET BOAT].

The cursor will disappear and you will be able to use the DISC on your HAND CONTROLLER or the move keys on your COMPUTER KEYBOARD to move your boat.



Press top of disc to move boat up.

Press bottom to move boat down.

Press right side to move boat right.

Press left side to move boat left.

ON LEFT SIDE OF COMPUTER KEYBOARD:

Press [S] [D] to move boat up.

Press [X] to move boat down.

Press [C] to move boat right.

Press [Z] to move boat left.

ON RIGHT SIDE OF COMPUTER KEYBOARD:

Press [K] [L] to move boat up.

Press [,] to move boat down.

Press [.] to move boat right.

Press [M] to move boat left.

If you have a boat docked in your harbor, you must move it before you can buy another boat.

TO REGAIN CONTROL OF THE CURSOR:

ON COMPUTER KEYBOARD:
Press [K] on LEFT or [J] on RIGHT.

ON HAND CONTROLLER: Press [GET BOAT].

The cursor will reappear and you can move it, using the DISC on the HAND CONTROLLER or the move keys on the COMPUTER KEYBOARD. The boat will be anchored at its current position.

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 best not to leave it in open water. A PT BOAT can be sunk when anchored.

PIRATES AND PT BOATS

- A PT boat can sink opponent's fishing boat by occupying the same space.
- PT boats cannot sink pirate ships or other PT boats.
- PT boats can stop pirate ships by moving in front of them. Use a PT boat to protect a fishing boat in the harbor.
- PT boats can ONLY be sunk by hurricanes or tropical storms (rare).
- PT boats cannot fish.
- You cannot control BOTH PT boat and fishing boat at the same time.
- Pirates can ONLY be sunk by hurricanes or tropical storms (rare).
- Pirates can sink fishing boats by occupying the same space.

HOW TO WIN THE GOVERNOR'S AWARD



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



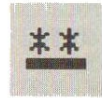
2. Buy a fishing boat in the first round, and hang on to it. It's the only income source that you can really control.



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



4. 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.



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



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



7. Don't drop anchor for long in the upper LEFT section of the screen. All hurricanes originate here.



8. 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.



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



10. 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. Pirates usually appear first in the corners.

START A NEW GAME

At the end of a game, you can return to the title frame to start over by pressing the RST key on your COMPUTER KEYBOARD.

Then select skill level and begin play again.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any AQUARIUS™ cartridge, cassette, or disc it manufactures, that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

Mattel Electronics will not assume any liability or responsibility for loss or damage, direct or indirect, caused by or alleged to be caused by any Aquarius cartridge, cassette, or disc (software programs) or the use made of any such program by the consumer. This disclaimer includes but is not limited to any interruption of service, loss of money, or anticipatory profits resulting from the use or operation of such programs.

Mattel Electronics sole obligation under this warranty will be to repair or replace the defective product, at its option. If defective, return the cartridge, cassette or disc along with proof of the date-of-purchase to either your local dealer or postage prepaid to:

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

or

Mattel Electronics Service Center (West)
13040 East Temple Avenue
City of Industry, California 91746

This warranty excludes incidental or consequential damages resulting from the product or use of the product. (Some states do not allow the exclusion of incidental or consequential damages, so the above exclusion may not apply to you.)

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from purchaser abuse, accident, negligence, or damages subsequent to purchase.


AQUARIUS™
HOME COMPUTER SYSTEM
MATTEL ELECTRONICS®