

The American Challenge

A Sailing Simulation™

by Tom Snyder Productions

**MAKING THE
TWO-COMPUTER
CONNECTION**



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Tom Snyder Productions built communications software into *The American Challenge: A Sailing Simulation* that allows you to play the game between two computers over normal phone lines or by connecting the computers directly with a cable.

Before You Begin

Connecting with an Apple, Hayes, or PCjr Modem

The American Challenge has been specially designed to work with three particular modems. For easiest use we recommend :

- Hayes® Micromodem (Other Hayes-compatible modems may work.)
- Apple® Modem (Other external modems that connect through the Apple Super Serial card may work.)
- PCjr™ Internal Modem

Apple IIc users: If you have difficulties making a connection via modem when you dial with your IIc, you may have an early model in need of an upgrade. Contact your local dealer. As of April 1985, this upgrade is free.

Setting the Baud Rate

Baud rate is the speed at which a modem sends and receives information.

- If you are using a Hayes Micromodem II or a PCjr Internal Modem, your baud rate will always be 300.
- If you are using an Apple IIe with a 1200 baud modem and if your opponent also has a 1200 baud modem, you should set the first four DIP switches on Block 1 of your Super Serial card as follows: OFF ON ON ON
- If you are using an IBM PC/PCjr, your baud rate will be set at 300. If you wish to run a race at 1200 baud, follow the steps below. *Note:* Both players must be using modems with a 1200-baud capacity.

1. Boot a DOS disk (2.0 or later).
2. Respond to the date and time prompts. Insert the program disk.
3. The **A >** prompt will appear. Type: **GO1200**. Press ENTER.

Your disk will now be set at 1200 until you convert it back to 300. To convert

back to 300, follow the instructions above except type **GO300** instead of **GO1200**.

- If you are using an Apple IIc and want to play a game at 1200 baud, you will need to select menu choice 3 ("Other Modem"). From there you will go to a communications terminal screen where you can set the baud rate to 1200. See the instruction book that came with your modem for more information.

Connecting with Other Modems

If you have a modem other than those mentioned above, you still may be able to play a two-computer game. Select option 3 ("Other Modem") on the Modem menu. This will provide you with a communications terminal screen. You will need to supply the necessary commands to establish a connection. Refer to the instruction book that came with your modem for more information.

Connecting with a Cable

The American Challenge can also be played between two computers physically connected by a cable. This is technically referred to as a *serial connection* because a cable is plugged into the serial port of both computers. Since telecommunications gaming is new, there are no cables made primarily for this purpose, except for a cable to connect the joystick ports of two Apple IIe's, which is available from Tom Snyder Productions, Inc. (There is an order form enclosed with this package.)

You have two options for getting a cable. You can describe your particular need to a computer store and ask them to create the cable for you. Or, to save money, you can use a cable that may already be available to you. In this booklet you will find diagrams showing how to connect your cable. You may need to have someone with technical knowledge help you.

Good luck, pioneer! You are about to join us as pioneers in this new area of telecommunications gaming. We have invested much time and energy to make communications as easy as possible given current technology. Despite claims about computer communications standards and compatibility between modems, we have found that few standards currently exist. Therefore, it may take several attempts and different configurations before successfully connecting two computers. Be patient. We are only a phone call or letter away if you need any help. We hope you share our excitement about this new way to play a computer game.

Playing a Modem Game / IBM or Apple Version

1. Gather the game materials.
2. Set up the computers near a phone jack.
3. Telephone your opponent and decide the following (write the information down):
 - a) who will place and who will receive the modem call. *Note:* In the modem game, the caller is automatically the challenger; the person receiving the call is the defender. The defender chooses whether to race sailboats or motorboats and selects which course to race. In the overhead view of the race, your boat's course will be shown by a black line on your screen; your opponent's course by a white line.
 - b) whether both of you will be racing sailboats or motorboats.
 - c) how long you will wait before calling each other back in the case of an unsuccessful connection. (Five minutes should be enough.)
4. Hang up and unplug the phone cord from the phone jack.
5. Plug the modem cord into the phone jack.
6. Put *The American Challenge* disk into the drive and close the drive door. Make sure the **Caps Lock** key is down.
7. Turn the computer on. The game will load, and the opening screen will appear on your monitor/TV.

IBM users: Follow the steps in the "Start-Up" section of the manual to install DOS on your program disk and make the program load automatically.
8. After the animation starts, press **ESC** once.
9. Apple users only: Select the type of monitor or TV you have by typing **1** for color or **2** for monochrome.
10. The game selection menu will appear. Type **2** to select the two-computer version.
11. Select either **1**, **2**, or **3** depending on what type of modem you have.
12. Then select the slot number that the modem or super serial card is plugged into.
 - For the Apple IIc, verify that your cable is plugged into Port 2.
 - For the Apple IIe/ II+, type the number of the slot into which your Super Serial card is inserted. If you don't know the slot number, open the computer and look inside; the slots are numbered.
 - For the IBM PC/PCjr, select COM1 or COM2. (If you are using a PCjr Internal Modem, you will not need to make this choice.)
13. If you are using a computer other than an Apple, you may be asked to identify the computer you are using.

14. Select 1 to receive the call, 2 to place the call with pulse dial, or 3 to place the call with tone dialing (if your modem supports it).
15. If you are going to place the call, type the phone number that you want the modem to dial. Type the number without spaces or dashes. Then press RETURN and wait. If you make a mistake typing the number, press RETURN and then type the whole number again.
16. If you are going to receive the modem call, simply wait until a connection has been made.
17. At this point, your computers should be connected. You will see a message asking you to type a name for your boat. Enter a name up to 11 characters long and press RETURN. Now the challenger will receive a "Waiting for the other boat" message on the screen. The challenger must wait while the defender chooses to race the sailboat or motorboat and then selects a race course.
18. You will see a preview of the race course on your screen, and then the race will begin.

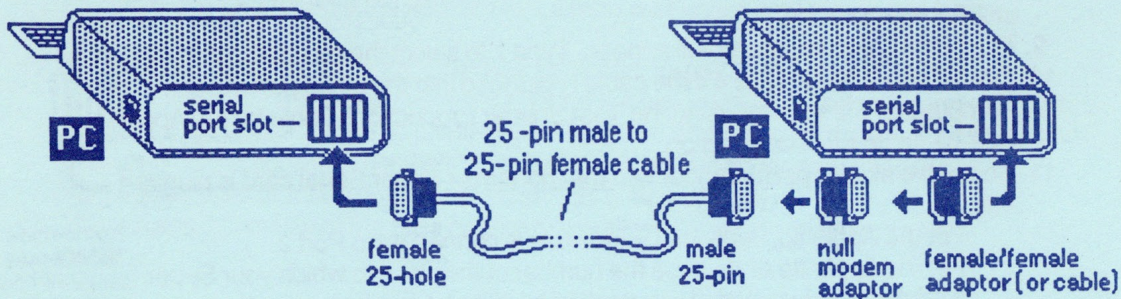
Playing a Cable Game / IBM or Apple Version

You can play *The American Challenge* between almost any combination of Apples and IBMs by connecting them together with certain cables and adaptors. This booklet shows how to accomplish this. Unlike a modem game, of course, the two computers must be near enough to each other that the cable reaches both machines. Once you have physically connected the two computers, you will need to make the software connection. Follow the steps below.

1. Gather the game materials.
2. Make sure that both computers are OFF.
3. Connect the two computers with the cable. Refer to the diagrams on the following pages or to the instructions which come with the cables available from Tom Snyder Productions.
4. Talk to your opponent and decide the following (write the information down):
 - a) who will be the challenger and who will be the defender. *Note:* The defender decides whether to race sailboats or motorboats and selects the course. In the overhead view of the race, your boat's course will be shown by a black line on your screen; your opponent's course by a white line.
 - b) whether you will be racing sailboats or motorboats.

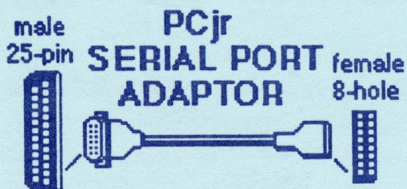
5. Put *The American Challenge* disk into the the drive and close the drive door. Make sure the **Caps Lock** key is down.
 6. Turn the computer on. The game will load, and the opening screen will appear on your monitor/TV.
 7. After the animation starts, press **ESC once**.
 8. Apple users only: select the type of monitor or TV you have by typing **1** for color or **2** for monochrome.
 9. The game selection menu will appear. Type **2** to select the two-computer version.
 10. On the next screen, type **4** if the cable is plugged into the serial port of each computer or **5** if you are using the Tom Snyder Productions cable for the Apple IIe / II+ to IIe / II+ connection.
 11. Select the slot (or port) number that the modem or Super Serial card is plugged into.
 - For the Apple IIc, verify that your cable is connected to Port 2.
 - For the Apple IIe or II+, type the number of the slot into which your Super Serial card is inserted. If you don't know the slot number, open the computer and look inside; the slots are numbered.
 - For the IBM PC/PCjr, select COM1 or COM2. (If you are using an IBM PCjr Internal Modem, you will not have to make this choice.)
- Note:* If you are connecting two Apple IIe's with the cables available from Tom Snyder Productions, you will not need a Super Serial card.
12. Now type **1** if you have chosen to be the challenger or **2** if you have chosen to be the defender.
 13. At this point your computers should be connected. Enter the name of your boat and press RETURN. The challenger will now see a "Waiting for the other boat" message on the screen. The challenger must wait while the defender chooses to race the sailboat or motorboat and then selects a race course.
 14. You will see a preview of the race course on your screen, and then the race will begin.

Serial Connect Cable / IBM PC to IBM PC

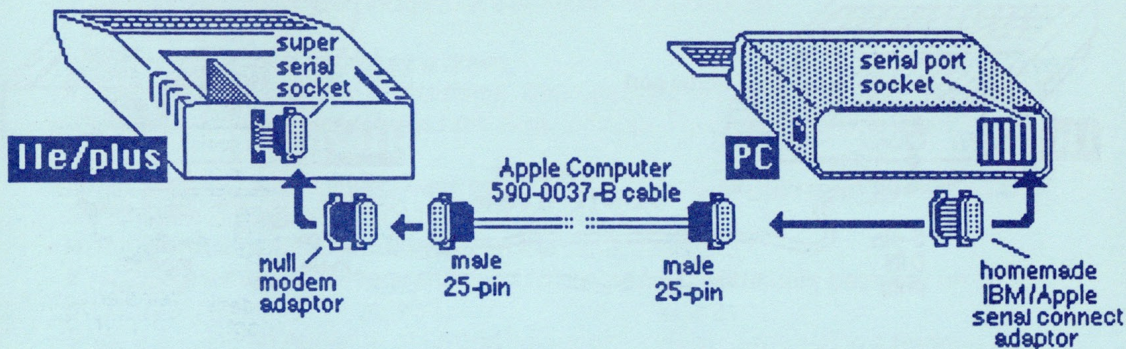


Serial Connect Cable / IBM PCjr to IBM PCjr or PC

The directions for connecting a PCjr to a PC or another PCjr are identical to the above IBM PC serial connect directions, except that you will need a PCjr serial adaptor (shown below). You can make your PCjr behave like a PC by attaching the adaptor from the the serial port of your PCjr to the female end of the main cable.

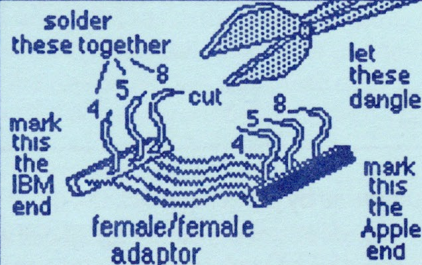


Serial Connect Cable / Apple IIe to IBM PC (PCjr)

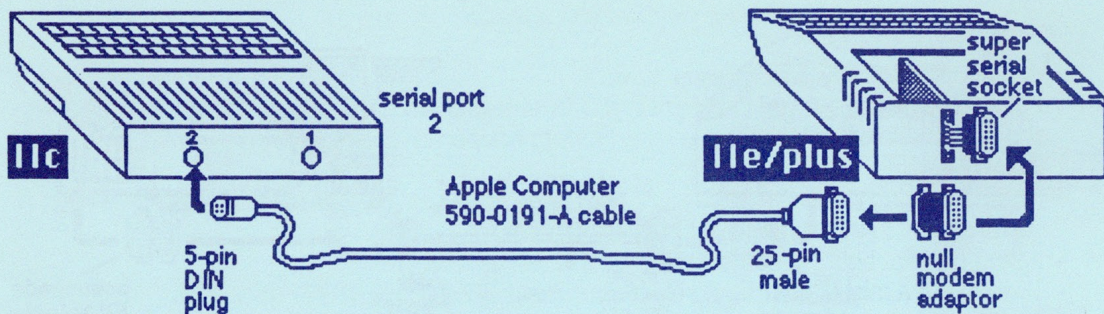


You can connect a PCjr to an Apple IIe/ II+ by using the PCjr serial adaptor. For the Apple IIe/ II+ to the PC, you will need to transform a female/female adaptor into a specialized adaptor, which we call the IBM-to-Apple *Serial Port Adaptor* (see diagram below).

How to make an IBM to Apple Serial Port Adaptor



Serial Connect Cable / Apple IIc to Apple IIe



Serial Connect Cable / Apple IIc to Apple IIc

The Apple IIc-to-IIc connection is achieved by simply attaching an Apple 590-0191 cable to a null modem adaptor.

Serial Connect Cable / Apple IIe to Apple IIe

The Apple IIe/II+ can be connected to another Apple IIe/II+ using an Apple Computer 590-0037-B cable. However, if you would like to play a game with the computers up to 30 feet apart, you can purchase a ready-made cable from Tom Snyder Productions.

Stopping the Race

If either side quits a race in progress by pressing **ESC**, the other boat wins a "moral victory" by default. However, this does not constitute an official win since the finish line was not crossed. The Status (STAT) column on the race menu screen will not be affected.

Tips and Troubleshooting

The following are some common problems associated with trying to establish a two computer connection. Also included are some tips to remember.

- Make sure the **Caps Lock** key is down.
- If the game freezes (stops progressing), it is necessary to turn both computers off and reboot. Unfortunately, this is fairly likely to happen because of phone line "noise."
- When attaching any cable between computers, make certain that **both** computers are turned off to avoid damage to either computer.
- Make sure that both modems are set for the same baud rate.
- If you make a mistake in menu selection, pressing **ESC** will usually back you up to a previous screen.
- If you are using an Apple II+ or IIe and have your modem connected to a Super Serial card, make sure the triangle on the jumper block is pointing toward the word "MODEM." If you need to change the setting, do it while the computer is off.
- If you have an Apple II+ or IIe with an 80-column card, remove it; it will interfere with modem communication. If you have an Apple IIc, push the 80 / 40 column button in.
- When making a modem call, type in all the numbers you would normally dial when making a call, but do not include dashes or spaces. For example, the number 1 (800) 555-1234 should be typed as follows:

18005551234

- You cannot receive a modem call if your number goes through a switchboard. In that case, you will have to place the call.
- If you selected tone dial and didn't make the modem connection, you may have a pulse dial phone. Try selecting pulse dial. Most new phones use tone dialing, but many older models, like the rotary phones, use pulse dialing. *Note:* You will often be able to make a successful pulse dial connection, even if you have a tone dial phone.
- If you are using a Hayes Micromodem with an Apple II+ or IIe, we recommend putting it in Slot 2.
- If you have a Hayes SmartModem, make sure DIP switch 5 (inside the modem) is in the up position.



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Order Form for Apple® Direct-Connect Cables

Please send me

_____ Direct cables for Apple II+, or IIe, or IIc _____
(Quantity) computer @ \$19.95 each. (total)

Please add \$2.50 for postage. \$2.50

Total _____

All orders must be prepaid by charge, check, or money order.

_____ 1. Charge my _____ VISA _____ MasterCard

Account number _____ Exp. date _____

Signature _____

_____ 2. Check or money order, made out to Tom Snyder
Productions, is enclosed.

Please send to: **Tom Snyder Productions**

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Cambridge, MA 02138

To speed your order, call (617) 876-4433.

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State _____ Zip _____

Your cables will be shipped within 48 hours of order receipt.

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