go lucky

a board game for ATARI 8Bit computers

- code + idea: PPs
- music + sfx: miker
- started to code: 30th March 2020
- last code changes: 17th January 2022
- last new level: 34 (17th January 2022)
- 64kB RAM, XL or XE plus disc drive and joystick needed
- tested on NTSC (many thanks _The Doctor__ @atariage) and PAL
- game for 1 to 4 players – humans and CPU controlled players are possible

introduction

In this board game your aim is to get rich as soon as possible. To reach this aim you should raise your money by buying plots and getting rent each time another player lands on your owned plots. Once you land on your own plot, you can invest money to raise the rent of it.

To get more money you can collect every of the 4 special items and run then through start plot. Then you will get a bonus – owned plots and every collected bonus will raise the given bonus.

The first player who reaches the needed net worth and gets to start tile, will win the game – getting bonus at the start tile counts in, too.

Of course, one can get bankrupt. If the cash is not enough to pay a rent or at fortune wheel fees, owned plots must be sold by half of their worth. If this is not enough or the player doesn´t own plots, he has lost. Bank pays rest of the rent to owner. If all other players are gone, last one will win even if he has not got the net worth – if one player game was started, the player always must get the aim.

new since ABBUC software contest edition

- in game menu joystick up gives random level and joystick down let set you the aim
- if you win 'get all tiles' at fortune wheel having all of them collected before, you will get 500 instead
- to have room for more levels, disc size changed to DD (256kB)

new in v1.11

- Most important: I optimized display routines for have a faster view with PM enabled even on 60 Hz machines, so by default pm is on at every machine now.
- I correct some small errors, that had not affected game engine, but mainly game design.
- I optimized code to be able to add some more later.

new in v1.12

- Display routine completely rewritten; you will notice a difference 😉.
- A bug in computing, if you are bankrupt, is corrected now.
- One new level to celebrate this milestone.

loading

Put the disk into your disc drive and boot your ATARI. After a while, the intro will be shown. Have fun watching or press fire or START key to leave it. The game menu will be loaded.

game menu

- START or fire will load the game and the shown level
- joystick right or left to change level
- SELECT changes humans / OPTION changes CPU players, but only 1 - 4 players are allowed in total
- pressing C (or joy down) will let you change aim to win of shown level, then:
  - use stick left/right to select number to change
  - stick up/down to change the selected number
  - fire to set this new aim
- pressing R (or joy up) will choose randomly one of the levels to play
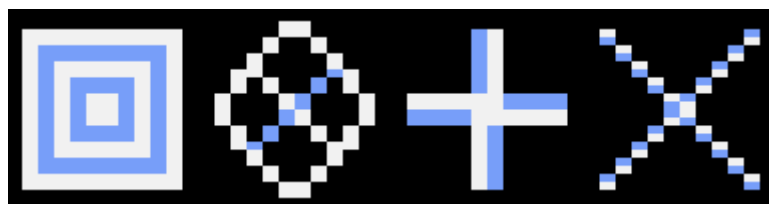
The game menu can handle up to 99 different levels on one disc. Therefore, the game tests out how many levels are on disc.

game screen
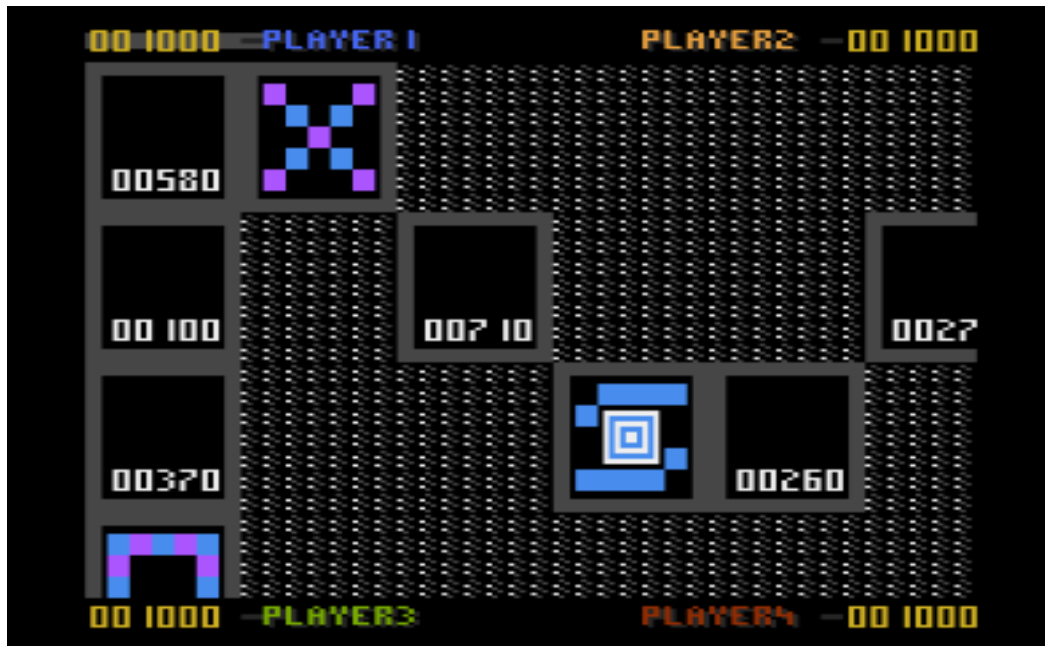
Top and bottom of the screen is occupied by the status lines. You can always see all players cash and the actual player is marked by a gray shape. After dice, in the middle of top line the moves you have left is shown. Sometimes there and at the bottom are some more status messages.

players shapes

| p1 | p2 | p3 | p4 |

game tiles

start	plot	fortune wheel	special item 1	special item 2	special item 3	special item 4	warp tile 1	warp tile 2
- start - get bonus - win	- buy - rent - sell	- spin it	got tile	got tile	got tile	got tile	warp, if got direct on tile	warp by run past

Special items:

If player got any of the special items, the status will be added to players status view. All tiles are needed, to get the bonus when passing start tile (status: ▆). If you have collected an item and get again on it (with no moves left), you are rewarded some money.

Warp tiles:

Warp tiles will warp you to another warp tile on the board. They react a bit different – one warps by running past, the other warps only if you get on it with no moves left.

Fortune wheel:

If you get on fortune wheel, you can spin the wheel and earn or pay some things. When full bonus is given, all collected items are gone. Freezing causes no dice or sell for the given times. Rent of others will be gained.

Plots:

- buy them -> price is shown in it, it will be marked then as yours
- get/pay rent -> price is shown in it (changed to this at buy) – rent will raise by investments or more owned plots in same area
- invest if get direct on your own plot -> every plot has a maximum allowed amount – this can be raised by owning more plots in same area

As you can see, it is important to own as much as possible plots in same area. The allowed investment will raise and the caused rent, too.

Plots are there in 3 categories:

cat 1	cat 2	cat 3
rent is 10% of worth	rent is 12% of worth	rent is 15% of worth
cat factor: 3	cat factor: 5	cat factor: 11

Maximum investment is calculated: cat factor x start price x plots in same area - start price

For this plot in level 1:   - rent only this owned: 87

                                                  - investment only this owned: 11 x 580 - 580 = 5800


00580

Take over a plot:

If other player has paid the rent and has enough cash left, he will be asked to take over. If 'yes' was selected, the owner changes and the old one gets refunded by him paying 5 times the actual worth of the plot.

Invest:

When you reach to your plot again, you will be asked, if you want to invest – not if maximum is already invested. If you want, select the number to change (blue indicator for lower line) with the joystick:

- left or right to select the number
- up or down to change the number
- fire to invest
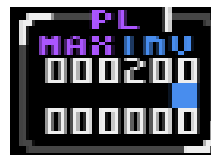
If the selected amount is too high, a sound will be played and you have to change again. If selected more than allowed, the maximum allowed will be inserted for you for faster invest, but you must press fire again to select this amount.

Every amount other than zero (fast way out here) will cause an investment now.

game menu

This is the start of the round for all players. You may start dice, sell own plots for full price, or have a view around the board from here.

To leave the round view, just press fire button on your joystick.

Your actual cash status plots worth and net worth will be shown here, too.

Pressing 'SELECT' you can switch between PM layer on and off, as the additional layer slows down the view routine.

sell

If you got 'get triple' at fortune wheel, you'll get 3-times refund for the plot you sell. If you´re not able to pay a rent or something other, you must sell a plot. Then only half of its actual worth will be refunded to you. So always have a look on your cash.

No matter where you come from, every time sell starts with selection of the plot you want/must sell. Joystick moves will mark next of your owned plots and button selects it to sell.

sell selection

Then you´re shown the money that will paid back to you. Select other to choose another plot or exit to leave without selling something. Selection of sell gives a last question if you are sure to sell this plot.

If you must sell, your cash status will change to show you how much money is needed. The '/' indicates that.

This helps to decide, which plot to sell best. Exit without selling a plot is senseless here – 'must sell' starts again.

dice and move

The 'cube' gives you any number between 0 and 9. Then you can move by that amount. The possible direction you can move are indicated by a purple (or so) marker. If you get direct onto start plot, next move gives you every possible direction from start tile. If you spin 'move free' same happens, but for the fortune wheel plot you´re now. Warp plots always result in possible directions of the warped to plot.

marker right
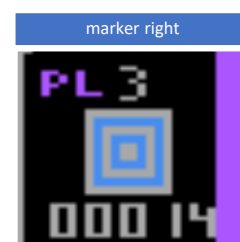
victory

To win just get the net worth that is needed and then move to start plot. First one who arrives there will become the winner. Victory is possible by getting the net worth at paid bonus, too.

A final screen will be loaded with some statistics shown.

technical information

The game uses graphics mode 12 and every of the players and missiles. Players are used to mark the owned plots and the 4 missiles are switched together as player 5 to mark the possible directions to move and mark that player has got enough net worth to win.

It is possible to see a maximum of 7 marked plots on screen in a line, so I must use them 2 times when needed. This causes the flicker sometimes.

Having all the things on screen slows down the view routines on 60 Hz machines, sorry folks.

I use almost every of the free RAM (without switching the OS) Here is memory map of the game:

$0090-$009f	needed page 0 switches
$06e0-$06ff	filename and some other settings from loader + game menu
$1000-$1568	in game data
$1700-$192b	sound effects
$2000-$7713	code of the game
$8000-$8fe3	screen memory
$9300-$97ff	PM area
$9800-$9ee7	level data – loaded at start from disc
$a000-$a3ff	level font – loaded at start from disc
$ace0-$b42c	RMT routines
$b800-$bfff	font above and below the game board

Some last words…

I want to thank all the people who helped me creating this game. Some of them might not know till reading this:

- miker for the great title song and making some of the sfx better
- my friend Heiko, playing with the betas to improve this
- JAC – WUDSN rocks!
- Tebe – mads, g2f – nothing possible without it
- Phaeron – Altirra was so often used during coding 😉
- Raster (RIP) – all the sound is done with RMT
- Stefan ("Dietrich") D. – uDOS made different levels from disc possible as I use a lot of the RAM
- Flashjazzcat – in the end I changed to use your 32bit math (Div + Mul), as you described the routines @atariage: memory reasons – my own ones cost a lot more RAM
- my kids – some beta rounds played
- _The Doctor__ for doing the NTSC beta tests
- Winfried F. – you helped me understanding assembler ages ago
- My mom – she bought my ATARI 800 XE in 1987, when she was allowed to travel to West Germany 😊

Hope, that I don´t forgot someone – if so, big sorry.

I hope you all will have a lot of fun with this game. This project is so huge – I never thought one day I would program something like this.