

THE OTHER SIDE THE DOOR TO THE OTHER SIDE



A Geopolitical Simulation:

Solving the World's Number One Problem

Grades 5-12

**Tom Snyder
Productions[®]**

**THE OTHER
SIDE**  **SIDE**
THE OTHER
STUDENT GUIDE

**Tom Snyder
Productions**

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Introduction

In *The Other Side*, your group will assume leadership of a nation in a tense and risky world like our own. In doing so, you will confront many of the issues faced by our world leaders today. Your goal is to build a bridge connecting your country with the other side -- a country whose goals and intentions are unknown to you.

At first glance building a bridge may seem like an easy task. But there's more to it than meets the eye. The cost of the bridge is enormous because each brick costs more than the one before it. Where can you get all that money? The way you make money is by mixing three types of fuel. This involves finding fuel, setting up drillers, and running your Mixer. Similarly to the real world, fuel is limited and distributed unequally. Two of the fuels can be found in your nation, but the third is present only on the other side. You can make a lot more money if you mix three fuels than if you mix just two. Therefore, you and your team members must figure out how to work with the other side to share the world's limited resources. Do you want to trade your rare fuel for theirs, or do you want to march into their territory and drill their fuel yourself? Or can you think of another strategy?

To make sure that you don't build the bridge at the expense of your nation's welfare, you have a C.A.D., a Computer Assisted Defense system. C.A.D. isn't interested in building the bridge. Its main concern is to protect your country. C.A.D. watches to make sure that you are maintaining a healthy economy and keeping your nation secure. If you let things slide, watch out because C.A.D. will take over. C.A.D. acts swiftly and dramatically, spending the money you've been saving to build the bridge. C.A.D.'s aggressive actions often lead to misunderstandings and conflicts. It's up to you to resolve these conflicts by sending messages to the other side over the computer Hotline. Unresolved conflicts can lead to war. If too many bombs are set off, the game will end to prevent over-contamination of the world. Act wisely, for the survival of your nation and the world is in your hands.

Building peace is hard. The game is designed to simulate that challenge, so don't be surprised if the first few games end unsuccessfully. It will take some time to build your negotiation and conflict resolution skills. Persevere. It will be worth it.

Somewhere, not too far away...

The bells somberly chimed six times as the early morning sun crept over the buildings of the capital city. The streets surrounding the Central Government Complex were empty. There was little sign of the excitement that had occurred the night before....

It was midnight when the four leaders of the nation returned to the Central Government Complex. Their mission was an important one--to build a bridge to the mysterious nation which lay across a brief stretch of ocean. To do so, they needed to regain control of C.A.D., their Computer Assisted Defense system. Unfortunately, C.A.D. had no interest in the bridge. It was only concerned with running the country successfully. C.A.D. operated independently--locked behind an enormous steel door located deep within the Complex.

The four leaders managed to pry the door open without alarming the sensitive C.A.D. Inside it was cool and dark. The room had been constructed for machine, not human, comfort. They huddled in front of C.A.D.'s control console to make their plans. In contrast to C.A.D.'s loud clicking and whirring, their voices seemed hushed.

"I think we should send patrols into the other side's territory to look for their rare fuel," suggested Lee, looking over his resource charts. "Our nation is desperately short of rare fuel and it's *vital* that we find more.

Joseph stared at him for a moment. "That's true, but it will cost a great deal of money and we have no guarantees that we'll find their rare fuel. I just don't know if our country's economy can survive such a gamble. Carla?"

Carla checked the current cash situation and the costs of other actions they had planned. After a few moments, she looked up and said, "Looks like we can do it! We should have sufficient funds once we run all the fuel through the mixer. It would have been easier if we had caught those leaks in our storage tanks earlier and not lost so much fuel. And let's not forget, we want to save money in order to continue building the bridge."



"What's the point of going into the other side's territory?" interrupted Fran, looking up from her map. "We won't be able to put a driller there without confronting the other side's patrols. Anyway, their drillers have probably pumped the last of their rare fuel by now."

"How about if we establish a trade agreement? Remember their last message," Joseph said. He pointed to a line on his notepad: "Trade? 15 gallons of orange for 15 of green?"

"Send them our rare fuel? We're experiencing shortages ourselves," Lee noted. "We could set off an underground explosion to release more fuel."

Fran's voice rose, "But we'd be foolish to risk the danger of contamination."

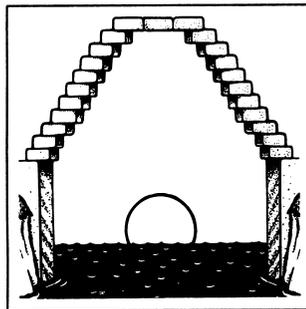
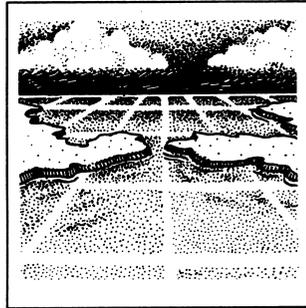
"One explosion will not raise the contamination to a harmful level. Calm down," said Lee, shaking his head in disgust.

Fran stood up, "Don't treat me like...."

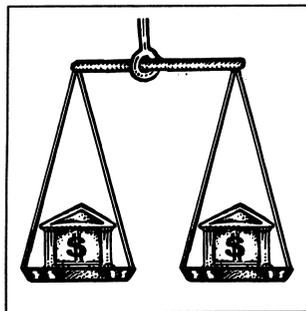
A distant but loud rumble cut Fran off. All their heads lifted, their faces attentive. C.A.D.'s screen flashed a report: THE OTHER SIDE LAUNCHED A BOMB.

"Why are they doing that?" Joseph's words were filled with frustration. "Our C.A.D. is bound to take over now. That blasted computer smells danger-- no telling what it might do. We'll have to pay an enormous amount for that secret code to stop C.A.D. from taking control. If we keep spending money this way, we'll never finish building the bridge...."

Overview - The World of The Other Side



Note: The colors on the map do not stand for the type of fuel that can be found in those squares; a blue area may contain orange fuel and a green area may contain blue fuel. Each square in the world contains only one kind of fuel. The amounts of fuel are categorized as **tiny**, **small**, **medium**, **large**, and **huge**. The locations and amounts of fuel change each time you play a new game.



Geography. The world of *The Other Side* consists of three parts - the left side, the right side, and a frontier that separates the two sides. Each country has clearly defined borders which are visible on the game map, and each lays claim to the areas of water that surrounds it. The entire world has been divided into 55 areas. The left side's capital is in area 25 and the right side's is in area 31.

Bridge. In the middle of this world, area 28, a chasm separates the two sides. The goal of the game is to construct a bridge which will connect the two sides. Each team adds to the bridge, brick by brick, from its side. However, in order to add bricks to build the bridge, the teams need money. Each brick is more expensive than the one before it. Similarly to the real world, money is obtained by acquiring resources. In this game, the valuable resource is fuel, and money is made by mixing three types of fuels.

Fuels. The world of *The Other Side* contains three fuels - orange, green, and blue. Blue fuel is an abundant resource found on both sides of the world. Orange fuel is rare and only found on the left side of the world. Green fuel is also rare and can be discovered only on the right side of the world. With the exception of area 28, every numbered area in the world, including the blue ones, contains fuel.

Economy. Each side has a **Mixer** for processing these fuels. Mixing the fuels produces the money necessary to sustain each country's economy, and therefore maintains world stability. The amount of money made by mixing fuels increases dramatically with the number of fuels being mixed. Putting only one fuel through the mixer produces very little cash while mixing two fuels produces some cash. Running all three fuels through the mixer at once produces the maximum amount of cash for a team. Therefore, your side will make considerably more money if you can obtain some of the other side's rare fuel. Your team will have to decide how to get fuel from the other side. Do you want to trade rare fuels? Do you want to sneak into the other side's territory to take their fuel?

Possessions. Each team must devise a strategy for finding all three types of fuel. There are three types of possessions that teams can buy to help them obtain fuel: patrols, drillers, and bombs.

Prospecting Patrols. There are two types of prospecting patrols:

Regular Prospecting Patrols - can be used to explore for fuel, defend your possessions from attack, and attack the other side's possessions. Placing a prospecting patrol in an area will reveal the amount and type of fuel which is located on this site.

Covert Patrols - can do everything regular prospecting patrols can do. A covert patrol is disguised so that it looks like one of the other side's patrols. Therefore, it can be placed on the other side's territory without being detected by the other side's C.A.D. Covert patrols cost more than regular prospecting patrols.

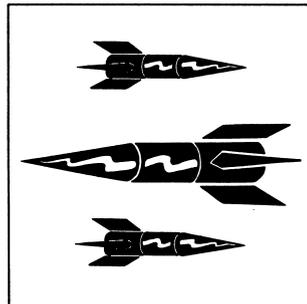
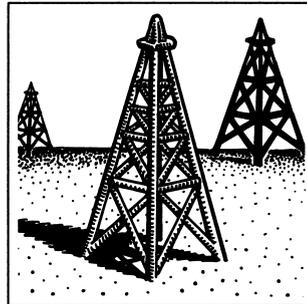
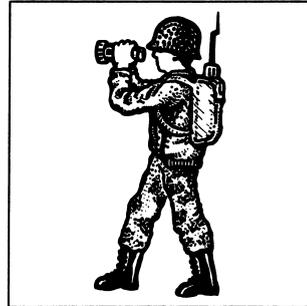
Drillers. A driller is used for obtaining fuel. As soon as a driller is placed in an area it will start pumping fuel. The fuel is sent to your storage tanks to await mixing. Drilling gradually depletes the amount of fuel in an area -- years of drilling will reduce an initially **huge** amount of green fuel to a **tiny** amount of green fuel. In order to keep track of how much fuel is in each area, you can inspect the area or buy a bulletin.

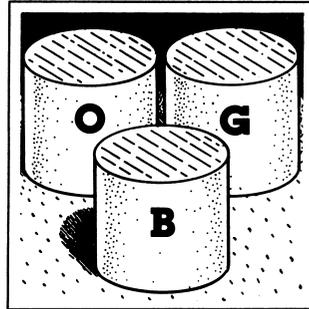
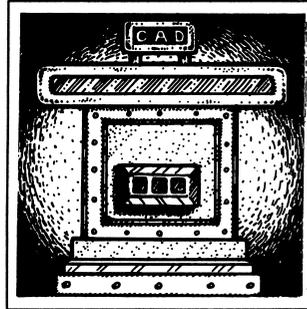
Bombs. A bomb can be used in two ways:

Underground Bomb - a bomb can be set off underground to release additional fuel from the area in which it is placed. For example, releasing an underground bomb can turn an area with a **medium** amount of fuel to one with a **large** amount of fuel. This process causes some contamination to be released.

Bomb Attack - launching a bomb toward an area belonging to the other side will destroy all the possessions in that area. A bomb attack not only releases contamination, but also threatens the other side.

Placing Possessions. Patrols, drillers, and bombs can be placed only in an area adjacent to one where you already have a possession. An adjacent area is one which is horizontal, vertical or diagonal to an area. Each side begins with one prospecting patrol in its capital city. **Note:** Possessions cannot be placed in area 28 because it is reserved for building the bridge.





Note: Each time you send out a diplomat/spy, he or she will tell you only one location of rare fuel. Subsequent missions may uncover new locations of fuel. However, diplomat/spies occasionally will repeat information that they previously disclosed.

C.A.D. Each side is also equipped with a C.A.D., a Computer Assisted Defense system. C.A.D. is only concerned with protecting its own side and is not at all interested in constructing a bridge. C.A.D. acts quickly and dramatically. It will not always do what you expect or want it to do. Each side's C.A.D. monitors the economies and military activities of both sides. When things are going well, C.A.D. is usually quiet. But if C.A.D. perceives a danger, either internally from a faltering economy or externally from suspicious actions by the other side, it will step in and take over your moves.

Controlling C.A.D. You can stop C.A.D. from taking over with a secret code, a combination of the letters a, b, and c. This code changes every year. A special code breaking device will often appear when C.A.D. is upset. It costs money to use this device and you must decide how much you're willing and able to pay--from \$0 to \$100. The more you spend, the more likely you are to find out all three letters of the code.

Diplomat/spy. Each side has an embassy on the other side. On the staff are employees who have been trained in espionage. You can pay for one of your diplomat/spies to look for the other side's rare fuel. In the Year End Report, the diplomat/spy will inform you of one location of rare fuel. However, he or she will not reveal the amount of fuel in the area. A diplomat/spy can be a quicker and cheaper method for finding the location of the other side's rare fuel than sending out prospecting patrols. It's up to your team to decide what to do with the diplomat/spy's information. Do you want to share it with the other side? Do you want to go to the other side to get the fuel yourself?

Year End Report. At the end of each turn, the Year End Report will automatically appear. Keep a close watch and take notes on your Resource Planner sheet. The report contains the following information about each of the three types of fuel: the amount shipped that year; the total amount in each tank; the condition of the tanks; and the level of contamination. In addition, you will receive messages in the orange fuel tank from your spies. They will tell you about the actions of the other side.

Bulletins. You can buy bulletins which will tell you about the current status of all your drillers. A bulletin provides the following information: the areas in which you have drillers; the amount of fuel left in those areas; and whether or not each driller is in danger of being attacked by the other side.

Different Ways to Play

There are several ways to play *The Other Side*: you can use one or two computers, play collaboratively or competitively, and set three levels of difficulty. These three sets of alternatives can be combined in many ways.

Number of Computers

- **One-computer version:** both teams alternate taking turns at the computer. When one team is at the computer, the other team is planning its moves in another area of the room or in another room.
- **Two-computer version:** each team has its own computer. The computers can be connected by cable or by modem. The two-computer version can be played between two classrooms in the same school, across town, across the country or anywhere in the world.

Goal of the Game

- **Collaborative:** the goal of the game is for both sides to complete the bridge jointly in as few years as possible.
- **Competitive:** the goal is to be the first side to complete the bridge. The side that adds the last brick wins.

Levels of Play

- **Beginning Diplomat:** we recommend playing at this level for the first few games. It will help you become comfortable with the game and build your proficiency.
- **Experienced Diplomat:** at this level, you will need to manage your economy with great skill. Building the bridge will require both economic stability and military responsibility.
- **Expert Diplomat:** this level provides new challenges for players who have built the bridge at the Experienced Diplomat level in under 12 years. This world is extremely difficult to manage, even apart from the challenge of building the bridge.

These levels differ in a variety of ways, including the amount of time you have to execute your moves, the cost of possessions, the amount that can be earned from mixing fuels, and the level of acceptable contamination in the world. For example, at the Beginning Diplomat level you must complete each year's moves in 120 seconds, whereas the Expert Diplomat level allows only 80 seconds.

A Comparison of the One-Computer and Two-Computer Versions

In the one-computer version teams alternate turns at the computer. When each team is away from the computer, the players have time to plan their moves. We strongly suggest starting out with the one-computer version because it allows more time for teams to plan and work together.

The two-computer version offers new challenges to experienced one-computer players. In this version, both teams are stationed at a computer. The pace of the game is faster because planning must be done at the computer during the other team's turn. This adds another level of

strategy--one team may choose to make short moves to decrease the amount of time the other side has for planning. Alternatively, a team could allow the timer to run out to give the other team more planning time.

In the one-computer version, the teams decide together whether to play collaboratively or competitively, whereas the teams in the two-computer version make this decision independently. Therefore, in the two-computer version, one team may choose to play collaboratively while the other side is playing competitively. The fact that each side does not know how the other is playing increases the challenge of completing the bridge.

Who's the Winner?

Both sides collaborative:

Both teams win if the bridge is completed.

Both sides competitive:

The side that places the last brick wins.

One side competitive and one side collaborative:

If the collaborative side finishes the bridge then the collaborative side wins and the competitive side loses. If the competitive side finishes the bridge then both teams win.

How many years will it take to build the bridge?

In general, it takes about 12-16 years to complete a bridge. Currently, the world record is six years.

Preparing to Play

Teams and Location

To play *The Other Side*, you need **two** teams of 2 to 6 players each (3 or 4 players per team usually works best). Decide which team will be the **left side** and which will be the **right side**. The game can be played on one or two computers. In the one-computer version, the teams take turns at the computer. Designate a place for each team to go between turns to plan their moves in privacy. If played on two computers, the two teams should be separated by as much space as possible. Each team needs a copy of the Map, a Resource Manager sheet, two Yearly Planner sheets, a Summary of Possible Moves sheet, and a Reference Card.

Note: Each team's turn should be private and communication between teams should be limited to the game's Hotline

Loading/Start-up One-Computer Version (Apple or IBM)

1. Insert *The Other Side* disk into the disk drive and close the drive door. Turn on your monitor or TV.
2. Turn on the computer. *The Other Side* will load into the computer and the opening screen will appear on your screen.

Note: Press the **ESC** key if you wish to change your choices on the following menus.

3. Press any key. The Game Selection Menu will appear. Type **1** to select the one-computer version.

Note: If you are using an IBM computer, you may first want to press <CTRL>C (the CTRL and C Keys together) to get to the color adjustment screen. Also, sound effects, available on a PC, can be turned on or off with <CTRL>S.

4. Next, select the mode, collaborative or competitive, in which you have decided to play. In the one-computer game, the two teams make this decision together. Therefore, each team knows the other's goal. Type **1** to play in the collaborative mode or **2** for the competitive mode. We suggest that you begin with the collaborative version.

5. The next screen asks you to type **N** to start a new game or **O** to continue an old game. Type **N** to begin a new game and then type **1**. This assigns the name "1" to the game you are about to play so that you can recall it later. If a game named "1" is already saved on the disk, you will then be asked if you wish to erase it. If you don't wish to do this, you will then be given the option to start a "Game 2" or a "Game 3."
6. You will see a screen titled Selecting Game Level. We suggest that first-time players type **1**.
7. Next, you will be asked whether or not you want to reset the parameters (the costs and values of different items and actions). We suggest that you leave them as they are for the first few times you play. Type **N** to leave them as they are, or **Y** to change them.
8. You will now see the Cost and Values screen which lists the costs for the different items and actions. The resource managers on both teams should write this information on their Resource Manager sheets. Press **Return** to move to the next screen.
9. You are now ready to begin playing the game. The left side always goes first. The right side should go to its planning station so the left side can work privately. The left side begins by pressing any key.

Note: The disk must remain in the disk drive throughout the game. Make sure that the disk does not have a write protect tab.

Playing the Game

Each turn of *The Other Side* follows a simple and logical progression. The four steps below make up each year/turn of the game:

Step 1. Plan your Moves -- plan and then type in the actions you intend to take during the upcoming year.

Step 2. Use the Hotline -- communicate with the other side by typing in a short message.

Step 3. Execute your Moves-- carry out the actions you have planned for this year.

Step 4. Read the Year End Report -- gather and record the important domestic and international information which will be used to plan your next moves.

Step 1: Plan Your Moves

Discuss with your teammates the moves you would like to carry out in the next turn. There are many possibilities: you may want to send patrols out to look for fuel, place drillers, place bricks, or send out a diplomat/spy. You can take a variety of actions in each turn. You must use a special planning code to tell the computer what you want to do. The code is described below and is summarized on the Reference Card and the Summary of Possible Moves sheet. Write your moves in code on the Yearly Planner sheet for the keyboard operator to use at the computer.

Your First Turn

The first patrol you place must be adjacent (horizontal, vertical or diagonal) to your capital. For example, the left side can place its first patrol only in areas 26, 15, 14, 13, 24, 35, 36, and 37.

Typing in Your Moves at the Computer

When you are at the Planning Console screen, type in your moves for the upcoming year. Help messages will appear at the bottom of the screen as you are typing in your commands. If the command is correct you will receive the message: *Command Accepted*. Make sure that you put a space between each command. You can type in as many commands as you can fit in the line. However, you have only a short amount of time to type them.

The Planning Code

| | | |
|--------------------------|----------------------|------------------|
| Possible Actions: | i = inspect | r = repair tank |
| | d = diplomat/spy | m = mix fuel |
| | p = place | f = fuel gift |
| | s = sell back | \$ = money gift |
| | a = attack | n = neutral zone |
| | u = underground bomb | b = bulletin |

| | | |
|---------------------|------------------------|-------------|
| Possessions: | p = prospecting patrol | d = driller |
| | c = covert patrol | b = bomb |

| | | | |
|---------------|------------|----------|-----------|
| Fuels: | o = orange | b = blue | g = green |
|---------------|------------|----------|-----------|

Step 2: Use the Hotline

When your time at the Planning Console runs out, the Hotline screen will appear. You can use the Hotline to send messages to the other side. The other side's message to you is displayed at the top of the screen. On the bottom line, you type the message you want to send to them. The following is a typical message: *CAD upset. Send green now.* Remember that the timer will be ticking down. The more time you spend on a message, the less time you'll have to carry out your moves.

- To send a message, type it in and press **Return**.
- To erase single characters use the **back arrow key**.
- To erase your entire message, press **ESC**.

Step 3: Execute Your Moves

When you have finished with the Hotline and have pressed **Return**, you will see a list of the year's moves which you previously typed on the Planning Console. You must carry out the actions in order, one at a time. To execute each succeeding move, press **Return**. Some actions will then be carried out automatically; others you will complete yourself according to the directions on the screen.

Placing a Possession in an Area

When a "place" command is being executed you will see a close up of the area in which you are placing the possession. Exact placement of possessions is not important during the first few turns of the game. It becomes important when you want the possessions to protect or attack other objects. For example, patrols must be right next to objects they are either protecting or attacking. The

other side's possessions look just like yours, but they are shown as black letters on a white background.

- To move a new possession in the area in which it is being placed, use the **I, J, K or M** keys on the Apple and the **arrow keys** on the IBM.
- To leave the area, press **Return**.

Breaking C.A.D.'s Code

C.A.D., your Computer Assisted Defense system, keeps a close watch on the domestic and world situation. If your cash gets too low or if the other side makes moves which seem aggressive, C.A.D. may step in during your turn and take over your moves. If the Code Breaker machine appears, you will have an opportunity to stop C.A.D. by buying the secret 3-letter code. This code consists of a combination of the letters a, b and c and changes every year.

To use the **Code Breaker**, press **Return** when the amount of money you wish to spend appears. You can spend from \$0-\$100. The more money you spend, the more likely you will find out all three letters of the code. Write down the code on your Resource Planner Sheet. To turn C.A.D. off, type in the 3-letter code when C.A.D. appears again.

Events Beyond Your Control

Occasionally events will occur that are completely beyond your control. C.A.D. may take over unexpectedly or your country may experience a national strike. A strike depletes your side's cash by \$50 and causes you to lose the rest of your turn. You must learn to deal quickly with these unexpected situations.

Step 4: Read the Year End Report

When the timer reaches one, the Year End Report will appear. This report is divided among the three fuel tanks and scrolls rapidly. Decide who will read each tank. Share your information with the resource manager who will record it on the Resource Manager sheet. The Year End Report begins by presenting the following information:

- the total amount of cash you have;
- the amount of fuel shipped that year;
- the amount of fuel in each tank;
- the amount of cash you spent that year;
- the condition of the three fuel tanks. Do they have leaks? How big are the leaks?
- the level of contamination. The higher the contamination, the more your tanks will leak.

After this information has been presented, you may hear some beeps signaling that you will receive messages from your spies. Your spies may tell you information about the activities of the other side. If you sent out a diplomat/spy, he or she will tell you one location of rare fuel on the other side. Use this information to plan your next moves.

Hotline History

When you have finished the game you can read the Hotline History to see how your relations with the other side developed. The Hotline History contains all the messages the two sides exchanged during

A Note About Time

The amount of time which you have to type the commands for your moves is limited. The pressure and tension which results from this scarcity of time is an essential element of the game. It may be frustrating at first, but you will get used to it as your competency increases. The amount of time for each turn differs in the one and the two-computer games:

One-computer game--you will always have approximately 25 seconds to type your commands at the Planning Console.

Two-computer game--the left side will always have approximately 25 seconds to type in its commands during the first year of play. After this turn, the time allowed will be 25 seconds + the time it takes for the other side to execute its commands. This is much less time than it first appears, since, in the two-computer game, there is no time away from the computer. You must plan while the other side carries out its moves. Therefore, if they choose to execute very few commands in a year or carry out their commands quickly, you will have little time at your Planning Console.

the game. To look at the Hotline History, reload the program and select Hotline History (type 3) on the Game Selection menu. Then select the number of the game whose Hotline History you wish to review.

Saving Games

You can store up to three games on the disk at one time. The game is saved automatically at the end of each turn. You can suspend play when you are at the Planning Console screen by pressing the **control key**, and while holding it down, pressing the **Q key**. You may wish to do this in order to stop

in the middle of a game with the intent of finishing it in the future. It's a good idea to write down the number of the game. To continue playing an unfinished game, load the program and select Old Game when the option appears. Then choose the number (1, 2, or 3) of that game.

Making the Two-Computer Connection

Welcome to the new area of telecommunications game playing. It's an exciting opportunity to play *The Other Side* with students across town, across the country, or anywhere in the world. We have

invested much time and energy in making the linking of two computers together as easy as possible given current technology. We are only a phone call or letter away if you need any help. Good luck, pioneer!

Connecting by Modem

The Other Side has been designed to work with several modems. For easiest use we recommend:

| Computer Type | Possible Modems |
|----------------------|--|
| Apple IIe or II plus | <ul style="list-style-type: none">• Hayes Micromodem II or IIe (installed in Slot 2)• Apple Modem 300 or 1200 or Hayes SmartModem 300 or 1200 (with a Super Serial Card in Slot 2)• Apple Personal Modem |
| Apple IIc | <ul style="list-style-type: none">• Apple Modem 300 or 1200 (plugged into Port 2) |
| IBM PC | <ul style="list-style-type: none">• Hayes SmartModem 300B or 1200B (installed in any slot)• Hayes SmartModem 300 or 1200 or Apple Modem (with an asynchronous serial card plugged into any slot) |
| IBM PCjr | <ul style="list-style-type: none">• IBM PCjr internal modem (installed in any slot)• Hayes SmartModem 300 or 1200 or Apple Modem (with an asynchronous serial card plugged into any slot) |

Placing a Modem Phone Call

1. Set up the computers near a phone jack.

a) If you are using an Apple IIe/II+, install your Micromodem or Super Serial Card in slot 2 (open the computer to install the card -- the slots are numbered). The jumper block on your Super Serial Card should have its large white triangle pointing toward the word "MODEM"; the dip switches on the card should be set as follows:

(first set) **on off off on on on on**
(second set) **on on on on off off off**

b) If you are using an Apple IIc, plug your modem cable into Port 2.

2. Phone the other side. Decide the following:

a) Who will place and who will receive the modem call;

b) How long you will wait before calling each other back if the connection is unsuccessful (five minutes should be enough);

-
- c) Who will be the left side and who will be the right side;
 - d) At what level (Beginning, Experienced or Expert) you will play.
 3. Unplug the phone cord from the phone jack. Plug in the modem cord.
 4. Put *The Other Side* disk into the the drive and close the drive door.
 5. Turn the computer on. The game will load and the opening title will appear on your screen. Press the **Spacebar** to continue.
 6. The game selection menu will appear. Select **2**.
 7. Another menu will appear. Select **1, 2 or 3** depending on which modem you have. Choices **1 or 2** allow you to make your connect automatically by just typing the phone number you are dialing. If you select choice **3 (Other Modem)**, you will need to type in the special command characters required by your particular modem. Refer to the instruction book that came with it.

IBM only: You now may be required to indicate whether your serial card is set at COM1 or COM2. Try COM1 if you are not sure. If the message "device not installed" appears on your screen, select COM2 instead.

8. Another menu will appear. Select **1** to receive the call, **2** to place the call with pulse dialing, or **3** to place the call with tone dialing (if your modem and phone system support it).

9. Place the call:

- a) If you are going to place the call, type the phone number, without spaces or dashes. Then press **Return** and wait (on the IBM, this key is marked with an arrow shape or the word **Enter**). If you make a mistake typing the number, press **Return** and then type the number again.

- b) If you are going to receive the modem call, wait until a connection has been made.

- c) If you chose **3 (Other Modem)** and you are placing the call, type the command characters required by your modem, followed by the phone number and **Return**. To leave the terminal and begin play, press the **F1** key (IBM) or **<CTRL>C** (Apple).

NOTE: The Other Modem option cannot be used with the Micromodem or the PCjr Internal Modem.

10. You should now see the Left Side-Right Side screen. Choose your side and proceed by following the directions under *Playing the Two-Computer Game*, page 18.

Connecting with a Cable

| TO CONNECT | USE THE FOLLOWING |
|----------------------------------|-------------------|
| Apple IIe/plus to Apple IIe/plus | Joystick Cable |
| Apple IIc to Apple IIc | C to C Cable |
| IBM-PCjr to IBM-PCjr | PC Cable |
| Apple IIc to Apple IIe/plus | C to E Cable * |
| IBM-PC to IBM-PC or PCjr | PC Cable * |

For each of the connections designated above by an asterisk (*), you must have a serial card installed in one of the expansion slots of your computer. In the case of an Apple, this card must be a Super Serial Card installed in Slot 2; in the case of an IBM-PC, it must be an asynchronous serial card installed in any slot.

A special serial adaptor for the PCjr, necessary for making the two-computer connection, may be purchased from your IBM dealer. It plugs into the socket marked S in the back of your computer.

Follow these steps

1. Make sure that both computers are OFF. Connect the two computers with the correct cable (see above). Refer to any instructions which come with the cable you are using.
 - a) Install any necessary cards (see above) in one of the expansion slots of your computer. If you are using an Apple IIe/II+, install your Super Serial Card in slot 2 (open the computer to install the card--the slots are numbered from the left). The jumper block on your Super Serial Card should have its large white triangle pointing toward the word "MODEM"; the dip switches on the card should be set as follows:

(first set) on off off on on on on

(second set) on on on on off off off
 - b) If you are using an Apple IIc, plug your cable into Port 2.
2. Put *The Other Side* disk into the drive and close the drive door.

3. Turn the computer on. The game will load, and the opening title will appear on your screen. Press the **Spacebar** to continue.
4. The game selection menu will appear. Type 2 to select the two computer version.
5. Another menu will appear. Select 4 if you have used a cable which connects the serial ports of the two computers or 5 if you are using the Joystick Cable.

IBM only: You now may be required to indicate whether your serial card is set at COM1 or COM2. Try COM1 if you are not sure. If the message "device not installed" appears on your screen, select COM2 instead.

6. You should now see the Left Side-Right Side screen. Choose your side and proceed by following the directions in the next section.

Playing the Two-Computer Game

1. Make a connection between the computers by following the instructions under either *Placing a Modem Call* or *Connecting with a Cable*.
2. Select your mode of play. Type 1 to play collaboratively or 2 to play competitively. The two sides may select different modes of play.
 - a) **Collaborative** -- the goal of the collaborative game is to build the bridge jointly in as few years as possible.
 - b) **Competitive** -- the goal of the competitive game is to be the last side to add a brick to the bridge.
3. Next, type **N** to begin a new game or **O** to continue an old game. You will be further prompted to select the number which designates the game you are starting or continuing. Type 1, 2 or 3.
4. Next, you will be asked to select the game level. Type 1, 2 or 3.
5. You will see a screen titled **Selecting Game Level:**

1 = Beginning Diplomat
2 = Experienced Diplomat
3 = Expert Diplomat

We suggest that first-time players type 1.

6. Finally, you can reset the parameters (the costs and values of different items and actions as well as some other game features). We suggest that you type **N** to leave them as they are--they are preset for what we think are three very exciting levels of play. Later, you may wish to experiment with changing them.
7. If the connect is successful, both sides will see the **Costs and Values** table on their screens. When both sides have pressed **Return** (or **Enter**), the game will begin. Both sides will play simultaneously, so you'll need to plan your moves while in the middle of the action.

Hints for Playing the Two-Computer Game

The two-computer version adds new challenges to playing *The Other Side*. You will have the opportunity to devise sophisticated strategies. Here are some hints:

- Each side does not know whether the other has decided to play competitively or collaboratively. This mystery can add tension and distrust between the sides. If you are playing collaboratively you may have to work harder to get the other side to trust you. If you are playing competitively you can use this mystery to your advantage. You can pretend to be playing collaboratively to persuade the other side to give you fuel and money.
- Since both sides play simultaneously, you can time your moves to affect the other side's turns. If you make a lot of moves the other side will have more time to plan their moves. If you are playing collaboratively you can let the timer run out in order to give the other side more time. If you make only a few moves the other side won't have much time for planning.

Tips and Troubleshooting

Cables. When attaching any cable between computers or removing any cards from expansion slots, make certain that both computers are turned off to avoid damage to either computer. The Joystick Cable connector must be plugged in so that the cable end faces the back of the computer.

Calling. When making a modem call, type all the numbers you would dial when making a voice call, but do not include dashes or spaces. For example, the phone number 1-800-555-1234 should be typed: **18005551234**. Try redialing several times before suspecting that something is wrong.

If you select tone dial and are unsuccessful, you may have pulse service or may be using a modem which doesn't support tone dialing; if so, you will not be able to use the tone dial feature.

Warning: If the game unexpectedly stops after a connect (for instance in the middle of a game), you will need to turn your modems off to break the connection before redialing. Unfortunately, this will occasionally happen when using modems because of phone line "noise." Also, a game can unexpectedly stop if a long distance operator cuts in or if a CALL WAITING beep occurs when data is being written to (saved on) the disks.

Cards. If you are having difficulty making a connect, remove all unnecessary cards from the expansion slots of your computer. Sometimes cleaning the contacts on your modem or serial card will help in making a successful connect (use alcohol or other approved solvent).

COM. A connect cannot be made if more than one device (card) is installed in an IBM with the same COM number. Therefore, if you have more than one serial card or both a serial card and an internal modem, set one of them to COM1 and the other to COM2 or remove all but one of them.

Disks. The disk must remain in the disk drive throughout the game. You will need to use both of the disks to play the two-computer game. Make sure that there are no write protect tabs on either disk.

ESC. If you make a mistake in a menu selection, pressing **ESC** will usually move you back to the previous screen.

Apple Computers Only

Serial Card. Verify that the settings of the dip switches on your Super Serial Card are correct. If you are using an Apple II+ or IIe and are using 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.

Slot 2. If you are using an Apple IIe or II plus, verify that your modem or serial card is in slot 2.

IIc. 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.

Glossary

AREA--a rectangular sector of the world. The world is divided into 55 areas--each area contains only one of the three different kinds of fuel. Area 28 is where you build the bridge. See FUEL.

ATTACK--an aggressive action that you can take using either a patrol or a bomb. A patrol attack captures the possession next to it. Captured possessions are yours to use or sell back. A bomb can be placed and then launched toward any area in the world. It will then destroy all the possessions in that area and will release contamination.

BLUE--one of the three types of fuel. Blue fuel is found everywhere.

BOMB--one of the three types of possessions you can buy. Above ground, a bomb can be used to destroy an entire area; below ground, it can be used to release greater amounts of fuel. A bomb is powerful but by using it, above or below ground, you contaminate the world's fuel supply. See ATTACK, CONTAMINATION, UNDERGROUND EXPLOSION.

BRICK--one piece of the bridge. You can add bricks to the bridge while inspecting it in area 28. The price of each additional brick increases. (If the cost of the first one is \$10, the second will cost \$20, and the third will cost \$30 and so on.) You can only inspect area 28; you cannot place a possession there. See INSPECTION.

BULLETIN--a report, available for a fee, which gives the current status of all of your

drillers currently in place. The bulletin reports the area number, the type of fuel being pumped, the amount of fuel still available, and the attack status (safe or threatened) of each driller.

C.A.D.--the abbreviation for Computer Assisted Defense, the system that protects each country. The C.A.D.'s of the two countries function independently, but report on each other's activities. Every year, each C.A.D. assesses the economic and military status of its respective country. A C.A.D. will proceed to defend its country if: 1) its country's cash is dangerously low or 2) the home borders are threatened. The only way to stop C.A.D. once it has taken over is to type in the correct code. See CODE, CODE BREAKER.

CAPITAL CITY--Area 25 of the left side and Area 31 of the right side. At the beginning of the game, each side's capital already has a patrol in place.

CODE--the combination of three letters (a, b, c) that can be used to turn off an activated C.A.D. The code changes each year. See C.A.D., CODE BREAKER.

CODE BREAKER--only by typing in the correct three letter code (using the letters a, b, and c), can you turn off C.A.D. and prevent it from taking over. A Code Breaker machine is used to obtain C.A.D.'s secret code which changes every year. The more you spend on this machine, the more likely you are to acquire all three letters of the code. See C.A.D., CODE.

Glossary

CONTAMINATION--a result of launching a bomb above ground or setting off an underground explosion. In either case the world's fuel supply will become contaminated and may cause fuel tanks to leak. If contamination in the world becomes too great, the game will end. See BOMB, UNDERGROUND EXPLOSION.

COVERT PATROL--a patrol disguised to look exactly like a patrol belonging to the other side. This spy patrol can sneak into the other side's territory, without their C.A.D. noticing, and gather information. It can also attack and defend possessions. See ATTACK, PROSPECTING PATROL.

DIPLOMAT/SPY--a roving ambassador who can be instructed to spy on the other side and report in which area he or she found rare fuel. The contents of this spy's diplomatic pouch will be sent to you in the Year End Report.

DRILLER--the possession that is used to get fuel. A driller can be put in or next to an area where you already have a possession and, once placed, will automatically ship fuel back to your side's tanks. See FUEL, POSSESSION, PLACE.

FUEL--the raw material found underground that is the source of each country's wealth. Each area of the world contains varying quantities (tiny, small, medium, large, huge) of one type of fuel (orange, green or blue). Drilling depletes the amount of fuel. Once the fuel in an area runs out, no more will appear there unless an underground bomb is set off to shake new supplies loose. See ORANGE, GREEN, BLUE, DRILLER.

FUEL GIFT--you can give gifts of fuel to the other side provided you have enough in your storage tanks and sufficient funds for the transfer. See FUEL.

GREEN--one of the three types of fuel. Green fuel is found only on the right side of the world. See FUEL.

HOTLINE--a communications system for sending messages to and receiving messages from the other side; it appears once each year. Type the message in the space provided and it will be sent automatically to the other side and be read by them in the following simulated year of play.

INSPECT--you can inspect any area where you have a possession. You might want, for example, to check fuel reserves in an area where you have been drilling. Inspection is free. Area 28 is the only area that can be inspected without having a possession there. Inspecting area 28 will allow you to add bricks to the bridge.

LEAK--a loss of fuel from a fuel tank. Leaks may range in size from very small to enormously large. To stop a tank from leaking, you must repair it. See REPAIR TANK.

MIXER--the device by which the fuel is processed and money is made. (It is necessary to mix fuel to produce money even if only one fuel is being processed.) If only one kind of fuel is processed, little cash is produced. If any two fuels are processed, some cash is produced. If all three kinds of fuel flow into the Mixer at once, the maximum amount of cash is produced. See FUEL, CONTAMINATION.

Glossary

MONEY GIFT--you can give gifts of money to the other side, provided you have it to give and can also cover the transfer fees.

NEUTRAL ZONE--by declaring a neutral zone, you notify your C.A.D. that the area is not in any danger of attack. Then either side can enter and place possessions there without activating either side's C.A.D. Each side can only have one neutral zone but it remains neutral for as many years as it wishes (until it declares another zone neutral). Although one area may be neutral, the areas around it might not be. Therefore, C.A.D. will still be on alert for foreign visitors.

ORANGE--the type of fuel found only on the left side of the world.

PARAMETERS--the various costs and values involved in The Other Side, such as starting cash, cost of a driller, or value of a mix of three fuels. At the beginning of each game, you have the option of changing the parameters.

PLACE--a possession can be placed only in or adjacent to an area in which you already have a possession. An adjacent area is one which is horizontal, vertical or diagonal to another area.

POSSESSIONS--the three types of things that a country can buy and place: 1) patrols, 2) drillers, and 3) bombs. You can place as many possessions in an area as necessary. See PLACE, PROSPECTING PATROL, DRILLER, BOMB.

PROSPECTING PATROL--(also called a PATROL) one of a player's three types of possessions. A prospecting patrol can be placed in or next to an area where you already have a possession. It is a military unit with two functions: 1) to discover what type of fuel is in an area, and 2) to attack or defend a possession.

REPAIR TANK--this action stops the leaking in the fuel storage tank that you specify. The leaking becomes more serious as contamination levels rise. Repairing tanks costs money. See MIXER, LEAK.

SELL BACK--cashing in a possession you have for half of its original cost. You can sell back a driller, a patrol, a bomb, or a covert patrol.

TANK--the storage container for fuel.

UNDERGROUND EXPLOSION--an action that will shake free new fuel resources, but will also increase the world's fuel contamination. You must first build a bomb before conducting an underground explosion. See BOMB, FUEL, CONTAMINATION.

Players' Tools

The pages in this section are your tools for playing *The Other Side*. Keep the originals in this book and make photocopies for use while playing.

Resource Manager

Yearly Planners

Summary of Possible Moves

Reference Card

Extra Map

Yearly Planner

Use this form to plan your actions and messages. Write down the actions you are going to take, then type them in when the Planning Console screen appears in the game. Be sure to record both your and The Other Side's Hotline messages.

i = inspect
d = diplomat/spy
p = place

s = sell back
a = attack
u = underground bomb

r = repair tank
m = mix fuel
f = fuel gift

\$ = money gift
n = neutral zone
b = bulletin

| | |
|-----------------------------|--|
| <p>Sample Year 1</p> | <p>Suggested first turn for right side: I31 pp30 pp21 pp42 d This means: inspect your capital city, explore the territory around it by using your prospecting patrols and instruct a diplomat/spy to look for fuel.</p> <p>Suggested first turn for left side: I25 pp26 pp13 pp36 d This means: inspect your capital city, explore the territory by using your prospecting patrols and instruct a diplomat/spy to look for fuel.</p> |
| <p>Year 1</p> | |
| <p>Your Message</p> | |
| <p>Their Message</p> | |
| <p>Year 2</p> | |
| <p>Your Message</p> | |
| <p>Their Message</p> | |
| <p>Year3</p> | |
| <p>Your Message</p> | |
| <p>Their Message</p> | |
| <p>Year 4</p> | |
| <p>Your Message</p> | |
| <p>Their Message</p> | |
| <p>Year 5</p> | |
| <p>Your Message</p> | |
| <p>Their Message</p> | |

Yearly Planner

| | |
|---------------|--|
| Year | |
| Your Message | |
| Their Message | |
| Year | |
| Your Message | |
| Their Message | |
| Year | |
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| Their Message | |

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SUMMARY OF POSSIBLE MOVES

Use this reference sheet to help you plan your moves. Your side can carry out all the following actions. **You can ...**

Look for fuel

- **Place prospecting patrols.** You can place prospecting patrols in any area which is adjacent (horizontally, vertically or diagonally) to an area that contains your possessions. When you place a patrol you will find out the type and amount of fuel in the area. Type **pp** and number of the area where you want to place the patrol.

- **Place covert patrols on the other side's territory.** Covert patrols are disguised to look like the other side's patrols. They do everything that regular patrols do, but are more expensive. Type **pc** and number of the area where you want to place the patrol.

- **Send a diplomat/spy to the other side to look for fuel.** The diplomat/ spy will tell you the location of fuel in the Year End Report. However, he or she will not tell you the amount of fuel. Type **d**.

Drill for fuel

- **Place drillers.** You place drillers in the same way that you place patrols. Drillers immediately pump fuel to your tanks. Type **pd** and number of the area where you want to place the driller.

Keep track of drillers

- **Purchase a bulletin** to find out about your drillers. The bulletin tells you the location of your drillers, the amount of fuel in each drilling site, and which drillers are threatened by the other side. Type **b**.

Get more fuel

- **Set off an underground bomb.** Drilling in an area depletes the amount of fuel. To release additional fuel, first place (**p**) a bomb (**b**) in the area and then set it off underground (**u**).

Repair fuel tanks

- **Read the Year End Report** to find out the conditions of your fuel tanks. Unrepaired leaks grow larger and larger and waste precious fuel. To repair a leaky tank, type **r** and the letter for the type of fuel it holds (**o,g, b**).

Make money

- **Mixing fuel** is the best way to earn money. Type **m** to use your Mixer. Repeatedly pressing the **Space bar** mixes the fuel. Remember that mixing three fuels will make much more money than mixing one or two. When you are done mixing, press **Return**.

- **Selling back possessions** is another way to make money. For example, you might want to sell back a driller in an area where the fuel supply has gotten low. You will receive half the original value of the possession. Type **s**, the possession you wish to sell back (**d,p,b,c**) and its location.

Build the bridge

- **Inspect area 28**, the bridge construction site. Type **I28**. You will see a close-up of the area. Press **b** to add bricks. The cost of each brick is greater than the one before it.

Look at territories

- **Inspect any areas** in which you have possessions to find out the status of your patrols, drillers, and fuel supply. Type **I** and the number of the area you want to inspect.

Send money or fuel

- **Give money.** Giving money to the other side can be helpful. You must pay a fee to transport your gift to the other side. To send money, type **\$** and the amount of money you wish to send. This amount plus the transfer charges, will be deducted from your cash.

- **Send fuel.** To send fuel, type **f**, the type of fuel (**o,g, b**) and the number of gallons you wish to send.

Set up a neutral zone

- **Declare an area to be a neutral zone** so that the other side can place possessions and drillers in it without alarming your side's C.A.D. It costs money to set up a neutral zone and each side can only have one neutral zone at a time. Type **n** and the number of the area you wish to declare neutral.

Attack the other side

- **Attack the other side by using patrols (ap) or bombs (ab).** A patrol can attack only a single possession, while a bomb attacks an entire area. Patrols capture the object they attack, whereas bombs destroy all the objects in the area and release contamination. Captured patrols become your prisoners, captured bombs become yours to launch, keep, or sell back and captured drillers start pumping fuel for your side.

Patrol Attack-- to attack a possession belonging to the other side, place your patrol right next to it. Type **ap** and the number of the area that contains the possession you want to capture.

Bomb Attack -- a bomb can be placed anywhere and can be launched toward its target. Type **ab** and the area you wish to attack.

Reference Card

| | | |
|---|-----------------------------------|------------|
| (type in:) | (type in:) | |
| i | # | |
| inspection | in area # | |
| Example: i22 (inspect your fuel reserves in area 22) | | |
| (type in:) | | |
| d | | |
| diplomat/spy | | |
| Example: d (displays costs for running your country) | | |
| (type in:) | (choose one and type in:) | (type in:) |
| p | d p b c | # |
| place | driller patrol bomb covert patrol | in area# |
| Example: bp22 (build patrol in area 22) | | |
| (type in:) | (choose one and type in:) | (type in:) |
| s | d p b c | # |
| sell back | driller patrol bomb covert patrol | in area# |
| Example: sp22 (sell back patrol in area 22) | | |
| (type in:) | (choose one and type in:) | (type in:) |
| a | p b c | # |
| attack | patrol bomb covert patrol | in area# |
| Example: ap22 (attack with a patrol in area 22) | | |
| (type in:) | (type in:) | |
| u | # | |
| underground | in area # | |
| Example: u7 (detonate an underground bomb in area 7) | | |

| | | |
|--|---------------------------|------------|
| (type in:) | (choose one and type in:) | |
| r | o b g | |
| repair tank | orange blue green | |
| Example: ro (repair orange tank) | | |
| (type in:) | | |
| m | | |
| mix fuel | | |
| Example: m (mix fuel and make money) | | |
| (type in:) | (choose one and type in:) | (type in:) |
| f | o b g | # |
| fuel gift | driller patrol bomb | |
| Example: fb50 (send a gift of 50 gallons of green fuel) | | |
| (type in:) | (type in:) | |
| \$ | # | |
| money gift | # of dollars | |
| Example: \$100 (send 100 dollars to the other side) | | |
| (type in:) | (type in:) | |
| n | # | |
| neutral zone | in area # | |
| Example: n22 (establish a neutral zone in area 22) | | |
| (type in:) | | |
| b | | |
| bulletin | | |
| Example: b (bulletin displays driller information) | | |

The Other Side Map

Use Photocopies of this map if you require additional gameboards

The Other Side®

Suggested symbol: (or create your own) **Patrol = \int** **Driller = Δ** **Bomb = ***

1 2 3 4 5 6 7 8 9 10 11

12 13 14 15 16 17 18 19 20 21 22

23 24 25 26 27 28 29 30 31 32 33

34 35 36 37 38 39 40 41 42 43 44

45 46 47 48 49 50 51 52 53 54 55

Helpful Hints and Strategies

General Hints

- Send out a diplomat/spy during your first few turns to search for rare fuel on the other side. Type **d** at the Planning Console.
- A good way to discover the type and amount of fuel in an area is to place a patrol there. Type **pp + area number** at the Planning Console.
- Once you discover fuel that you need, you should build a driller in that area. Be careful not to build too many drillers - they are expensive.
- Don't be tempted to build too much of the bridge too early. It looks easier and cheaper than it is - trust us.
- Make sure your team is organized. If no one is taking notes, it will be hard to plan your next moves. It's easy to forget where your valuable fuel supplies are located.
- Don't spend all your money in your first few turns. If you spend, spend, spend, you're bound to worry C.A.D. If C.A.D. starts taking over right away, you may never regain control of your government.
- If you forget what fuel or possessions you have in an area, you can inspect it. Inspecting is free, so take advantage of it. Type **i + area number**.
- Contaminated fuel will eat away at your storage tanks. Be on the lookout for leaks, and fix them before they get too serious.
- Use the Glossary often to answer questions that may arise during the game.

Hints for playing collaboratively

- Start out on a good note. Send a friendly message to the other side.
- It is expensive for you to build more than half the bridge. The most efficient strategy is for each side to build exactly half the bridge.
- Don't jump to conclusions about the other side. Ask them who's responsible for the bombs and attacks.

Hints for playing competitively

- Build up your resources. Convince the other side to send you money and fuel.
- Try to find the other side's fuel before they find it themselves.

Good luck! No one ever said building peace would be easy!

The Other Side Around the World

Salzburg, Austria: The Harvard Negotiation Project plays *The Other Side* with European diplomats.

Moscow, USSR: Students from Thorndike and Scarborough, Maine take *The Other Side* to the Soviet Union to play with Soviet high school students.

Beijing, China: The Key Curriculum Project from Berkeley, California demonstrates *The Other Side* to Chinese teachers and educators.



San Paulo, Brazil: The Colorado Department of Education and the Center for Teaching International Relations play *The Other Side* over open phone lines with high school students from Colorado and Brazil, and develop a complete curriculum unit for using the game.

Japan: Kentucky educators are investigating a hook-up with Japanese students for February of 1987.

United States: Students are using modem connections to play *The Other Side* from one end of the country to the other.

The Other Side School Network

For those interested in making contact with other schools to play the two-computer game via modem and/or exchange ideas about *The Other Side*, we have established The Other Side School Network. You can become a member by filling out and mailing *The Other Side* warranty registration card included in this package. If you have already returned your warranty registration and did not request to have your name published in The Other Side School Network and would like it to be, send your name, school, address, grade, computer brand, and phone number to:

Tom Snyder Productions, Inc.
Educational Software
123 Mt. Auburn Street
Cambridge, MA 02138

We encourage any and all reactions, discoveries, and questions relating to your experiences with *The Other Side*. If you would like to speak to us directly please call us on our Hotline at (617) 876-5841.

Q. What is the goal of this game?

A. To unify the world by building a bridge between your nation and the nation on the other side.

Q. How can we get the money to build the bridge?

A. Mix the world's three fuels (orange, green, and blue) in your fuel processor to make money.

Q. Where can we find orange, green, and blue fuel?

A. Blue fuel is abundant on both sides of the world. Orange fuel is rare and found only on the left side. Green is rare too and found only on the right side.

Q. How can we get the fuel?

A. Three tools will help you acquire fuel.

Patrol - explores for fuel and protects your driller.

Driller - drills for fuel and automatically sends it home to your storage tanks.

Bomb - can be exploded underground to release new fuel. A bomb can also be launched to destroy everything within its target area.

Q. Is there anything else we should know?

A. Yes. Two things. There's bad news and worse news. First the bad news... you have a C.A.D., a Computer Aided Defense system. It will protect your nation at any cost. Building the bridge is not important to C.A.D. The worse news is that using bombs will contaminate your world. The software will not let this situation go on too long... GAME OVER.

Q. Is there any good news?

A. One piece of good news... the door to C.A.D.'s chamber has recently been unlocked and you have access to C.A.D.'s Planning Console. If you can figure out how to use it, you might be able to control your nation and build the bridge... to peace.