



Software included:

Diskette

System requirements:

IBM Color Display, PCjr™
Color Display, or Color TV

IBM PC, PC XT,™ or
Portable PC

128KB of memory

One diskette drive

IBM Color/Graphics Monitor
Adapter

or

IBM PCjr

128KB of memory

One diskette drive

IBM PCjr Adapter Cable (for use
with IBM Color Display only)

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M.U.L.E.™

By Electronic Arts™
IBM Version 1.00 by K-BYTE, Inc.

Entertainment Family



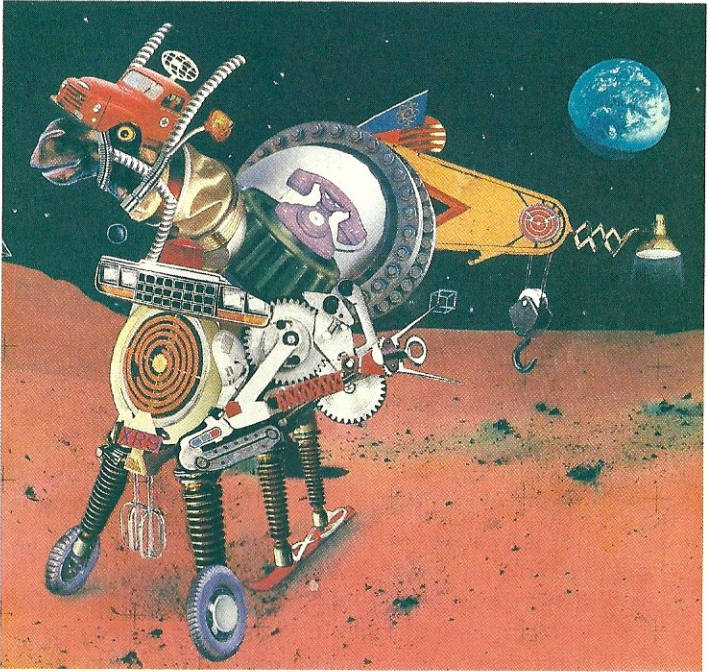
**Personal
Computer
Software**

Learn the rewards and risks of free enterprise. Use an unpredictable Multiple Use Labor Element (M.U.L.E.) to help develop new land on the planet Iraton. Up to four people can play the four versions of this fun-filled economic strategy game.

Welcome To M.U.L.E.

We take you forward in time several hundred years. Distant planets are being developed by man, but the pace is often slow and very tiring.

An ingenious group of men from the Ozarks have put their heads together and come up with an idea for the "Perfect Robot." They call the robot, M.U.L.E., which stands for Multiple Use Labor Element.



A contractor was found to construct M.U.L.E., but things started to go wrong from the very start. When the dust had finally cleared, the job was finished by a restaurant supply company, a maker of pre-school furniture, and the manufacturer of a popular electronic toaster. That's why M.U.L.E. looks so, er, unusual.

Everyone thought M.U.L.E. would be perfect for planet pioneering, mining, farming, and general hauling.

Because of its behavior, however, people soon realized that **M.U.L.E.** was the proper name for this mechanical beast.

M.U.L.E. started doing unexpected things like going berserk and running away from its owners if treated carelessly. **M.U.L.E.** certainly is an unpredictable creature; but, your job is to settle a planet, so you will have to make the best of it.

Object of the Game

M.U.L.E. is a game of exploration and resource development on another planet. The game begins when you are delivered by spaceship to a distant planet. You and your opponents have a number of imaginary months (game turns) to develop the planet (the number of months depends on the level of play).

Each month has four stages: Land Grant, Development, Production, and Auction. Players select plots of land and install **M.U.L.E.s** on their plots. The **M.U.L.E.s** develop the land to produce Food, Energy, Smithore, or Crystite (two valuable ores). The players then trade their goods in the Auction.

The player with the most *wealth* (points) at the end of the game is the winner. *Wealth* consists of money, land, and goods.

In games other than the Beginner's game, the entire colony must have a certain level of wealth in order for *any* player to win. This encourages cooperation between players (or maybe friendly competition, depending on your style of play).

We hope you find **M.U.L.E.** an exciting, educational, and fun game. Now sit back and get ready for the challenge of **M.U.L.E.**, and good luck!

Getting Started

Follow these steps to get your **M.U.L.E.** program started:

- 1 Place your **M.U.L.E.** diskette in the the diskette drive and close the diskette drive door.
- 2 Turn on your computer. If your computer is already on, press and hold the **Ctrl** and **Alt** keys and then press the **Del** key.

Choosing the Game You Wish to Play

The fastest way to learn **M.U.L.E.** is by playing the Beginner's game while following along with the manual.

- 1 When the music starts and the **M.U.L.E.** title screen appears, press any key to continue. A message appears that says:

Beginner
- 2 To change the level of play, press the **Alt** key until your desired level appears on the screen.
- 3 After the game level you want appears on the screen, press the **↵** (Enter) key.

If you do not press any keys a demonstration of the game begins in a few minutes.

Here is a brief description of each of the four M.U.L.E. game levels:

Beginner's game—A short version of the Standard game intended for first time M.U.L.E. players.

Standard game—The version preferred by most pioneers.

Advanced game—The version for experienced pioneers looking for fast and furious action.

Tournament game—The ultimate version of M.U.L.E. Only the best pioneers should play.

Instructions on Restoring a Saved Game are on page 30.

Choosing the Number of Players

After you select the game you want to play, you see another message on your title screen that says:

4 Planeteers

Up to four humans can play, but if you have less than four players, the computer will play the other players.

- 1 To choose the number of human Planeteers you want, press the **Alt** key until the desired number of Planeteers appears on the screen.
- 2 After you see the message with the correct number of players, press the **←** key.

Using Either A Joystick or the Keyboard

M.U.L.E. is played with each player assigned to either a joystick or a set of keys on the keyboard. Only one joystick can be used; the other players will use the keyboard.

KEYBOARD USERS: Choose one of the keyboard "positions" shown below by pressing the "Move Up" key for that position.

Whenever the screen instructs players to press their "buttons," keyboard players press their "Move Up" key.

IBM PC, PC XT, or *Portable PC*:

Positions	1	2	3	4
Move Up Key	F1	W	O	↑
Move Down Key	F5	X	.	↓

IBM PCjr:

Positions	1	2	3	4
Move Up Key	W	Y	[↑
Move Down Key	Z	B	/	↓

JOYSTICK USERS: Press the **Alt** key to declare yourself a joystick player.

Important: The joystick takes the place of keyboard Position 4. Two players cannot use Position 4 and the joystick in the same game.

Centering the Joystick

If a player has chosen to use a joystick, a screen for centering the joystick will appear after all players have chosen their playing positions.

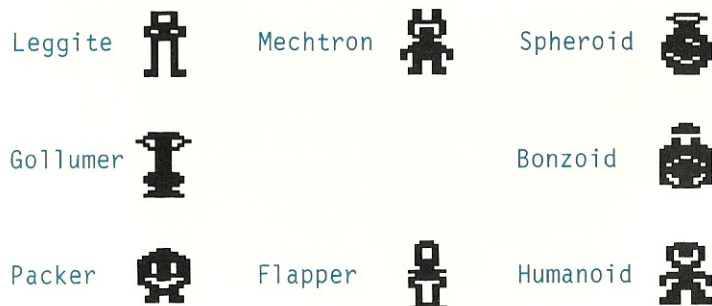
Place the joystick and the centering levers in their center positions. Then, press the joystick button.

Note: When we refer to the joystick “button” in **M.U.L.E.**, we are referring to the top red joystick button on the IBM PCjr Attachable Joystick. You may, however, use a number of different joysticks.

If during the game, you find you want to “center” your joystick again, press the **Ctrl** and **J** keys when the “Status Summary” appears on your screen.

Choosing Your Color and Character

- 1 The computer displays four different colors, one at a time. The first player to press the joystick button or “Move Up” key, uses that color throughout the game.
- 2 After you choose a color, select a character from the screen as shown in the example below:

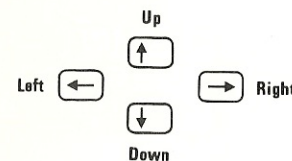


JOYSTICK USERS:

- Point the joystick towards the character you want and it will appear in the center of your screen.
- Press the joystick button to lock in your character choice.

KEYBOARD USERS:

- Use the Cursor Movement keys shown below to select a character.



To choose a character in a corner, press two Cursor Movement keys **at the same time**. For example, to select the **Leggite** in the upper left corner, press the **↑** and **←** keys together.

- Press your “Move Up” key to lock in your choice.
 - If the **↑** key is your “Move Up” key, press the **←** key to lock in your choice.
 - When you are finished, the computer displays the remaining colors for the other players.
- 3 After all selections have been made, a screen shows what you have chosen. You confirm your choices by pressing your joystick button or “Move Up” key. If you want to start over, press the **←** (**Backspace**) key.

Special Keys

- **Alt** — Pressing this key speeds up play by “skipping” the remaining part of the round in progress.
- **←** (Backspace) — When Backspace appears on a selection screen you may press it to return to the beginning of the game.
- **Ctrl**, **Alt**, and **Del** — These keys let you restart a game. Press and hold the **Ctrl** and **Alt** keys and then press the **Del** key.
- **Ctrl** and **J** — Pressing these keys during any Status Summary screen allows you to center your joystick again. This is useful if, during the game, you need better control of your character’s movement.
- **Ctrl** and **Q** — Pressing these keys during any Status Summary screen allows you to save your game. See pages 29 and 30 for further instructions on Saving and Restoring games.
- **Ctrl** and **S** — Pressing these two keys at the same time turns off the sound. Pressing these keys again turns the sound back on.
- **Esc** — This key lets you pause and resume a game. Press the key until you hear a beep to pause. Press the key again to resume the game. (You will not hear the beep on the PCjr if the sound is turned off.)

Note: We recommend that you read the “Using Either a Joystick or the Keyboard” section to be sure you know which keys to use when moving your character up or down.

The Beginner’s Game

It is now time to play the Beginner’s game of M.U.L.E. You may want to pause the game while you refer to the manual by pressing the **Esc** key. It may be useful to pause when the game asks you to press your “button,” because eventually your turn will start automatically. To continue playing, press the **Esc** key again.



The character we will be following in the examples of the Beginner’s game is the orange Bonzoid, shown here.

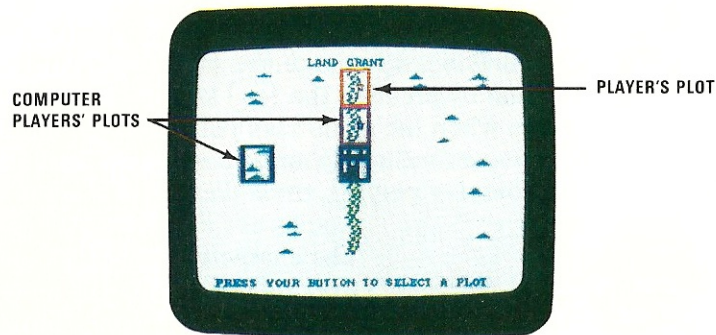
Status Summary



The screen above shows what the first Status Summary looks like.

In the Beginner’s game, you and the other players each start with \$1000 in money. You also receive eight units of Food and four units of Energy (a total of \$300 worth of “goods”).

Land Grant



The screen above shows what the first Land Grant looks like. In this example, the player selects a plot on the River.

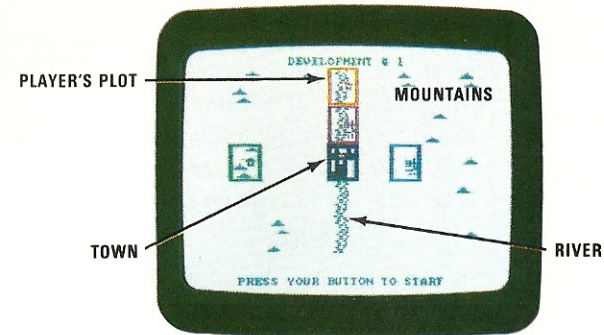
The Land Grant is your chance to get one free plot of land each time it is your turn. It is worth \$500 in figuring your worth.

- 1 A square will outline each of the plots available on the planet, one at a time.
- 2 When the moving square is over the plot you want, press your joystick button or "Move Up" key. The plot will be highlighted in your color.

Q:—Why am I unable to always get the plot of land I want in the Land Grant?

A: — *It may be because you and another player are both pressing your joystick button or "Move Up" keys at the same time and the other player is getting the land. That happens because the computer figures out who has the least amount of money, land, and goods, and gives that player the land. Or else, it may be because your "trigger finger" is just a little too slow.*

Development: Deciding What to Produce



The player has decided to develop the River plot to produce Food.

The first step in Development is deciding what you want to produce on your land. Mountains are best for mining Smithore, River Land is best for farming Food, and Flatland is best for producing Energy. (See pages 47, 48, and 49 for more details.)

Moving Your Character

During the Development stage, players (one at a time) move around the land outfitting and installing M.U.L.E.s and performing other actions. Your plot of land flashes when it is your turn to play. Notice that computer players' plots also flash when it is their turn to play.





Note to Keyboard Users: If there is a player using a joystick, you can use either the joystick or the Cursor Movement keys during the Development stage. If there is no joystick being used, all players must use the Cursor Movement keys.



Follow these steps to start your Development turn:

Using a Joystick:

- 1 Press the joystick button until you see the town on the screen. (*We recommend that you do this now, and when the town appears, pause the game. Continue reading this section and the Outfitting Your M.U.L.E. section before playing further.*)
- 2 Use the joystick to move your character.
- 3 When you finish your turn, pass the joystick to the next player.

Using the Keyboard:

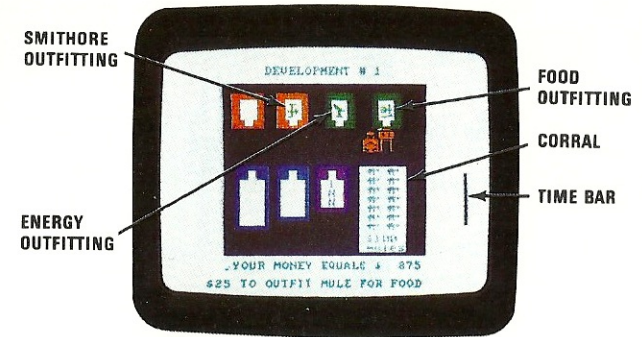
- 1 Press your "Move Up" key until you see the town on the screen. (*We recommend that you do this now, and when the town appears, pause the game. Continue reading this section and the Outfitting Your M.U.L.E. section before playing further.*)
- 2 Use the Cursor Movement keys , , , and  to move your character.

To move diagonally, you must press the two direction keys that point in the direction you wish to go. For example, to move diagonally up and to the left, press the  key and  key together.

Q — Why can't I see the computer players moving their characters?

A: — *Since computers never make mistakes, they are boring to watch. But, you will see the results of their actions, such as the house on their plot turning into a Production Symbol (Smithore, Food, or Energy).*

Outfitting Your M.U.L.E.



The screen above shows the player outfitting a M.U.L.E. to produce Food.

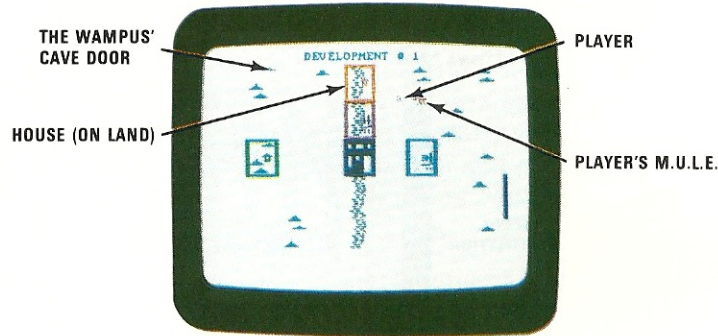
- 1 When you press your joystick button or "Move Up" key to start your turn, you will see the town zoom into view. The time bar on the right side of your screen shows you how much time you have left for Development. When it runs out, your turn ends regardless of what you are doing.
- 2 Go into the corral, get a M.U.L.E. and take it into any outfitting shop. The empty shops will be open for business in the more advanced levels of the game.

If you outfit a M.U.L.E. and then realize that you do not have time to lead it to your land and install it, just take it back into the corral. You get back the money you paid for the M.U.L.E. even though you lose the cost of outfitting.


Q: — Sometimes I go into the corral and cannot get a M.U.L.E. Why not?

A: — *You have to go all the way into the corral. When you do, you see the M.U.L.E. following obediently behind you. The same goes for the outfitting shops. You have to go all the way in and come all the way out.*

Installing Your M.U.L.E.



The screen above shows the player before installing the M.U.L.E.

- 1 To install a M.U.L.E., lead it out of town to your plot of land.
- 2 When your *character* is over the house, press the joystick button or the  key. If you successfully install your M.U.L.E., it will turn into a Production Symbol. If you miss, you will hear a beep. That means you need to try again.

Remember, your *character*, and not the M.U.L.E., has to be over the house to install the M.U.L.E.

Wampus Hunting

The previous screen shows where you might catch the Wampus. The Wampus is a cunning little creature that lives in caves high in the mountains.

When the Wampus opens his cave door, a bell rings, and a light flashes. If you catch the Wampus, he will give you money from his Treasure Chest to let him go.

To catch the Wampus, you have to be outside of town, without a M.U.L.E. Then, when you see his light, jump on him by moving your character over his light.

Q: — Why am I unable to catch the Wampus?

A: — There are two reasons. First, you may be pressing your joystick button, which keeps him away. Second, you may be standing on his mountain, which keeps him from opening his door.

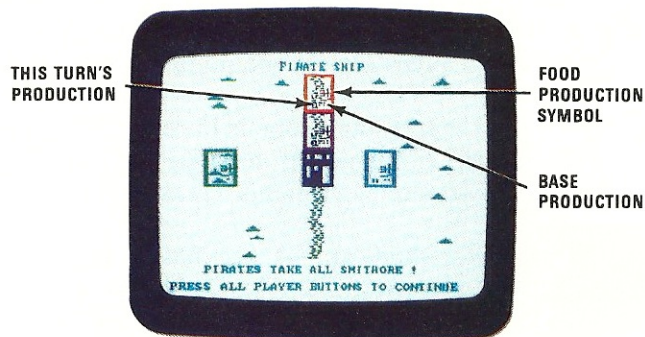
The Inn

Going into the Inn is an automatic way to win money, but it also ends your turn. The more time remaining, the more you can win.

Random Events

“Random Events” occur throughout the game. These include Planetquakes, Acid Rain, and Pirate Ships. You really cannot plan for these events but they do happen.

Production



The screen above shows that the player's River Land has produced five units of Food.

Production happens automatically; you just watch your land produce. Each one of the small boxes that appears on the left side of your land represents one unit.

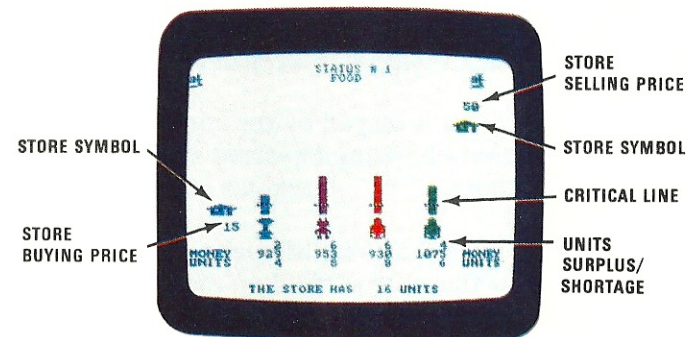
The amount you produce each turn depends on four things, barring any random events:

- Your "Base Production" — This is represented by the smaller boxes that appear in the lower right corner of your land. Base Production is the number of units your plot produces if nothing else affects it.
- The amount of Energy you own — In each month, a Food or Smithore M.U.L.E. needs one unit of Energy leftover from the previous month to produce any units.
- The "Economies of Scale" bonus— Whenever two or more plots producing the same product are side by side, you get one extra unit of production on each plot.
- The "Learning Curve Theory" of Production bonus — If you have three plots producing the same product, regardless of where the plots are

located on the map, you get an extra unit of production on each plot.

The "Economies of Scale" and "Learning Curve Theory" bonuses are explained further in the "The Economics of M.U.L.E." on pages 27, 28, and 29.

Player Status



The screen above shows the player with a surplus of Food.

We recommend that you pause the game here and read this section, The Store, and Declaring sections before playing further.

There are auctions each round where you can sell or purchase Food, Energy and Smithore (if at least one player owns a unit). Each auction starts by showing your *Status* (how much you have or do not have) for that product.

A line grows and shrinks to show you how much you started with, how much you used, how much spoiled, and how much you produced during your last turn. The number in the units row also reflects these changes. This number represents the total number of units you own of that product.

A "critical line" tells you if you have a shortage or a surplus for your next turn (except for Smithore, which is not "critical" for survival). Surplus means you have more units than you need of the product, shortage means you don't have enough units of the product. The number immediately below the character tells you exactly how much of a surplus or shortage you have.

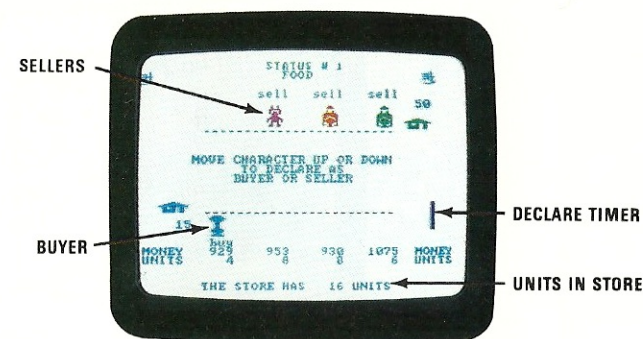
Finally, there is a message that tells you how much of that product the Store has.

The Store

The Store is played by the computer. During the Auction, the Store buys and sells Food, Energy, and Smithore.

The price the Store will pay to buy a product is shown below the store symbol on the left side of the screen. The amount it will sell a product for is shown above the store symbol on the right side of the screen. In the Beginner's game, the Store starts out with 16 units of Food, 16 units of Energy, and no Smithore. After that, the number of units it has to sell depends on what the players buy and sell.

Declaring



The screen above shows the player declaring to be a Seller in the Food Auction.

You now must declare whether you are a Seller or Buyer.

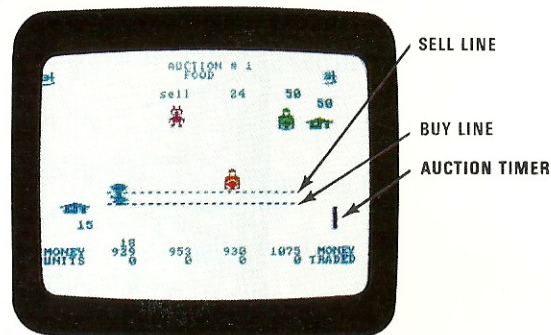
Joystick Users: Move your your stick up to be a Seller, down to be a Buyer.

Keyboard Users: Press your "Move Up" key to be a Seller, your "Move Down" key to be a Buyer.

You can change back and forth as often as you wish until the Declare Timer runs out.

Note: If you have a surplus, you should sell (your character will automatically jump to the SELL position). If you have a shortage, BUY!

The Auction Begins



The screen above shows the player lowering the selling price to \$24 per unit.

We recommend that you pause the game here and continue reading this section and Trading section before playing further.

The object of the auction is to buy products that you need at the lowest price you can get. If you are selling, you want to get the highest price buyers are willing to pay.

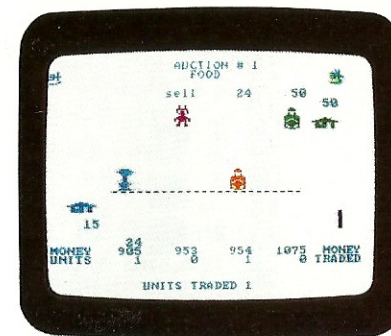
The auction starts with the Sellers on the top of the screen and the Buyers on the bottom. Now the units row shows the number of *units traded* during the auction, instead of the units owned by each player.

Sellers: Move your character down to lower your price.

Buyers: Move your character up to raise your bid.

Dashed lines indicate the highest bid among the Buyers and the lowest price among the Sellers. All characters can move at the same time, racing to buy and sell before the Auction Timer runs out.

Trading



The screen above shows two players making a transaction.

When the Buy Line and the Sell Line meet, the Buyer and the Seller start to flash. Trading begins, one unit at a time.

As trades are made, the Buyer's money decreases, the Seller's money increases, and both players' Units Traded increases. If more than one player is on the Buy Line or Sell Line, the player with the least total wealth will trade first. Once two players start trading, no other player can trade until one of the two moves away from the line.

A player can stop trading at any time by moving away from the line. Trading continues until the Seller runs out of extra product, or the Buyer runs out of money.

Q: — The store was out of Food and I still wanted to buy, but I could not quite reach the Seller. Is something wrong?

A: — No. If the Seller does not want to sell you anything, the Seller can just stay on top of the screen out of your reach.

Updated Status Summary

STATUS SUMMARY # 1			
	MONEY	1875	
	LAND	525	
	GOODS	194	
	TOTAL	1794	
	MONEY	953	
	LAND	543	
	GOODS	1730	
	TOTAL	1730	
	MONEY	954	
	LAND	543	
	GOODS	1730	
	TOTAL	2697	
	MONEY	989	
	LAND	179	
	GOODS	1600	
	TOTAL	1600	
	COLONY	6011	

PRESS ALL PLAYER BUTTONS TO CONTINUE

The example screen above shows the player in third place but not losing by much.

The Status Summary screen shows your *wealth* or points after each round. Do not feel bad if you are in last place at this point in the game.

Being the last place player does have some advantages. For example, if you and another player both try to get the same piece of land during the Land Grant, you get the land. If you and another player both try to Buy or Sell at the same price, you get to make the trade.

In any Status Summary screen, you are given the opportunity to save your game by pressing and holding the **Ctrl** key, and then pressing the **Q** key. Follow the instructions on the screen after pressing the keys. For more information on Saving and Restoring a game, see pages 29 and 30.

Transferring M.U.L.E.s

Later in the game you can move M.U.L.E.s that you have installed. You can even take them back into town and re-outfit them for a different type of production.

- 1 To transfer a M.U.L.E., go to the house on your plot (with or without a M.U.L.E. in tow).
- 2 When you press your joystick button or the key, the M.U.L.E. you are leading (if any) will be installed and the one previously installed will be following you.
- 3 You can take this new M.U.L.E. to another plot or you can re-outfit him for a different type of production (by taking him back to town). If you have no other use for the M.U.L.E., return it to the corral for \$100.

Winning the Game

The Beginner's game will last six months. The ship will return at the beginning of the sixth month to prepare to take you off the planet and bring you home. Whoever has the most wealth or "Net Worth" at the end of the game, is the winner, the "First Founder" of the new planet.

Helpful Hints for the Beginner

1. Always get land during the Land Grant, even if you cannot get the plot you want, because it is worth \$500 in figuring your wealth or Net Worth. Similarly, if you don't have enough money to develop a new plot, it is still wise to get one for future use.
2. There will be less time on the time bar during Development if you do not have enough Food. Watch the "critical line" on the Food status screen to see if you have a Food shortage.

3. Avoid moving through Mountains and the River whenever possible because they slow you down. The fastest way to move is diagonally.
4. Learn how to transfer and re-outfit **M.U.L.E.s** to take advantage of shortages and surpluses that develop.
5. If you have any time left after installing your **M.U.L.E.s**, look for the Wampus. Be careful though, if little time is left on the time bar, ignore him and go to the Inn.

The amount of money in the Wampus Treasure Chest depends on how many times he is caught. At the start of the game, the Wampus has \$100. At the end of each player's turn, \$100 is added to his treasure chest if he is NOT caught.

When the Wampus is caught, the money in the Treasure Chest is immediately cut in half and rounded up to the nearest hundred for the next player. The amount never goes below \$100 or above \$1000.

6. A **M.U.L.E.** produces zero units during a turn if it does not have enough Energy. Food or Smithore **M.U.L.E.s** need one unit of Energy *each month* left over from the previous month. (Energy **M.U.L.E.s** just use Energy as they make it.) This is why the "critical line" on the Energy status screen may be different for each player.
7. Cooperation with another player can be important. To take advantage of "Economies of Scale" and the "Learning Curve Theory," you may want to specialize your production. For example, if you produce all the Food for you and another player while the other player produces all the Energy, you both will increase your production and profits.
8. Always get the other players to pay the highest price when you are selling, and to sell at the lowest

price when you are buying. Learn to "tease" them into taking your price by wiggling your character up and down on the Auction screen.

9. Remember, the player with the least amount of money, land, and goods, always gets the advantage. If you are richer than the other Seller, the other Seller wins all the "ties." The same is true when you and another player are both trying to buy something.

Also, the player in last place moves first if there are less than eight **M.U.L.E.s** in the corral. If there are more than eight, the player in last place moves last to give the player the benefit of seeing what everyone else does.

10. During each player's turn there is a 25 percent chance of a random event happening. The losing player never receives a bad luck event, and the winning player never gets a lucky event.

The *Flapper* character (the Beginner's character) will not get bad luck events, even if that player is winning the game.

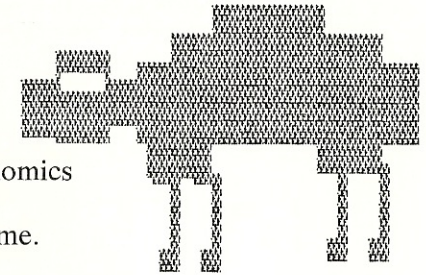
11. Another kind of random event may occur just before the Production stage. These are "major" random events that usually affect all players, but sometimes will only affect individuals. Watch out for the Pirate ship, it plunders everyone's Smithore. (In the Advanced and Tournament games, it plunders Crystite, which we will explain later.)
12. The price of goods is based on "supply and demand," described later in this book in "The Economics of **M.U.L.E.**" In the Status Summary, the computer calculates your goods according to the current value. This value is based on the results of the Auctions that occurred in the previous month.

13. Use the “handicapping” system built into M.U.L.E. to even out the players. The *Flapper* character is for beginners; it gets extra money and more time during the Development stage. The *Humanoid* character is for advanced players; it gets less money and less time.
14. Use the **Alt** key to “speed up” play. In Development, when the **Alt** is held down, the computer player will move quickly through its turn. When the key is released, the speed of play will return to normal. In a Product Auction, once the **Alt** key is pressed, the computer players will speed through the auction.

Important: In a Product Auction, if you are on the Sell line while trading is taking place, pressing the **Alt** key will cause all your units up to the “critical line” to be sold. If you are on the Buy line, pressing the **Alt** key will cause you to buy all available units at that price.

The Economics of M.U.L.E.

Economics is what M.U.L.E. is all about. In this section we give you a basic understanding of economics and how it affects the outcome of the game.



Pricing

Prices are set by supply and demand. Prices go up when the supply is small and the demand is high. Prices go down when there is a large supply and little demand.

For example, if there are 25 units of Smithore in the store and all players are producing or mining Smithore, the store offers a very low price to buy Smithore.

In M.U.L.E., the store sets prices using a formula based on principles of supply and demand, and also on the latest prices paid for the product.

No store price can go over \$255. Food, Energy, and Smithore have minimum prices of \$15, \$10, and \$20 respectively.

Economies of Scale

The “law” of “Economies of Scale” says that the bigger you are, the bigger you get. If you double the size of your operation, you more than double your effectiveness. This is because of things like mass production, and volume discounts on buying raw materials and building tools.

In M.U.L.E., if you have two or more plots of land side by side doing the same kind of production, your