



DIMensionNEW® –

**EL GERENTE
(THE MANAGER)**

THE MANAGER

CONGRATULATIONS:

You are going to immerse yourself in the fascinating world of business and finance; a complex world full of satisfactions and disappointments, times of splendor and crisis, motivated in most cases, and both in one way and another, by the decision, success, determination, tact and ability of the entrepreneur.

This game allows you to measure, in real time, your individual and competitive capacity in industrial management.

Its director—a professional of the Industrial Organization—, has tried (and managed) to condense in the most truthful way the facts that, with more frequency, can occur in any type of company.

INSTRUCTIONS FOR USE

— Program on TAPE to load into computer AMSTRAD CPC 464: Turn on the computer and prepare the cassette for reading, place the tape at the beginning. Type RUN"MANAGER" and press PLAY on the cassette and ENTER on the computer.

— Program on TAPE to load into computer AMSTRAD CPC 664: Turn on the computer and prepare the cassette for reading, place the tape at the beginning. Type ITAPE and press ENTER; the computer will respond with the message Ready.

Type RUN"MANAGER" and press PLAY on the cassette and ENTER on the computer.

— Program on DISKETTE to load on computer AMSTRAD CPC 664: Turn on the computer, place the diskette in its compartment seen by the

Side A, type RUN"MANAGER" and press ENTER.

BASES

- 1 to 6 players can participate.
 - Each player has an empty factory and \$10,000 to invest. Your objective is to obtain, at the end of the game, the highest possible profits.
 - It is very important to determine between all the players the duration of the game before starting.
- It can be done in two ways:

- a) FOR TIME
- b) PER ANNUAL YEARS

There is also, however, the option to leave the duration of the game undefined..

- For TIME

The computer will ask for the duration in hours and then minutes of the game.

- By ANNUAL YEARS

Each round of players determines a month, every twelve a year. The computer will ask how many years we want to play.

At the beginning and end of each play, the status of each player, the year and month in which the game takes place and the real time elapsed are indicated.

Upon reaching the predetermined limit (either by time or by years), the game will continue ONLY until the completion of the round of players. Later, it will notify us that the game time has ended and will offer us the Balance of each one of the players, giving us the total summary afterwards.

After that, it will present us with the following possibilities:

1. Go back to see results.
In case we want to review them again
2. Continue the game.
Continue the game where you left off, this time with no limits.
3. Start over.
Start over, forgetting the previous game.
4. E n d .
Definitively finish the game.

GROWTH

In each play, only one of the following possibilities may appear randomly, but weighted .

- A. DECISION MAKING
- B. PROPOSALS OF THE COUNCIL
- C. VICISSITUDES

— DECISIONS

You can choose from the following options:

.— BUY RAW MATERIAL

You can buy as many units of raw material as you want at the official market price (the market is governed by the law of supply and demand; the higher the players' stocks, the higher the prices). To do this, you only need to have enough money and that the Market is not exhausted.

.— MANUFACTURE

That is, transform the raw material into a finished product.

It is necessary to have machines and raw material.

.- TO SELL

The sale price of the finished product fluctuates in the same proportion as the raw material, although with a value ten times higher.

.— BUY MACHINERY

You can buy a manual machine.

Each manual machine produces only one unit per month. To acquire it you have two options:

a) cash

b) in installments

For payment in installments, the Computer Bank finances 50% of the value of the machine. To do this, you agree to return 10% of the borrowed capital each year end plus 10% of the money returned, in interest concept.

.— DO NOT MAKE ANY DECISION

A wait to see how events unfold can also be a good decision.

.— RETURN CREDIT

You can return to the bank the total or partial amount of the debt that you want. Pay less interest.

.— END OF THE GAME

When they decide to end the game, press this option and the BALANCE of each player will appear and later the final result. Logically, the winner is the businessman who has accumulated the most assets for his company.

To avoid breaking the game by accidentally pressing this option, there is a program insurance that asks for End confirmation.

PROPOSALS OF THE BOARD OF DIRECTORS

.— BUY POINT SECURITIES

These values, not computable on the balance sheet, will provide you with an invaluable service on many occasions.

Each year, at the end of December, a POINT value will be discounted, - being able to have negative values.

.— AUTOMATE A MACHINE

By paying 3 POINT values, you can transform a manual machine into an automatic one. It will produce two units of product each time.

The production costs per manufactured unit do not vary.

.--- COMPUTERIZE THE PROCESS

Thanks to advances in computing technology, today, by controlling production processes with a computer, costs can be reduced by around 40 per thousand.

You can acquire it in three ways:

a) BUY IT IN CASH. It costs 20000\$

b) BUY IT ON CREDIT.

The Computer Bank finances 50% of its value, assuming the same commitments as in the case of loans to buy machinery.

c) RENT IT

By paying 3 POINTs now and one more each end of December.

In the event of not being able to pay the POINTs on time, the Company of computers will withdraw it.

.— HIRE AN INDUSTRIAL TECHNICIAN

You must be able to pay 1 POINT for Social Security (only once), and be able to pay his salary each month. His salary, as is logical, is increased annually by a variable percentage according to his merits.

Your services will bring you a reduction in costs of 20 per thousand.

.— HIRE A SALES TECHNICIAN

With the same economic conditions (input) as the previous one. Your services will bring you an improvement in sales prices between 5 and 20 per thousand.

.— FIRING A TECHNICIAN

We do not like it, but it may be the case that due to various circumstances there is no other solution.

Of course, you must compensate him according to labor legislation. Anyway, BEWARE; you may have surprises.

VICISSITUDES

In the business world, unexpected situations can strike at any time; Not because they are unexpected they always have to be bad, but you have to be prepared to deal effectively with any adverse event.

It is important that you have a forecast of funds to meet your monthly and annual payments.

If you do not do so, you may find yourself in serious difficulties, which may lead to the seizure of assets.

From there to suspension of payments or bankruptcy there is only one step.

NOTICE

Before and after each move, the complete situation of the current player appears .

If at the time of making a decision you don't remember any data regarding your business, press "M" and all of them will reappear, then press any letter and you will resume the game.

In the unlikely event that the program is interrupted, press GO TO 1850 and the game will continue.

This program has been developed and produced by DIMensionNEW. It has all legal rights. Reproduction in whole or in part by any means is prohibited.

COPYRIGHT DIMENSIONNEW 1984
Legal Deposit B-23543184
AMSTRAD is a registered trademark of AMSTRAD CONSUMER
ELECTRONICS plc.