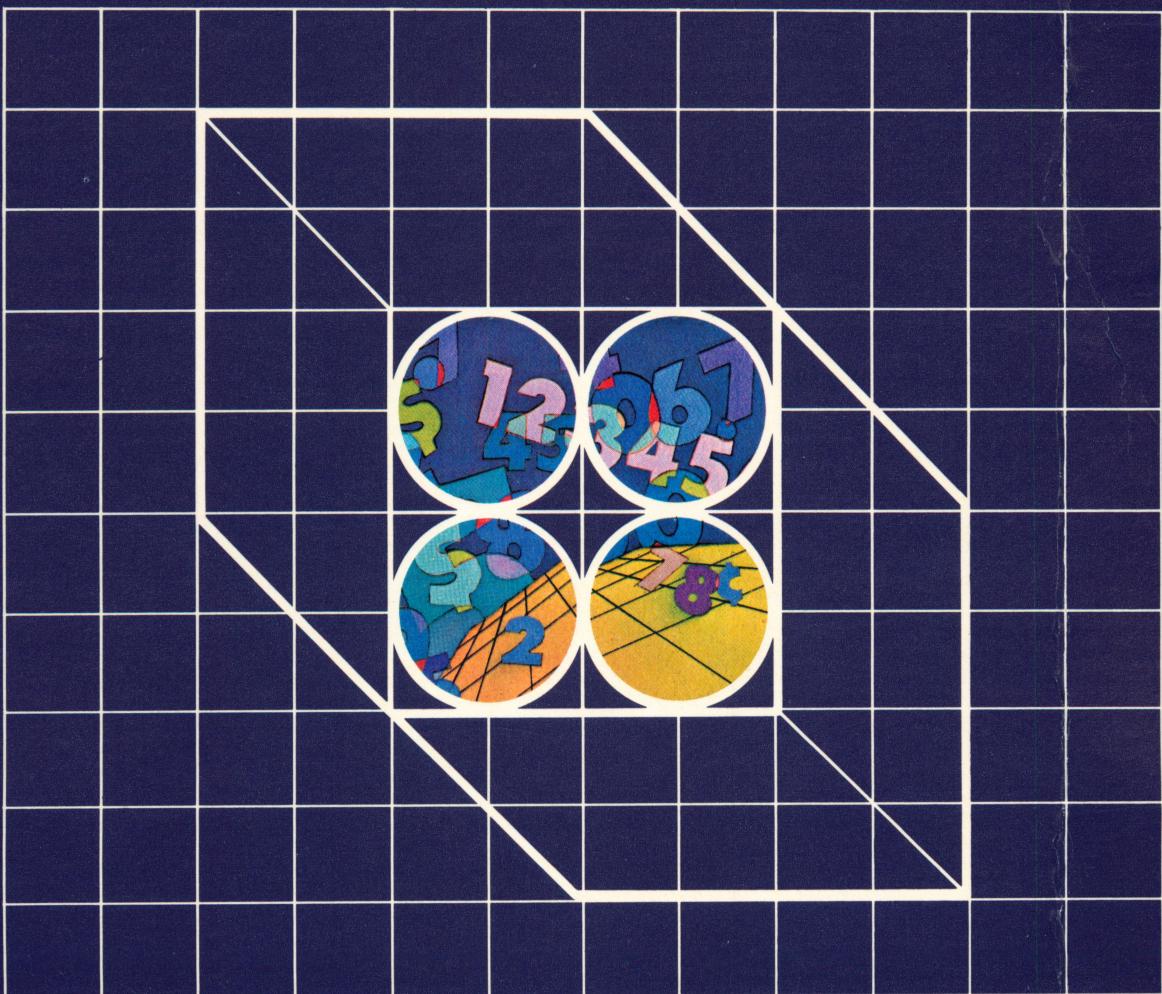
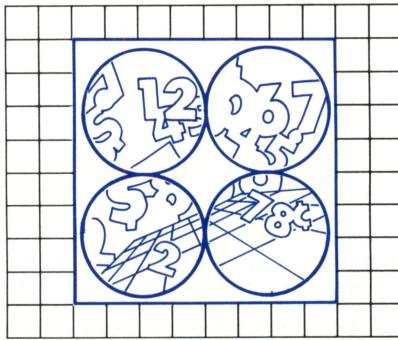


# COGITO



R E A D E R ' S D I G E S T

# COGITO



I N S T R U C T I O N S

**Program Creator: Michael Herbert, Nyack, New York**

The disk is designed for use on Apple® II, II Plus, or IIE.

**Reader's Digest Services, Inc.**

**Microcomputer Software Division**

**For fast, personal service call toll-free 800-434-8800. (In NY, AK, HI: 914-241-5727.)**

© 1984 by Reader's Digest Services, Inc., Pleasantville, New York 10570

© 1984 The Reader's Digest Association (Canada) Ltd.

All rights reserved. Unauthorized reproduction in any manner is prohibited.

Printed in the United States of America.

Reader's Digest is a registered trademark of The Reader's Digest Association, Inc.

Marca Registrada

READER'S DIGEST SOFTWARE and COGITO are trademarks of  
The Reader's Digest Association, Inc.

Apple is a registered trademark of Apple Computer, Inc.

- The center spaces are valuable, since players are more likely to land on them.
- Owning three spaces in a row is useful because that is the smallest number of spaces in which you can move back and forth. (The minimum move is two spaces from the space you are on.)
- The player who owns more land can move more freely to pursue the smiling face and to avoid the skull. However, that player will probably have less money left.
- If you are getting low on money, add to your account by moving onto your own land spaces—before your opponent has a chance to go on a buying streak.
- If your opponent's money is low, try to move onto as many unowned land spaces as possible and buy them at bargain prices. If your opponent has only \$1,000, he can bid only zero. If it's your turn, bid zero and the land will go to you, since the player whose turn it is wins in an auction tie.
- You may consider another strategy if your opponent's money is low: move across worthless land spaces, bidding zero for each. You will either get them for nothing or force your opponent to spend his remaining money.
- As you play, you will discover new strategies of your own.

onto it you gain \$500, but you lose the land space and it is put up for auction the next time either player moves onto it.

Each time you move onto your opponent's land space you lose \$1,000.

The first player to own fifteen full land spaces wins \$2,500.

Whenever you move onto the smiling face you win \$2,000, and the smiling face moves to a random location. If you move onto it more than once in a turn, you win \$2,000 each time.

The skull moves one space at a time. But when and where? It's up to you to discover when it will move—and avoid it. If you move onto the skull or if it moves onto your marker, you lose the game instantly!

You also lose if your account ever drops to \$0. You can be bankrupt even if you still own land.

You win the game if you have money in your account when your opponent goes bankrupt or meets the skull.

### **Strategy Hints**

- Try to buy the most strategic property at the lowest price possible. Remember, if you are the first to own fifteen full land spaces you win a bonus.
- To decide how much a land space is worth, consider how many times you are likely to move onto it. If you own a space and you move onto it three times, you will receive \$500 each time—a total of \$1,500. If your opponent had owned that space, you would have lost \$1,000 each time—a total of \$3,000.

**Auction.** Your move is counted out one space at a time, and each unowned land space you move onto is put up for auction. Decide what you want to bid—\$0 to \$15,000—and as the price on the screen increases, \$1,000 at a time, turn your paddle knob at least one-half turn when you want to register your bid. Keep your paddle hidden and bid discreetly so your opponent does not know when you make your bid.

If you and your opponent enter the same bid, or if no one bids, the land goes to the player whose turn it is. If only one player bids, the price shown will go up to \$15,000, then the land will go to the single bidder for whatever was bid. You can bid zero by either bidding instantly or not bidding at all. If you bid more than you have in your account, the land will go to the other bidder at the price he or she bid.

As each land space is sold at auction, the winner's marker appears above the auctioneer, and the space is marked on the game board with the owner's color.

**Scoring.** The amount you pay for each land space you buy is subtracted from your account and recorded on the screen. Your bonuses, winnings, and losses are also recorded.

The land spaces you own are marked on the game board with your color in a solid frame. The first time you move onto your own land space you gain \$500, but your land-space color diminishes. The second time you move onto it you gain another \$500, but it diminishes more. The third time you move

**Preparation.** When you select the Begin Playing option on the menu, you are asked first to type your name. *Use no more than nine letters.*

The computer randomly chooses which player goes first and indicates each player's marker color. You are asked to identify your paddle by turning the knob and to indicate whether or not you want sound. Then the game board appears and playing begins.

**Beginning.** Each player begins the game with \$50,000. The current amount in each player's account appears below the game board throughout the game.

At each turn you enter the number of spaces you want to move. You cannot move less than two spaces (the space you are on does not count). And you cannot move more spaces in any direction than the game board allows.

After entering the number of spaces, you enter the direction you want to move—U (up), D (down), L (left), or R (right). You cannot move diagonally. Press X if you want to change the number of spaces you entered, and you will be asked again what number. If your move is not possible, you will hear two beeps and the question will be repeated.

You can move onto the same land space your opponent's marker is on with no penalty or reward. The marker will show half your color and half your opponent's color.

MENU

See Game Rules

Begin Playing

Continue Playing

Save Game

Load Game

End

Press the spacebar to make a selection,  
then press RETURN.

New players will want to select the first option: See Game Rules. You can review these rules at any time during the game by pressing M (for menu), then again selecting the first option. To return to your game, select the Continue Playing option on the menu.

The game rules, which appear on the screen, are concise; some are illustrated on the game board. You will find a more detailed explanation of the game and strategy hints for playing it in the following sections of this manual.

## **Playing the Game**

**Object.** The object of the game is to outlast your opponent by avoiding the skull and by having money in your account when your opponent goes bankrupt or meets the skull.

## **Equipment Requirements**

- Apple II, II Plus, or Ile
- A monitor or television (preferably color)
- One disk drive
- Two paddles
- The COGITO disk
- Initialized disk for saving games (optional)

## **Getting Started**

To load the program, follow these steps:

1. Insert the COGITO disk into the disk drive, label side up, and close the door.
2. If you are using the Apple Ile, press the CAPS LOCK key down.
3. Turn on the computer, using the switch on the back left. Also switch on the monitor.
4. The red light will go on in your disk drive, and you will hear a whirring noise as the program is loading.
5. In a few seconds, the introductory screens will appear on the monitor.
6. Next, the following menu will appear automatically.

## **Introduction**

COGITO™ is a strategy game for two players, who compete for land and money. Each square on the game board represents a land space, and each player begins the game with \$50,000.

You plan your moves—how many spaces and in what direction. Each unowned land space you move onto on the way toward your destination is put up for auction. You decide what land you want to buy and how much you are willing to pay for it—\$0 to \$15,000. Then you bid against your opponent secretly by silently turning your paddle knob. The land goes to the high bidder.

The computer marks your land holdings on the board and records the money in your account. At the beginning of the game, the more land you buy the less money you will have left. But as the game progresses, owning land brings bonuses and advantages. Each time you travel over your own land, you gain money (but lose the land the third time). Each time you travel over your opponent's land, you lose money.

To win, avoid bankruptcy. But it isn't easy. Pursue the smiling face, which brings you a bonus. Avoid the roaming skull, which makes you an instant loser.

Don't rely on luck. COGITO challenges you to think. But the board is always changing. Think fast!

If a game is interrupted, you can save it on another disk and finish later. With COGITO, you won't want to quit.

## **Contents**

|                                  |   |
|----------------------------------|---|
| <b>Introduction</b>              | 2 |
| <b>Equipment Requirements</b>    | 3 |
| <b>Getting Started</b>           | 3 |
| <b>Playing the Game</b>          | 4 |
| Object                           | 4 |
| Preparation                      | 5 |
| Beginning                        | 5 |
| Auction                          | 6 |
| Scoring                          | 6 |
| <b>Strategy Hints</b>            | 7 |
| <b>Saving and Loading a Game</b> | 9 |

## **Saving and Loading a Game**

If you want to save an incomplete game and finish it later, you can stop at the end of any turn, press M to return to the menu, then select the Save Game option.

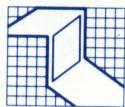
A message will appear on the screen telling you to remove the COGITO disk and insert your own initialized disk. When you have changed disks, type a name for the game and press RETURN.

Follow the directions on the screen telling you to remove your disk and reinsert the COGITO disk. Then press RETURN again and you will go back to the menu.

Be sure to keep a record of the name you have given the game so you can type it exactly the same way when you want to load it.

To load a game you have saved, press the Load Game option on the menu, then follow the screen directions.

Each time a saved game is loaded, it will appear on the screen at the same stage it was when it was saved, even though it may have been finished later.



R E A D E R ' S D I G E S T

Reorder No. S20

ISBN 0-86655-150-6



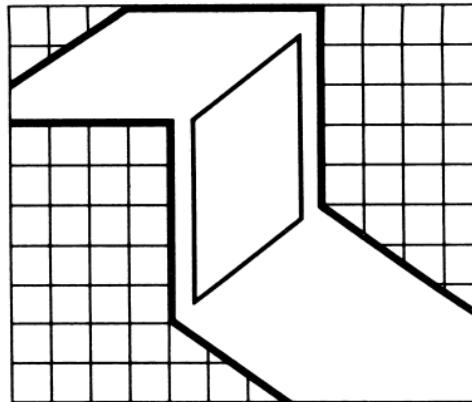
NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

## BUSINESS REPLY CARD

FIRST CLASS PERMIT NO. 84 PLEASANTVILLE, NY

POSTAGE WILL BE PAID BY ADDRESSEE

Reader's Digest Services, Inc.  
Microcomputer Software Division  
Pleasantville, New York 10570



Dear Customer:

Thank you for purchasing Reader's Digest Software™. You are a valued customer, and we want you to be pleased with our products.

Reader's Digest offers a **90-Day Limited Warranty** on your software materials. Please read the details enclosed, and return your **Owner Registration Certificate** as soon as possible. Failure to return the certificate will not affect your rights under the Warranty, so long as you can show in a reasonable manner the date the product was purchased.



# Owner Registration Certificate

**Important:** Please print all information

Program Purchased: \_\_\_\_\_ Date Purchased: \_\_\_\_\_

**Type of store:**

- Computer  Department  Book  Grocery  Software  
 Through Mail  Other

**Program media:** \_\_\_\_\_ **Type of computer:** \_\_\_\_\_

- Disk  Cartridge

**Who selected Reader's Digest Software™?**  Male  Female

Age:  8-15  16-21  22-29  30-39  40 or over

**What brought Reader's Digest Software to your attention?**

- Magazine ad  Software review  Catalog  Store display  
 Salesperson  School  Television  Radio  Friend  Library  
 Computer club  Computer show  Other \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Area Code/Phone \_\_\_\_\_



# 90 Day Limited Warranty

The Microcomputer Software Division of Reader's Digest Services, Inc., warrants that for a period of 90 days from delivery (or date of purchase) these microcomputer software disks shall be free of defects in workmanship and materials. This Warranty does not cover damages from accident, misuse, or abuse. Should it be evident that the disks have been damaged in shipping, or should the disks malfunction under normal operating conditions during the 90-Day Warranty period, you are entitled to a replacement at no cost to you.

Please return the damaged or malfunctioning disk to us. Upon receipt, we will send you a replacement, and reimburse you for the cost of returning the defective disk.

For service during and after the Warranty period, please write to:

**Reader's Digest Services, Inc.  
Microcomputer Software Division  
Pleasantville, New York 10570**

Remember, this Warranty gives you specific legal rights, and you may also have other rights which will vary from state to state.

Except as expressly provided above, Reader's Digest Services, Inc. makes no other warranties with respect to the software and specifically disclaims all implied warranties after the expiration date of the 90-Day Warranty period and further disclaims any warranties of merchantability or fitness for a particular purpose. Some states do not allow limitation on how long an implied Warranty lasts, so the above limitation may not apply to you.

In no event shall Reader's Digest Services, Inc., be liable for any direct, indirect, incidental, consequential, or other damage resulting from any error in the software. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you.

**Detach card below and mail. No postage required.**



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

## BUSINESS REPLY CARD

FIRST CLASS PERMIT NO. 84 PLEASANTVILLE, NY

POSTAGE WILL BE PAID BY ADDRESSEE

Reader's Digest Services, Inc.  
Microcomputer Software Division  
Pleasantville, New York 10570



# Buyer Response Card

Product: \_\_\_\_\_ Date Purchased: \_\_\_\_\_

Media:  Disk  Cartridge

Hardware: \_\_\_\_\_

## **SOFTWARE**

A. Please rate these features of our software on a scale of 1 to 5.  
1 indicates the lowest rating and 5 indicates the highest.

- Graphics     Level of difficulty     Error handling  
 Content     User friendliness     Screen instructions  
 Speed of program     File formatting & data entry  
 Overall performance

B. Did the software fulfill your expectations?

---

---

## **MANUAL**

**A. Please rate these features of our manual on a scale of 1 to 5.**  
**1 indicates the lowest rating and 5 indicates the highest.**

Clarity       Format       Information  
 Accuracy       Ease

**B. How interested would you be in the following types of programs from Reader's Digest? Please rate on a 1 to 5 scale, with 1 meaning not at all interested and 5 meaning extremely interested.**

Self-help       Health & nutrition       Home finance  
 Word processing       Travel       Adult education

Is there any way our products can be more helpful to you?

Please tell us: \_\_\_\_\_

Name: \_\_\_\_\_

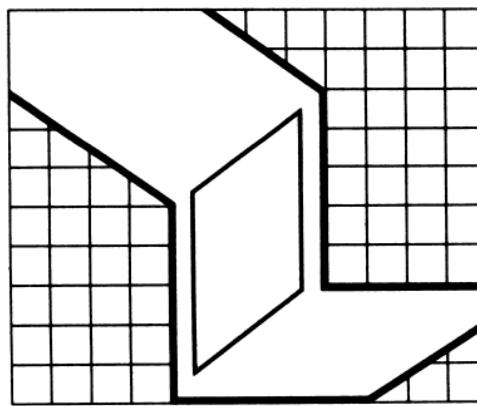
Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Area Code/Phone: \_\_\_\_\_

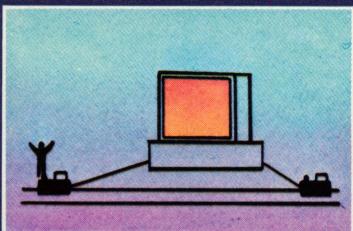
Fold this form in half, tape closed and mail. No postage required.

R E A D E S T I G R , E D



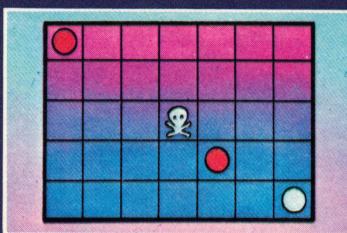
# COGITO

Cogito™ offers 2 would-be real estate tycoons a chance to test their buying skills in action. During the game, players can bid on and buy land in a silent auction. In secret, you can expand your empire intelligently. Or you may go



on a buying spree and totter on the brink of bankruptcy. As you actively compete for the land parcels on the grid, you will travel across your own and

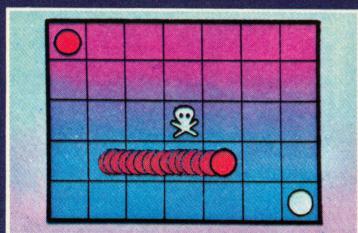
your opponent's land and gain or lose money. Plan your moves carefully and win. Or encounter a string of



bad luck. Cogito is exciting, challenging and competitive. And it involves the ideal mix of luck, strategy and skill to win. It's played on a classic game board grid with movable



playing pieces. Built-in instant bonuses and instant penalties will keep your fortunes changing. The game automatically records all land and cash holdings. And unfinished games can be saved on



another disk to be finished later. 1 disk, plus easy-to-use instruction manual. 2 players, any age.

**Disk drive and paddles required. Color monitor preferred.**

R E A D E R ' S D I G I T A L S

COGITO is a trademark of  
The Reader's Digest Association, Inc.  
Customer Service: 800/431-8800  
(NY, AK, HI: 914/241-5727)



Reader's Digest Software  
Reader's Digest Services, Inc.  
Pleasantville, NY 10570