Customizing the Game

Corporate Raider can be customized by the player to include any
company (actual or invented), any user defined wire service event or
to modify the constants used in the stock price formulas. To do
this,
the user can modify any of ASCII text files described below using a
standard ASCII text editor.

Care should be taken to exactly follow the format of these files to
avoid malfunction.

The Company Database

The Company Database can be modified by editing the file
"stocks.dat".
Only 100 companies are allowed on the exchange so one company must
be
removed for each company added.

Each line of the file contains the information for one company. The
stocks are scrolled to the Ticker Window in the order that they
appear
in this file. There are six fields, each separated by one or more
spaces. The line is terminated by carriage return and line feed
characters, <CR><LF>. These fields are:

1. Company Name - Up to 30 characters. Use underscores to
separate words.

2. Ticker Symbol - Five characters. Must begin with an
alphabetic
character.

3. Industry Code - 1 to 12. Must choose one from this list:

1 - computers	7 - pharmaceuticals
2 - textiles	8 - petroleum
3 - steel	9 - automotive
4 - mining	10 - aerospace
5 - timber	11 - retail
6 - chemicals	12 - entertainment

4. Stock rating - a number from -3 to +4 derived from ratings
such as Standard and Poors (not used by Corporate Raider).

5. Principal Business - Up to 30 characters. Use underscores to
separate words.

6. Price to Earnings Ratio - Generally 0 to 100 (not used by

Corporate Raider).

                      The Wire Service Event Database

      The Wire Service Event Database is contained in the file
"events.dat".
      The data must be formatted exactly as shown to avoid game
      malfunctions. Each field is terminated by either a new line <CR><LF>
      or a tab <TAB>.

      Each event must have a unique event number. Single events and root
      level scenario events occur randomly during the course of the game.
      When all of these events have occurred, the market closes.

      The linked scenario events are referenced by a root level scenario
      event or by another linked scenario event. The scenario events are
      linked together in a tree-like fashion to create a multi-leveled

      scenario with a multitude of possible outcomes. Any branch of the
      tree, except the root level, may have any number of sequentially
      numbered events, each with an equal probability of occurring.

      A single event can affect up to two targets. A target is either a
      single stock, a particular industry or all stocks. A variance is
      specified for each target in dollars significant to one tenth
(NN.N).

      Any unused fields must contain 0.

      IMPORTANT: After events.dat has been modified, a new index file must
      be created by running "makewire". This program is provided with
      Corporate Raider.

      Wire Service Event Record format:

            1. event number <CR><LF>
                    1-999 - inside events (linked from insider
                            information records)
                 1000-3999 - single events
                 4000-5999 - root level scenario events
                 6000-9999 - linked scenario events

            2. first 55 chars of test <CR><LF>
            3. second 55 chars of text <CR><LF>
            4. target #1 <TAB>
                 0 = none
                 1-12 = industry code as specified above
                 99 = all industries
                 five characters = ticker symbol of single stock

            5. variance #1 <TAB>

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       6. target #2 <TAB>
       7. variance #2 <TAB>
       8. scenario branch block beginning event number <TAB>
       9. scenario branch block ending event number <CR><LF>
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                              The Market Model

     Each time a stock scrolls into the Ticker window, it is modified
     beforehand by applying a "Normal Variance". The Normal Variance for
a
     given stock is computed by first obtaining four random numbers
between
     0 and 50. These four numbers are then added together, 100 is
     subtracted from the sum, then the sum is divided by 10.

     This number is then adjusted by the Normal Variance Amplitude
constant
     and the Performance Factor to obtain the Normal Variance applied to
a
     given stock. The following is the equation for the Normal Variance:

     Where:
             NV is the Normal Variance
             R1,R2,R3,R4 are random numbers from 0-50
             PF is the Performance Factor
             NVA is the Normal Variance Amplitude

$$NV = \frac{(R1+R2+R3+R4) - 100}{10} \ * \ \frac{NVA}{100} \ + \ PF$$

     The performance factor is derived from the companies last four
months
     sales, earnings, assets and liabilities according to the following
     equation:

$$DELTA\_SALES = \frac{(\ (S3-S2) + (S2-S1) + (S1-S0) \ ) \ * \ 100}{S0 \ * \ DSA}$$

                     where S3 = sales from 3 quarters past
                           S2 = sales from 2 quarters past
                           S1 = sales from last quarter
                           S0 = est. sales for current quarter
                          DSA = Delta Sales Amplitude

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         DELTA_EARNINGS =  ( (E3-E2) + (E2-E1) + (E1-E0) ) * 100
                          -------------------------------------
                                        E0 * DEA

                    where E3 = earnings from 3 quarters past
                          E2 = earnings from 2 quarters past
                          E1 = earnings from last quarter
                          E0 = est. earnings for current quarter
                         DEA = Delta Earnings Amplitude


         DELTA_ASSETS =  ( (A3-A2) + (A2-A1) + (A1-A0) ) * 100
                        -------------------------------------
                                      A0 * DAA

                    where A3 = assets from 3 quarters past
                          A2 = assets from 2 quarters past
                          A1 = assets from last quarter
                          A0 = est. assets for current quarter
                         DAA = Delta Assets Amplitude


         DELTA_LIABILITIES =  ( (L3-L2) + (L2-L1) + (L1-L0) ) * 100
                             -------------------------------------
                                           L0 * DLA

                    where L3 = liabilities from 3 quarters past
                          L2 = liabilities from 2 quarters past
                          L1 = liabilities from last quarter
                          L0 = est. liabilities current quarter
                         DLA = Delta Liabilities Amplitude



         DELTA_SALES + DELTA_EARNINGS + DELTA_ASSETS      PFA
    PF = -------------------------------------------  *  ---
                    DELTA_LIABILITIES                     100


        where PFA is the Performance Factor Amplitude



                          Formula Constants

    It is possible to modify some of the constants that are used to
    formulate the stock market model. Varying these constants will
affect
    the overall flavor and realism of the game. These constants are
    contained in the file 'constants.dat'.


        1. Normal Variance Amplitude
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This is a number (1-200) that affects the amplitude of the
normal
stock variance. The greater the number, the greater the
fluctuations in the Normal Variance. A larger Normal Variance
Amplitude will decrease the relative effect of wire service
events.

2. Performance Factor Amplitude

This number (1-200) determines how much the Performance Factor
affects the Normal Variance. The larger the number, the greater
the effect. A value of zero will cause the Normal Variance to
be
totally random.

3. Delta Sales Amplitude
4. Delta Earnings Amplitude
5. Delta Assets Amplitude
6. Delta Liabilities Amplitude

These numbers determine the relative effect of changes to the
respective statistics with regard to the Performance Factor.

Format:

     NVA <CR><LF>
     PFA <CR><LF>
     DSA <CR><LF>
     DEA <CR><LF>
     DAA <CR><LF>
     DLA <CR><LF>

                    The Configuration File

The configuration file, raider.cfg, contains three lines. The
first line will contain either MONO, CGA or EGA.

If CGA is selected, then the file CRAIDER.LIB must be copied
from CRCGA.LIB. If EGA is selected, then the file CRAIDER.LIB
must be copied from CREGA.LIB.

The next line contains the pathname for the data files. The
last line contains the pathname for the picture files (.LIB).

Note that normally the configuration file is built by INSTALL.