

With 16K RAM

GRIMM'S FAIRY TRAILS

© Timex 1982

LOAD TIME: 3 Min., 50 Sec.

GRIMM'S FAIRY TRAILS is a highly interactive, highly graphical maze-pursuit game. Your challenge will be to move the Young Prince, Billy, throughout the maze, evading the ever-pursuing Maze Dwellers, and attempting to attain a maximum score of 250 B-Lers. If this is, indeed, attained, the game will end, the Maze Dwellers will become dormant, and you will be victorious!

To load this program, type in **LOAD "GFTRAILS"**, or, if the tape is positioned correctly, **LOAD " "**. Upon successful completion of loading, the program will automatically start to run. You will be shown, graphically and textually, the conditions of play. You will also be instructed as to how to move Young Prince Billy throughout the maze, by simply using the four **ARROW** keys (Left, Right, Up, and Down).

At this time, you will be asked to choose your level of play. The levels of play range from 1 to 6. Level 1, "Super Prince", is for highly skilled players. The level of difficulty, or rate of speed, of play decreases at each level. At Level 6, you are playing at what would be considered "slow-motion" speed. This level can be used to learn the keys that are used and the "paths" that can be taken. This game is written in super-fast machine code. Once you enter your skill level of play, the action will begin.

In the center of the maze you will see the "Sacred Stone of Ross". If you should enter that center box, and touch the Sacred Stone, you will be given an extra

"life" to be used during play. Only one extra "life" can be earned during each game. Once you have been given your extra life, you may go back into the center box during play as an evasive maneuver, but no extra life will be awarded.

If you are captured by one of the Maze Dwellers, an X will appear at the point of capture, your score will be shown on the screen, and you will be asked if you wish to go again. Answer Y (for Yes) and you will be cycled back immediately into the maze, and start fresh, with the Maze Dwellers in hot pursuit. Answer N (for No), and the game will start at the beginning, where the rules are again shown. If you wish to cease play entirely, simply depress the BREAK key and the program will stop. You may still restart the game, at any time, by typing in RUN.

Since the program is written in machine code, the BREAK key is not recognized during play. You may stop the game, however, simply by allowing the capture of Prince Billy.

HAVE FUN!

LOADING INSTRUCTIONS:

1. First listen to the tape so you will be familiar with its distinct sections. The tape has a period of silence at the beginning followed by a high pitched screechy noise. This is the computer program. The program is recorded twice on the cassette in case one does not load.

2. Set the volume control on the cassette deck to about $\frac{3}{4}$ of the maximum. If you have tone controls, set the bass to minimum and treble to maximum.

3. Rewind the tape to the beginning. Connect the ear jack, but not the mic jack, to the computer and the cassette deck. Make sure the plugs are clean and securely in place.

4. To instruct the computer to accept the program you must press the LOAD command and type the name of the program in quotation marks. See the instructions or cassette for the correct loading name.

5. Start the cassette deck, allow a few seconds for it to get up to speed, then press ENTER during the silence before the program begins.

6. The television screen should display black and white flickering horizontal lines while the program is loading. (See illustration.) A 2K program usually loads in less than one minute while a 16K program can take ten minutes or longer.

When the program is loaded the screen should stabilize and display 0/0. Stop the recorder. You have succeeded and should refer to the operating instructions.

SOME SUGGESTIONS

1. The volume at which the program is loaded is very important. Usually $\frac{3}{4}$ maximum volume works best but recorders vary and may require experimentation with the volume setting. If you have a technical background you can check the output level of your recorder's EAR/SPKR jack. It must be at least 4 volts peak-to-peak although 5 to 6 volts peak-to-peak is best.

2. Clean and demagnetize the heads of the tape recorder. Your ears may not pick up the signal fluctuations due to magnetic flux on the tape heads but the computer has a much more sensitive "ear."

3. The computer is very susceptible to outside interference. Working on a metal table or near electrical appliances should be avoided.

4. If you are loading 2K programs you should disconnect your 16K RAM.

5. Occasionally, once a program has loaded, the video display will show instability. This can be corrected by adjusting the vertical hold on the television.