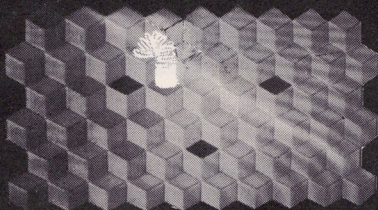


COMPUTER PROGRAM CASSETTE
Use with ATARI® 400/800™ COMPUTER SYSTEMS
Full Color Graphics • High Resolution

COSMI

Slinky



Contains one program cassette. AC16-016 with instruction manual. Use with ATARI® 400™ or ATARI® 800™ Personal Computer System. Accessories required: 1. Joysticks 2. ATARI® 410™ cassette program recorder 3. Memory RAM 16K.

ATARI®, VIC™ 20, T.I.®



COSMI

Slinky

by

Vance Kozik

Jerry Howard

Richard Harrison

TRI-COMPATIBLE

An exciting, daring and skillful game designed for:
Atari® 400, 600XL, 800, 800XL, 1200XL, 1400XL,
1450XLD™ in 16K RAM. Commodore® VIC™ 20 in 5K
RAM. T.I.® 99/4 & 99/4A™ in Basic.

GAMES WORTH PLAYING

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Texas Instruments®, Inc., respectively.

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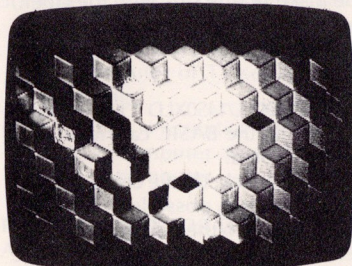
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INSTRUCTIONS



Slinky

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OVERVIEW

SLINKY was just out having some fun hopping around. There was a stack of colored blocks that looked like a good place to jump, so he started bouncing up and down the rows. Each time he jumped on a cube, it changed color. Wow! This was **really** fun. But . . . look out SLINKY, these blocks belong to the Wicked Wizard of Cubet, and **He** doesn't like anyone else messing with his toys. Pretty soon he'll send some of his "friends" to spoil your afternoon. Keep moving fast before you get "bent out of shape."

ATARI® PROGRAM

SYSTEM REQUIREMENTS

- 1.) The SLINKY cassette or diskette.
- 2.) Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ computer.
- 3.) Atari® 410/1010™ cassette recorder or Atari® 810/1050™ disk drive.
- 4.) One joystick controller.

LOADING THE PROGRAM

Important Note: The Atari® cassette program is located at the beginning of SIDE 1 (the side with the label.) And on SIDE 1 of the diskette (the side with the label.) SLINKY is a machine language game program which requires at least 16K RAM. It is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all ROM program and game cartridges including the BASIC cartridge. This game will not load if any cartridge slots are occupied.
- 2.) Connect the cassette recorder to the PERIPHERAL jack. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button.
- 4.) Push the START key on the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.
- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box. (Do not place the cassette on the computer or TV set as their electrical fields may damage the program recording.)

DISKETTE VERSION

- 1.) Turn off the Atari® 400/600/800/800XL/1200XL/1400XL/1450XLD™ and remove all ROM program and game cartridges including the BASIC cartridge. This game will not load if any cartridge slots are occupied.
- 2.) Connect the disk drive to the PERIPHERAL jack on the right hand side of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.

- 4.) Turn on the computer. The program will automatically load and run in a few seconds.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of SLINKY that you start with the computer turned "off" and with no program cartridges in the computer.

PLAYING SLINKY FOR THE FIRST TIME

After SLINKY has loaded into the computer you will see the title page of the game. To play the game press the red "fire" button on the joystick controller, or the START key on the computer. SLINKY appears at the top left portion of the screen, sitting atop one of the 54 cubes of the playfield. SLINKY only moves diagonally. Pressing the joystick handle at any angle will cause SLINKY to move in that direction. (Be careful that you don't jump off the blocks, as that will cost you points and a player!) You begin with five players and 25,000 points. The object is to guide SLINKY, via the joystick, over all the cubes and change the tops to the appropriate color. Once you have changed all the blocks to the desired color (which is the same color on the screen as your score numbers) without losing all your points or players, you will automatically advance to the next level. If you wish to restart from the first level, press the START key. If you wish to continue playing from the last level you were playing when finally destroyed, press the red "fire" button on the joystick controller.

LEVELS

Level 1: On this level you must change all the cube tops to the score color. Until Level 3, the cubes will only change color the first time SLINKY jumps on them. If SLINKY jumps off the edge, you will lose one player and a certain number of points depending on the row from which you fell. (See Scoring Section.) When SLINKY jumps into any one of the three black "Hyper-Holes," he will immediately return to his original starting posi-

tion, and be "cleaned" back to his original color in case he has become "dirty" (brown) or "wet" (blue). You must avoid "Dusty" the dust cloud and "Marge" the magnet which randomly cross the screen. If you collide with "Dusty" you will turn brown and be charged extra points for each move, and "Marge" will drag you off the screen and drop you to your doom. (See Game Hints). Occasionally a bonus score of 8000 points will appear on the screen. Whenever you land on this bonus block, you will hear a tone and receive the additional points.

- Level 2: Here "Marge" and "Dusty" travel faster. You will also notice that "Ralph" the "random rain drop" begins falling down the screen. If SLINKY is hit by "Ralph" when he is yellow, he becomes wet (blue) and is allowed to move much faster and spend fewer points per move. However, if after SLINKY is wet (blue), he collides with "Dusty," he will rust and turn dark brown. Now SLINKY can't move, and "Oil Can Charlie" will appear to remove him from the screen. (The appropriate tune is "Raindrops Keep Falling On My Head.")
- Level 3: Your enemies are faster, but also the cubes now change colors each time SLINKY jumps on them. Therefore, you must plan your sequence of moves very carefully. The "Hyper-Holes" may become an important part of your strategy.
- Level 4: The cube colors not only still change back and forth from the original to the desired "winning" color, but a new enemy has appeared. "Claude," the "falling face" now threatens SLINKY. Watch out! Any collision with "Claude" will cause SLINKY to plunge to his death.
- Level 5: Much, much faster!
- Level 6: Zounds and Gadzooks! Here comes "Lorenzo" the dreaded "chameleon hopper." He follows you wherever you go. Look out when "Lorenzo" is red, because that's when he's going to get you! You should make certain that SLINKY is "wet" (blue) when entering this level since speed is of the essence in completing this challenge.
- Level 7-99: If you are good enough to get to level 7, you can probably figure out the next levels. But . . . be prepared for changing screens, disap-

pearing cubes, blacked out conditions and flashing colors . . . all designed to confuse you and SLINKY!

SCORING

You begin the game with 25,000 points and five SLINKY'S. When SLINKY is clean (yellow) he spends 100 points each time he moves. If he becomes dirty (brown) by colliding with "Dusty," then each move costs 500 points. When SLINKY is wet (blue) after encountering "Ralph" the "random rain drop," then his moves cost nothing unless he jumps on a cube that has already once changed color. However, if SLINKY is wet and then is hit by "Dusty," he will rust and be disposed of by "Charlie." "Marge," the "magnificent magnet," can make or break SLINKY. When she grabs him, SLINKY receives 3200 points per cube he crosses, but . . . he loses 3300 points per row that he falls. (The message here is to not let "Marge" drop you too far!) SLINKY receives 500 points for being hit by "Ralph" and 8000 points for each bonus block. At the end of each game, you will be awarded 100,000 points times the level you have completed.

GAME HINTS

- 1.) The level number you are playing is displayed on the top left of the screen. Your remaining SLINKY'S are shown next, followed by your score (in the color you are attempting to change the cube tops) and then the high score. High score shows 125,000 at the beginning, (100,000 for Level 1 and the 25,000 points with which you begin), and will increase 100,000 points for each level you attain plus the points you are able to earn.
- 2.) Use the bonus blocks to their full advantage. 8000 points is significant in this game.
- 3.) "Marge" the "magnificent magnet" can bring you a lot of points without killing you. If SLINKY is sitting on a row with a "Hyper-Hole," Marge may drag you into it (thereby accumulating points) and you will reappear at the top of the screen without losing points or players.
- 4.) If you are going into a level with "Claude" or "Lorenzo," make certain SLINKY is "wet" (blue) from the last level, since fast movement is at a premium. Also concentrate on first changing the colors in the two top rows.

VIC™ 20 PROGRAM

Important Note: The VIC™ 20 cassette program is located at the beginning of SIDE 2 (the side WITHOUT the label).

SYSTEM REQUIREMENTS

- 1.) The SLINKY cassette.
- 2.) VIC™ 20 computer with no memory expansion.
- 3.) VIC™ Datasette tape unit or other compatible tape player.
- 4.) Joystick controller.

LOADING THE PROGRAM

- 1.) Remove any expansion RAM or other cartridge from the back of your VIC computer.
- 2.) Plug your joystick controller into the games port on the right hand side of the computer.
- 3.) Plug your cassette unit into the cassette port on the back of the VIC.
- 4.) Turn the computer on.
- 5.) Insert the SLINKY cassette into the tape player and rewind it to the beginning.
- 6.) Type LOAD and press the RETURN key. The computer will respond:

"PRESS PLAY ON TAPE"

Do so. The computer will display: "SEARCHING" and then "FOUND SLINKY" then "LOADING" and finally after a minute or so, "READY."

- 7.) After the computer says "READY," type RUN and press RETURN. The program will begin.
- 8.) Note that after the title screen displays for a short time, the screen will change colors and will display "LOADING GAME." After about 1½ minutes the actual SLINKY game begins in earnest, so be ready!
- 9.) When you are not playing the game, be sure to rewind the cassette and store it in its box for safekeeping.

USING THE JOYSTICK CONTROLLER

Plug the joystick into the VIC game port on the right side of the computer. Hold it with the red firing button on the side nearest the TV set or monitor.

You can move the SLINKY by moving the joystick in any of the four DIAGONAL directions:

DOWN-RIGHT, DOWN-LEFT, UP-RIGHT, or UP-LEFT.

Note that ONLY diagonal movements with the joystick will work. This may take some practice to get accustomed to. When you move the joystick in one of the diagonal directions, the SLINKY will jump in that direction.

PLAYING SLINKY FOR THE FIRST TIME

The action will begin automatically as soon as the program is loaded into the computer. The GOBLIN will appear on the screen and begin to jump around. It is your job to move the SLINKY around on the playing field, turning blue blocks red, meanwhile avoiding the GOBLIN and his friends.

After you have made 20 moves in the first level, the screen is cleared and an ANT appears along with the GOBLIN, to torment you. Again, you must hop the SLINKY about, changing blue blocks to red and avoiding the sneaky ANT and the mean GOBLIN.

The next two levels add a HAMMER and TONGS respectively, each just as deadly as the GOBLIN or the ANT.

If you jump on one of the green meanies (the GOBLIN, ANT, HAMMER or TONGS), or if one of them jumps on you, the screen will flash and you will get one more chance to keep increasing your score before you get sent back to the first level again.

Sometimes when one of the baddies jumps on your SLINKY and the screen flashes, the SLINKY hides so you can't see him until he jumps once again, so if that happens, just move the joystick and you will see him jump as usual.

SCORING

The object of the game is to stay "alive and jumping" as long as possible and to get the highest score you can. Your score is shown in the upper right hand portion of the screen.

You get 500 points for each square that you change from blue to red. The

GOBLIN and his buddies turn the squares they land on blue again, but that doesn't hurt your score, in fact it gives you more blue squares to change to red again!

After your SLINKY gets "killed" twice, the screen changes color and displays your final score up at the top of the screen. It also says "HIT ANY KEY." This means that you can start the game again by pressing any key on the keyboard.

When two or more players play, the "HIT ANY KEY" message is a signal that it is the next player's turn to play.

PLAYER CLASSES

Over 100,000 points	-	SLINKY MASTER
50,000 to 100,000	-	SLINKY EXPERT
10,000 to 50,000	-	JUNIOR JUMPER
Less than 10,000	-	GOBLIN FODDER

SPECIAL NOTE

The GOBLIN is very sneaky. Sometimes he will come and jump on your SLINKY before you have even had a chance to move. Other times he will manage to flash the screen and get the SLINKY even though he is no where near it. Luckily, he doesn't usually pull such nasty tricks, but you had better stay as far away from him as you can, just in case!

T.I.® 99/4 & 99/4A™ PROGRAM

Important Note: The Texas Instruments® cassette program is located on SIDE 2 (the side WITHOUT the label) following the VIC™ 20 program. Make certain that the cassette is completely rewound on SIDE 2 and press the reset counter button to "000." Press "fast forward" until the counter reads "055." (The VIC™ 20 program ends at "050" and T.I.® begins at "060"). At this position you should hear no sound when playing the recorder. If you hear a steady buzzing static sound, you are still in the VIC™ 20 program and must advance the cassette further. If you hear intermittent pulsing static bursts, you are already in the T.I.® program and must rewind. Since some cassette recorders counters vary, you should make a note of the reading that works best for your machine.

If you still experience difficulty in finding the T.I.® program, rewind Side 2 (side without label) and reset index counter to "000." Fast forward the cassette tape until it stops. Read the index counter number and divide it by 2. If you now rewind the cassette until the counter reaches "000" and then advance "fast forward" the cassette until the counter registers one-half of the total counter number mentioned above, you will be at the beginning of the T.I.® program. For future reference, make a note of this counter number for your recorder.

On the diskette format, the program is located on SIDE 2 (the side WITHOUT the label).

SYSTEM REQUIREMENTS

- 1.) The SLINKY cassette or diskette.
- 2.) T.I.® 99/4 or 99/4A™ Microcomputer.
- 3.) Cassette recorder (or disk drive).
- 4.) Joysticks.

LOADING THE PROGRAM

SLINKY is a game program written in T.I.® BASIC which can be run on the T.I.® 99/4 or 99/4A™ with no additional memory. It is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the T.I.® 99/4 or 99/4A™ computer.
- 2.) Attach and turn on your television set or color monitor.
- 3.) Turn on the computer. You will hear a tone and the words "TEXAS INSTRUMENTS HOME COMPUTER" will display. If you don't hear the tone, make sure the volume is turned up high enough on the TV or monitor.
- 4.) Press any key. You will hear another tone and a screen will display asking you to press 1 for T.I.® BASIC.
- 5.) SLINKY is written in T.I.® BASIC so, select "1" for T.I.® BASIC. In a moment you will hear a tone and the screen will display "** READY **".
- 6.) Hook up the cassette recorder to the computer. The large end of the cord plugs into the back of the computer on the right side. The plug with the white wire goes into the earplug socket on your cassette recorder. None of the other plugs need be attached to anything.
- 7.) Put the SLINKY cassette into the recorder.
- 8.) Type "OLD CS1" IN ALL CAPITAL LETTERS and then press the key marked "ENTER."
- 9.) The screen will display "** REWIND CASSETTE TAPE CS1 THEN PRESS ENTER"

Important Note: If you have not already pre-positioned the cassette to "055," rewind the cassette tape, press the tape counter reset button until the counter reads "000." Now advance the tape using "Fast Forward" until the counter reads "055." (This positions the tape between the VIC™ 20 and T.I.® programs). "THEN PRESS ENTER".

- 10.) The screen will display "** PRESS CASSETTE PLAY THEN PRESS ENTER", do so.

Important Note: At this point you should hear no sound for a few seconds followed by a single tone prior to the actual loading. If you hear a steady buzzing static sound, you are still in the VIC™ 20 program and must advance the cassette further. If you hear intermittent pulsing static bursts you are already in the T.I.® program and must rewind.

- 11.) The screen will display "** READING". The program is now loading into the computer. After a while you will hear a pulsing buzzing sound coming out of the TV or monitor, this will go on for about two minutes.
- 12.) When the program has been loaded into the computer the screen will dis-

play **"* DATA OK"** and then **"* PRESS CASSETTE STOP THEN PRESS ENTER"**, do this.

- 13.) The screen will then display a **"▶"** in the lower left corner, type **"RUN"** and then press the key marked **"ENTER"**. After about 10 seconds the screen will turn green and the words **"SLINKY"** will appear on the screen.
- 14.) The game is now loaded into the computer and ready to play. You should rewind the cassette and put it back into the box. (Do not place the cassette on the computer or TV as their electrical fields may damage the program recording.)

DISKETTE VERSION

- 1.) Turn off the T.I.[®] 99/4 or 99/4A™ computer. Make sure the disk drive and TV or monitor is turned on and connected to the computer. Insert the SLINKY diskette. Close the disk drive door.
- 2.) Turn on the computer. You will hear a tone and the screen will display **"TEXAS INSTRUMENTS HOME COMPUTER"**.
- 3.) Press any key. You will hear another tone and the screen will display asking you to press 1 for T.I.[®] BASIC.
- 4.) SLINKY is written in BASIC or T.I.[®] so, select **"1"** for T.I.[®] BASIC. In a moment you will hear a tone and the screen will display **"*READY *"**.
- 5.) Type **"OLD DSK1.LOAD"** in all capital letters.
- 6.) Press the key marked **"ENTER"**.
- 7.) Type **"RUN"**.
- 8.) Press the key marked **"ENTER"**.

USING THE JOYSTICK CONTROLLERS

Plug the joysticks into the socket on the left side of the console. Hold the joystick with the red fire button in front.

Pressing the joystick forward will cause the SLINKY to move upward and to the left on the screen. Pulling it back will cause the SLINKY to move down and to the right. The SLINKY is moved in the other two directions by pressing the joystick to the left or right.

SLINKY is played differently than most video games that you may be familiar with. Essentially you are taking turns with the computer. When it is your turn to

move the SLINKY will move in the direction that the joystick is pressed.

The alpha lock key on the console keyboard works like the button on a ball point pen. Pressing it once will cause it to stay in a lower position, pressing it again will cause it to return to the higher position, If the key is in the lower position, the joystick will not function properly.

PLAYING SLINKY FOR THE FIRST TIME

The playing field consists of cubes stacked up in a pattern. There is a SLINKY on the upper left hand corner of the screen. The object is to put a bright square on the top of each cube. This is done simply by moving the SLINKY around on the cubes. If you land on a cube that already has a bright square on it, the square will be erased. You must be careful not to fall off of the pattern of cubes.

There are four different levels of play which each have different colors. At level 1, once a square has been put on a block, it will stay there. But at the other levels the square will be removed if you land on the cube again and may also be changed by the "balls" that will be described later. The fourth starts out almost totally black so that you can only see where you have been. After level four the levels continue to go up in difficulty, but all look like level 4.

Each time you successfully put a bright square on each cube, the screen will clear and you will go on to the next level. The level is indicated by the number at the extreme upper left of the screen.

Three of the cubes on the field are displayed in a different color. These are your "secret passage" holes. If you land on one, it will take you somewhere else. Experiment with them to see what they do. Going through the top "secret passage" hole will give you a free cube and therefore you can win a level without changing all the blocks.

Every now and then (more often at the higher levels) a ball will "fall out of the sky." There are several things which it may do when it hits a cube.

- If the ball lands on you, it will cause you to fall off of the blocks and you will have to start over again.
- The ball may put a bright square on one of the blocks or if there is already a square on the cube it may erase it.

- The ball may blow a hole in the pattern of cubes. Be careful not to fall into any of these holes.
- The ball may start chasing you (the SLINKY). If the ball catches the SLINKY, it will cause you to fall off of the cubes. The way to escape is to lead the ball off of the edge or into a hole. If the ball lands on one of your "secret passage" holes, this will cause you to fall off.

SCORING

- 1000 – each bright square added.
- 5000 – for using a secret passage.
- 50,000 – for completing a level.

Also you get a bonus play (one more SLINKY) each time you use a secret passage (but you can never accumulate more than 3 players at a time).

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct and tightly inserted.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 6.) If the program still cannot be loaded, send the cassette or diskette, with a

description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.



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GAMES WORTH PLAYING