

Kiddie Checkers
by
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GENERAL

Kiddie Checkers looks ahead one move. Very small children can play it and, after learning how to play, experience success by beating the computer. The squares are numbered 0 through 7 on the right-hand side of the screen, starting at the bottom. The squares are marked with the letters A, B, C, D, E, F, G, and H across the bottom.. It is a useful teaching tool for understanding how to use a grid system.

LOADING THE PROGRAM

Please see the tape loading insructions.

HOW TO PLAY

After typing in RUN and pressing the RETURN key on the computer keyboard, the author's name displays for a few seconds, and you are ready to play.

To move, type in the letter and number code of the square your piece is at, followed immediately by the square you are moving to. For example, type in A2B3, then press the RETURN key. Your piece moves. The computer thinks for a few seconds, shows its reply move at the top of the screen, then moves its piece.

To jump, type in the code for square your piece is on, then the square you are jumping to, then press the RETURN key. The computer knows to remove the piece you jumped.

Jumping more than once. Type in the whole sequence of moves. To jump two pieces, an example move could be A2C4A6, and press RETURN.

Kings

Kiddie Checkers promotes kings, and they may move and jump in all directions.

Once your child beats Kiddie Checkers consistently, he may want to try more challenging computer games.

TO LOAD & USE YOUR VIC CASSETTE TAPE

1. Be sure your computer, tape cassette recorder and TV display are connected properly and powered on. The last message displayed by the VIC should be the word READY.
2. Place the tape cassette in the recorder with the label side up. (Programs are always recorded twice on one side of the tape).
3. To move to the beginning of the tape, press the REWIND switch on the tape recorder. When rewinding stops, press the recorder's STOP switch.
4. On the VIC's keyboard, type in LOAD and press the RETURN key.
Note: If you have different programs on the same cassette, type LOAD"name of program" then press the RETURN key. (i.e., LOAD "AMOK"). For programs written in machine language, type: LOAD"name of program",1,1
5. Your TV will display PRESS PLAY ON TAPE. After you press the recorder's PLAY switch, the words OK and SEARCHING are displayed.
6. When VIC finds the program, it displays the word FOUND, followed by the name of the program, then tells you it's LOADING.
7. When you see READY, first press the STOP switch on the tape recorder, then on the VIC type in RUN and press the RETURN key.
8. See the specific instructions for your program on how to proceed further.

IF YOUR TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE. IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN POWER ON AND REPEAT STEPS 3 THRU 7.

IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR DEALER.

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