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.

COMPUTER PROGRAM CASSETTE C⊛SMI
Use with ATARI 400 800 COMPUTER SYSTEMS
Full Color Graphics High Resolution

slinky

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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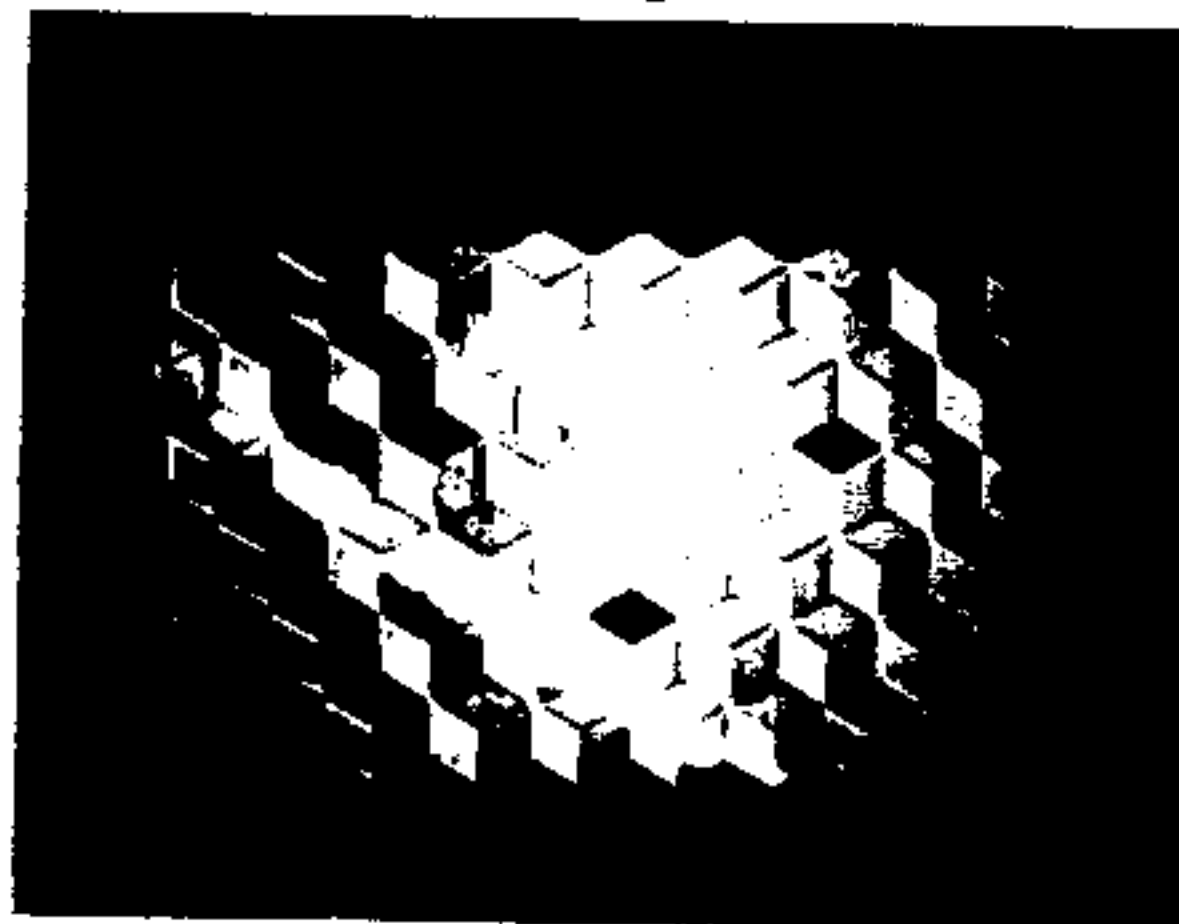
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INSTRUCTIONS

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.

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 INSTRU-MENTS 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 alignment. Your computer may be able to save and 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