

LOADING:

CASSETTE: Empty cartridge slot; Switch computer on whilst holding down the START key. Press PLAY then press RETURN.

DISKETTE: Empty cartridge slot. Turn on disk drive. Disk will boot automatically.

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 position, 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, disappearing 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 **SLINKYS**. 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 **SLINKYS** 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.