THORN EMI VIDEO

Home Computer Software

For ATARI* 400/800* Computer

EUROPEAN SCENE

JIGSAW PUZZLES VOL 1

Instructions for use

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INTRODUCTION

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EUROPEAN SCENE JIGSAW PUZZLES Vol 1

The Colosseum, Rome
The Arc de Triomphe, Paris

These puzzles may not have as many pieces as your favourite 1,000 piece monster in wood or cardboard, but they demand a lot of careful thought and an alert memory.

The main difference between manual jigsaws and the new electronic versions is that the computer asks you to focus your attention on one particular piece at a time.

It may take a little time to get the hang of it (or it may not!), but you can keep the puzzles small (25 pieces) or enlarge them up to 64 pieces. You can also get the computer to help you by inserting only correctly placed pieces in the picture.

Below you will find full instructions for loading and playing. Have a good game!

HOW TO LOAD YOUR JIGSAW PROGRAM

1. *Make sure the computer is turned OFF at the power switch on the right-hand side of the console, and that it has no cartridge inside; close the lid.*

2. *Disconnect any other peripherals, such as a printer or disc drives, as they may cause problems with loading your program.*

3. *Connect your television to the computer and switch the television ON. Turn down the sound if you want to avoid background noise before and during loading.*

4. *Connect your ATARI* 410* Program Recorder to the computer and then to a power point.*

5. *Place the cassette in the recorder.*

6. *Press REWIND, if necessary, to bring the tape back to the start. When the tape stops, press STOP.*

7. *Press START on the computer console and hold it down while you press the power switch on the right-hand side of the console to ON.*

8. *The computer will 'beep' as a signal for you to press PLAY on the recorder and release*

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the START key. Next, press RETURN on the computer and the Jigsaw program will load into the computer.

9 After loading, the title appears on the television screen. Press STOP on the recorder. Adjust the volume control on your television as the theme music begins.

PROBLEMS If the program fails to load, the words ATARI* MEMO PAD appear on the screen. When this happens turn the computer OFF at the right-hand power switch, go back to Step 6 above and try again. If you have any further problems, consult your ATARI* handbook.

HOW TO PLAY

1 After the titles, the computer asks you to choose one of the following Game options.

Option No.	Size of Puzzle	Computer options
1	5x5 pieces (25)	Computer accepts
2	6x6	and positions
3	7x7	only your correct
4	8x8	choices.
5	5x5	If you choose
6	6x6	incorrectly, computer
7	7x7	still positions the
8	8x8	piece.

When you have decided, type in the option number.

2. *The picture appears. Take a careful look, since this is the only chance you will get to see a complete view. When you are ready, press OPTION and the picture disappears.*

3. *Now press either T (for Top) or B (for Bottom). Three random pieces of the puzzle will move into the top or bottom of the otherwise empty screen on a kind of 'belt'. When the pieces stop, a dot flashing white-black-white will be on one of the pieces. This is the piece in play, and the computer is asking you to position that piece in its correct position in the picture.*

4. *To help you there is a square marker on the screen. Use your Joystick to direct this marker to where you think the piece in play belongs. When the marker is where you want it, press the trigger on the Joystick. If you want to play a different piece, press OPTION to move the dot, or SELECT to bring a new piece onto the screen.*

5. *If, after pressing the trigger, you have chosen correctly, the piece will appear in its final position on the picture space.*

6. *If you have chosen incorrectly, and are playing a Game Option 1-4, the computer will beep to tell you of the error and the adjoining piece will move into the 'play' position. Now try to position this piece.*

7. *If you have chosen incorrectly, and are playing a Game Option 5-8, the computer will beep to tell you of the error, but a duplicate version of the piece will now appear in the position you have indicated. This 'wrong' piece also remains on the belt, and the adjoining piece comes into play.*

8. *To cancel a wrong move, you must insert the correct piece when it eventually arrives on the belt. The 'wrong' piece is then eliminated from the picture space. You.will have another chance to insert this 'wrong' piece correctly when it next arrives in the 'play' position.*

9. *'Top' and 'Bottom'. The moving belt of pieces masks either the top or bottom area of the picture space. If you want to look at the hidden area, simply switch the belt to its other position by pressing T or B, whichever applies. If you type any other key the belt disappears revealing the whole screen. It can be retrieved by typing T or B.*

10. *When the picture is complete, the whole scene appears and the theme music signals the end of the game. To begin a new game, press START (you can do this at any time to clear the screen and begin again).*

HOW TO PLAY

1. *Place cassette in recorder and load program into your computer.*
2. *After the titles, type in the number of the Game Option you choose.*
3. *Study the complete picture carefully – it's your only chance to see it.*
4. *Press OPTION – picture disappears.*
5. *Press 'T' or 'B' and 3 pieces to be placed will move into Top or Bottom of screen.*
6. *A flashing dot shows which piece is in play. Use your Joystick to indicate where you think the piece belongs. Press button when piece is where you want it.*
7. *Press OPTION to play a different piece or SELECT to bring a new piece into view.*

This is only intended as a basic guide. For more detailed instructions see inside.

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