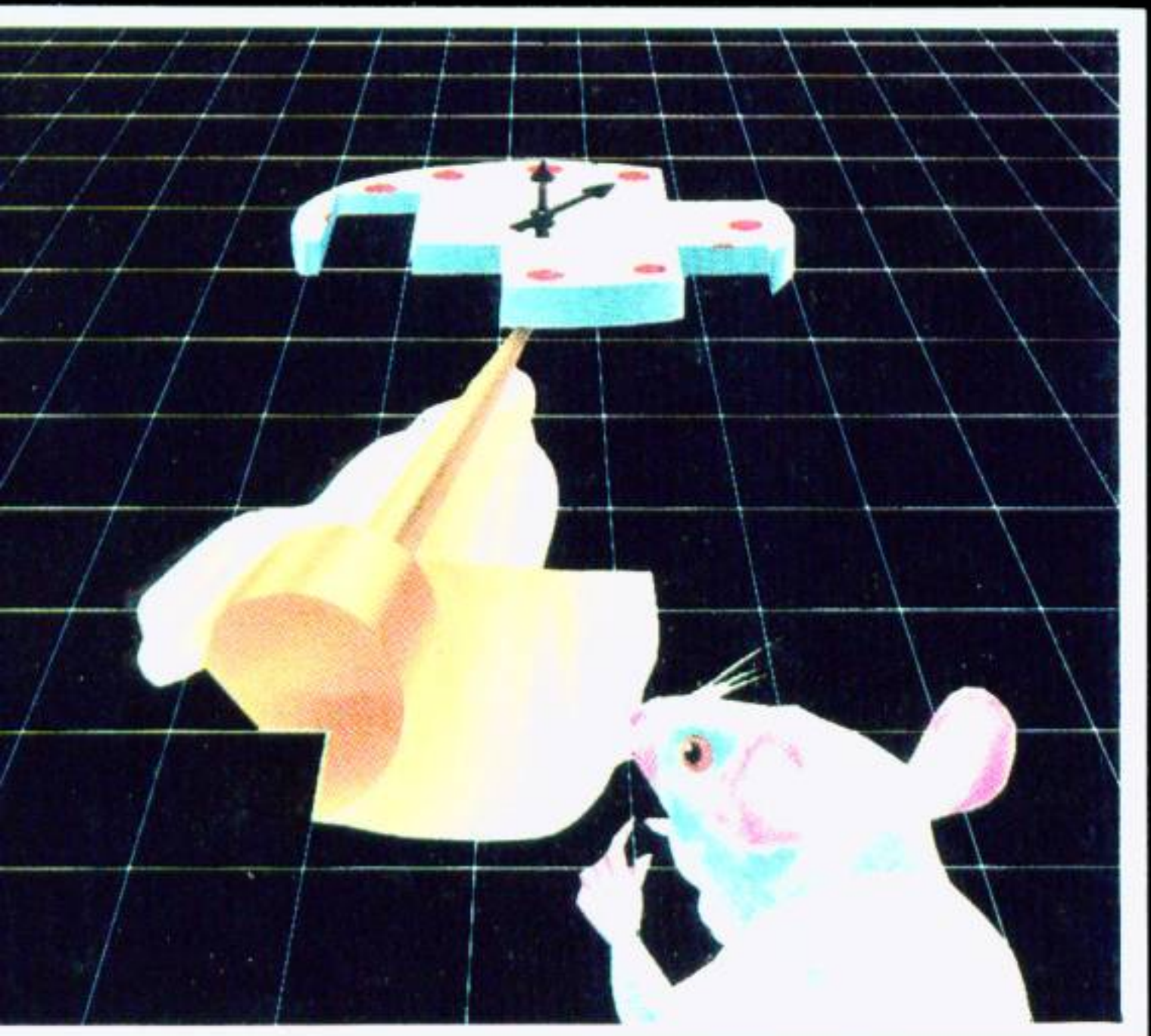
N EMI
DEO

Home Computer Software

For ATARI* 400/800* Computer

HICKORY DICKORY DOCK/ BAA,BAA, BLACK SHEEP



Instructions for use

* INDICATES TRADEMARK OF ATARI INC

INTRODUCTION

Programmed by C. James and B. Belson.

NURSERY RHYMES

Hickory Dickory Dock

Baa, Baa, Black Sheep

What's happening? The whole picture is sliding about! There's a bit of clock here, a bit of clock there – and the cat's in a terrible state.

You could say as much for Baa, Baa, Black Sheep. She's been separated from her wool packs, in fact she's been separated from her own bits! If ever help was needed it is now, so take up the Joystick and put the pictures together again.

Both these games are ingenious puzzles, with the computer dividing the picture into 9, 16, 25 or 36 squares and mixing them up. You choose how hard to make the puzzle, then put the squares back in their original positions.

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

HOW TO LOAD YOUR NURSERY RHYME 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.*

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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 the START key. Next, press RETURN on the computer and the Nursery Rhyme 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 THE NURSERY RHYME GAME

1. *When the theme music stops, the message 'SIZE 3' appears on the screen. This means the picture is set to be divided into 9 squares (3 x 3). This is the simplest pattern. To make it harder, press the OPTION key and the computer will offer you 'SIZE 4', which means 16 squares (4 x 4). To obtain 25 squares (5 x 5), press OPTION again; and again if you want 36 squares (6 x 6). When the number you want is on the screen, press SELECT. To move the numbers round, keep pressing OPTION.*

2. *Next, the message 'SKILL 1' appears on the screen. There are 6 levels of skill, and 1 is the easiest. To make the computer shuffle the squares in a more complicated way, press SELECT until the number you want is on the screen. Then press START.*

3. *Now the squares slide about the screen as the computer shuffles them in random fashion. (It's very unlikely, by the way, for two games to be quite the same.) When the music stops, it's time to play.*

4. *In the bottom left-hand corner of the screen is a small marker which you can move across the screen with your Joystick. When the marker is on a square that you want to move into the blank space, press the trigger and the square will slide across. This only works for squares immediately next to the blank space. If you try to move any other square, or the marker strays to the edge of the picture, the computer warns you by buzzing and the screen darkens.*

5. *When all the squares are back in their original positions, the theme music plays and the picture comes to life. To begin a new game, press START (you can do this at any time to clear the picture and begin again).*

TOURNAMENTS & COMPETITIONS

Although the Nursery Rhyme games are devised for 1 player at a time, there are various ways for family and friends to compete against each other. One is the Time Test, in which you see who can rebuild the picture in the shortest time.

Of course, some people are naturally quicker than others, just as some are older – or younger. If so, bring in a Handicap, and make the quicker ones tackle higher SIZE and SKILL numbers. This way, everyone has a chance of winning.

HOW TO PLAY

1. *Place cassette in recorder and load program into your computer.*

2. *After the music stops press OPTION for degree of difficulty.*

3. *Press SELECT for chosen level of skill.*

4. *Press START and computer scrambles the picture.*

5. *When the music stops use your Joystick and button to reposition squares and rebuild the picture.*

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

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