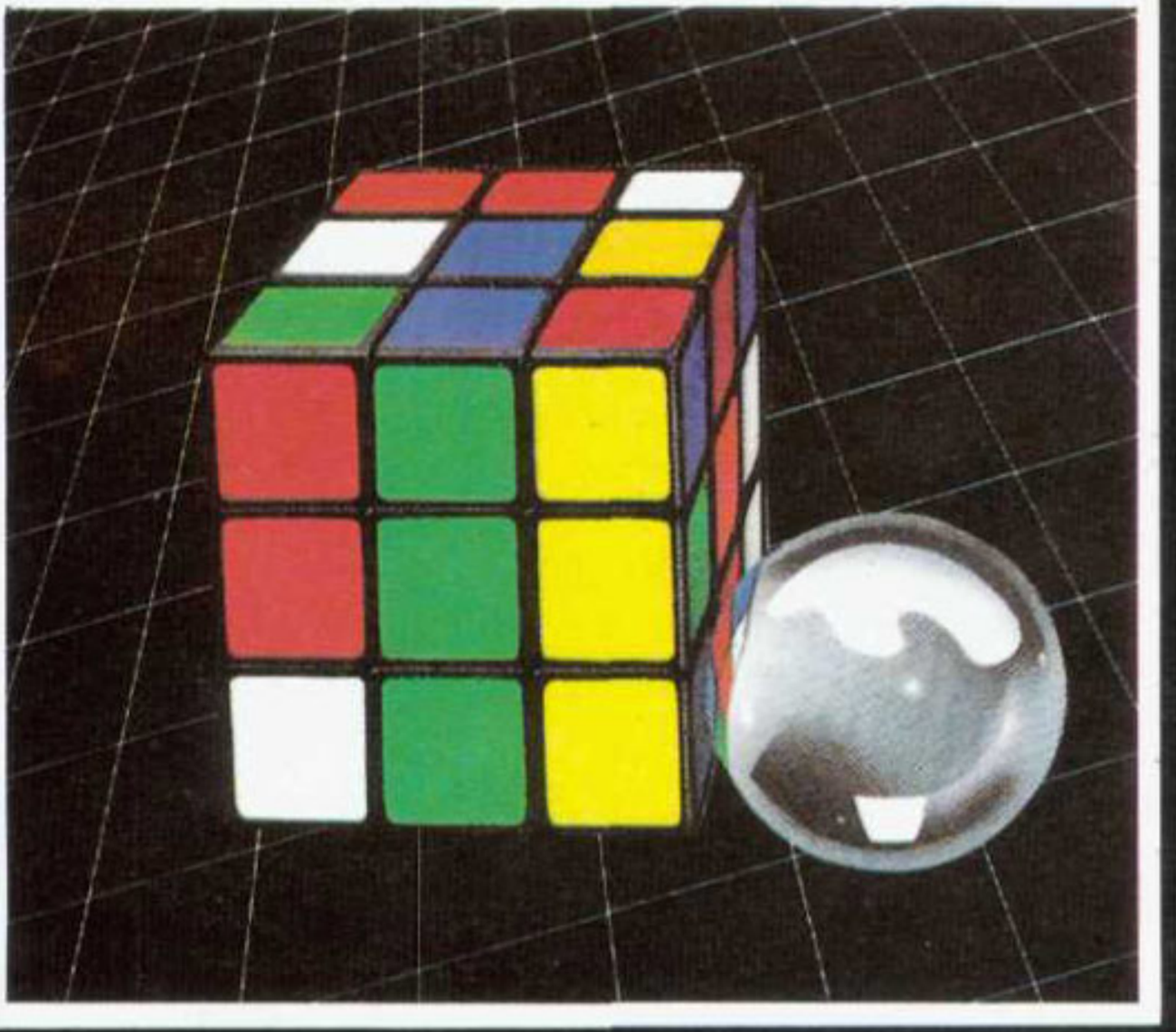
THORN EMI VIDEO

Home Computer Software

For ATARI* 400/800 Computer

SUPER CUBES AND SLIP



Instructions for use

* INDICATES TRADEMARK OF ATARI INC

INTRODUCTION

Programmed by B. Belson.

SUPER CUBES AND SLIP

Super Cubes puts the ingenious cube game on computer. You choose between three sizes of cube, and nine levels of difficulty. The computer then jumbles the cube, and the puzzle is set. See how long it takes to restore the cube. The computer keeps a time check on your progress, and records the number of moves you make.

Slip is the tantalizing maze game. You tilt the board to manoeuvre balls round corners and into the holes, then you tilt it the other way and a potted ball jumps out again! Compete against the clock or against an opponent. Have a good game!

HOW TO LOAD YOUR PROGRAM

1. *Make sure the computer is turned OFF at the power point 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 the START key. Next, press RETURN on the computer and the program will load into the computer.*

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9 *After loading, the title appears on the television screen. Press STOP on the recorder. Adjust the volume control on the television to receive sound effects.*

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 SUPER CUBES

1 *After loading, the title appears, and a picture of a 2 x 2 cube. If you want a larger cube, 3 x 3 or 4 x 4, press OPTION until your choice is onscreen. Now press SELECT for a Skill Level 0-9. Press START when you are ready. With Skill 0 the computer does not jumble the cube, and this level is intended for practice only, to get you used to moving the Joystick to rotate the layers of the cube. At all other levels the computer now jumbles the cube. At the top of the screen a stopwatch starts, and a move counter stands ready on zero.*

2 *To rotate the various layers of the cube, and bring the cube back to its original colour pattern, you use your Joystick to shift the pair of arrowheads that first appear by the top right-hand corner of the cube. To move the arrowheads opposite the layer you want to rotate, pull the Joystick towards you and the arrowheads move downwards; to move them*

upwards, push the Joystick away from you.

3. To indicate which way you want to rotate a particular layer, move the Joystick to left or right. The left- or right-facing arrowhead now appears on its own. The layer will now rotate. To stop rotation, bring the Joystick back to the central position.

4. To see the other side of the cube, press the trigger. Press again to restore the front view.

5. The computer records the time elapsing, and the number of moves you make. When the cube is back in its original pattern, the music plays and the game is over. To start a new game, and change the options if you wish, press OPTION or SYSTEM RESET.

6. If you want to take a break, you can store your present position on cassette. To do this, insert a blank cassette in your ATARI* 410* Program Recorder and press RECORD AND PLAY at the same time. Make sure the arrowheads are displayed onscreen and press RETURN twice. The position is then stored on cassette which may take about a minute. When you want to resume play, insert the cassette in the Program Recorder and press REWIND. Then press PLAY. If the title is not now onscreen press SYSTEM RESET; once it is, press RETURN twice.

PROBLEMS If the store or load procedure does not work, the computer will beep three times and display 'I/O ERROR'. To try again, rewind the tape and press RETURN.

HOW TO PLAY SLIP

1. *After the title, the computer will ask you to select your options. The first is number of players (1 or 2). Type in the number. If you choose 2, insert a second Joystick in socket No 2. Then choose your Skill Level 1-9, speed 1-9, and whether you want continuous or jerky movement. For a 2 player game, choose whether to clear the score or keep it running. To change an option, press SELECT and the asterisk will move down the column. When you are ready, press START. If you miss an option, the computer will beep to remind you.*

2. *The gameboard appears, and immediately a stopwatch starts above the board. With a 1 player game, use your Joystick to slip the five balls up, down, to left or right around the maze until you have potted them in the five holes. If you slip the board too far, some potted balls may pop out again!*

3. *With a 2 player game, Player 1 has three balls to pot, and Player 2 has three diamonds. The winner is the first player to pot all three; the loser will be left with at least one on the board.*

4. *To start a new game, press START. To change the options, press OPTION.*

HOW TO PLAY

SUPER CUBES

1. *Place cassette in recorder and load program into your computer.*
2. *After title appears, press OPTION to choose size of cube.*
3. *Press SELECT for chosen level of skill.*
4. *Press START, and computer jumbles the cube.*
5. *Use Joystick to control arrowheads that rotate layers of the cube. Computer times the game and counts your moves.*
6. *When the cube is back in its original pattern, music plays and the game is over.*

SLIP

1. *Place cassette in recorder and load program into your computer.*
2. *After the title, choose the number of players (1 or 2), Skill Level, speed and type of movement.*
3. *When you are ready, press START.*
4. *A single player uses the Joystick to slip five balls into the five holes on the maze.*
5. *Using separate Joysticks, two players compete to get three balls or three diamonds into holes on the maze.*
6. *Computer shows times and scores where necessary.*

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

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