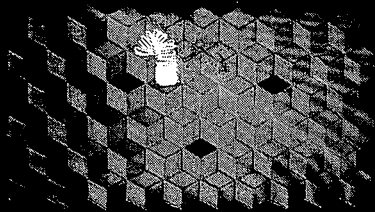


COMMODORE® 64™

COMPUTER PROGRAM CASSETTE
Full Color Graphics • High Resolution

COSMI

Slinky



Slinky

by
Paul Norman

**An exciting, daring and skillful game designed for:
COMMODORE® 64™ Personal Computer System.**

GAMES WORTH PLAYING

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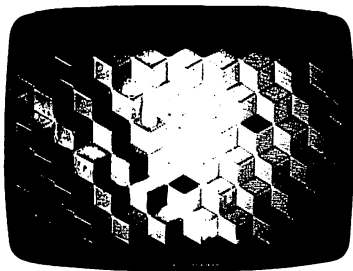
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cosmi 904 Silver Spur Road, Suite 402, Rolling Hills Estates, California 90274

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INSTRUCTIONS



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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."

SYSTEM REQUIREMENTS

- 1.) The Slinky Cassette or Diskette.
- 2.) Commodore® 64™ Computer.

- 3.) Commodore® Datasette Recorder or Commodore® VIC-1541™ or VIC-1540™ single drive floppy disk.
- 4.) One joystick controller.

LOADING THE PROGRAM

SLINKY is a machine language game program designed in 28K RAM which will load into any standard Commodore® 64™ Computer by following the instructions below exactly.

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT NO. 2. (It will not function in CONTROL PORT NO. 1.)

CASSETTE VERSION

1. Attach the Datasette Recorder to the computer according to the recorder's Instruction Manual. Turn on the computer and wait for the flashing cursor to appear. See that all buttons on the Datasette are not depressed and that the recorder is as far removed from the TV as possible.
2. Insert the Cassette Program Tape in the recorder with the title side facing up. Press the rewind key on the recorder to make certain the tape is fully rewound to the beginning. Now type on the computer: LOAD "SL" and press the RETURN KEY. (The computer will respond with the message: PRESS PLAY ON TAPE.
3. Press the PLAY key on the Datasette. Immediately, the TV screen will go blank and the cassette will start moving. After a moment, the screen will return with the message, FOUND SL.
4. At this point, press the Commodore key (the key with the Commodore logo next to the shift key on the lower left of the keyboard). The screen will again go blank and the cassette will start turning again. After a moment, the screen will return with the READY message and flashing cursor.

5. Now type: RUN and press the RETURN key. The screen will blank once more and the cassette will start again. A 28K Program on cassette will take approximately six minutes to load. When the program is loaded, the cassette will stop, the screen will return and the program will begin automatically. **Note:** It is a good idea to press the stop key on the Datasette and then rewind the tape to the beginning.

DISKETTE VERSION

1. Attach the Commodore® VIC-1540™ or VIC-1541™ Disk Drive to the computer according to the Disk Drive's Instruction Manual.
2. Turn on the computer and wait for the flashing cursor and the READY message. Now turn on the Disk Drive. Wait for the red light on the drive to go out.
3. Insert the program Diskette and close the drive latch. Type on the computer: LOAD "SL", 8 and press the RETURN key. The computer will respond with the message, SEARCHING FOR SL.
4. After a moment, it will read, FOUND SL-LOADING. When the READY message returns, type: RUN and press RETURN. The program title card will appear and the program will start loading automatically. **Note:** It is a good idea to remove the Diskette and replace it in its envelope.

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO. 2. (The Joystick will not function in CONTROL PORT NO. 1). Hold the Joystick with the red fire button in the upper left corner facing the TV.

You can move the SLINKY by moving the joystick in any of the four DIAGONAL directions:

DOWN-RIGHT, DOWN-LEFT, UP-RIGHT, OR UP-LEFT.

Note that **ONLY** diagonal movements with the joystick will work. This may take some practice to get accustomed to. When you move the joystick in one of the diagonal directions, the SLINKY will jump in that direction.

PLAYING SLINKY FOR THE FIRST TIME

After SLINKY has loaded into the computer you will see the title page of the game. After a few moments, the game screen will be displayed automatically. 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 RUN-STOP key. If you wish to continue playing from the last level you were playing when finally destroyed, do nothing and the screen will reset automatically.

SLINKY '64 has a number of "half time" shows. If you complete a level without losing a player, you will see a high speed "Instant Replay" of your successful moves. If you complete a level after having lost one or more players, you will view one of five cartoon "featurettes" celebrating your achievement. However, if you lose at any level, the cartoon depicts Slinky's demise. (Ugh!)

LEVELS

Level 1: On this level you must change all the cube tops to the score color. 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. Occasionally a bonus score of 8000 points will appear as a flashing cube on the screen. Whenever you land on this bonus block, you will hear a tone and receive the additional points. 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 zero 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.

- Level 2: Your enemies are faster, but also the cubes now change colors back and forth 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 3: Although the colors only change the first time SLINKY jumps on a cube, you must now contend with “Mandrake” the metal head. He randomly descends down the screen, and any collision with SLINKY is fatal. Also, when “Mandrake” is ready to leave, he may exit the playfield in any one of eight directions. Beware!
- Level 4: Egad! Here comes “Mandrake,” “Dusty,” “Marge” and “Randy” all at the same time and the cube colors change twice.
- Level 5: Zounds and Gadzooks! Here comes “Lorenzo” the dreaded “cube hopper.” He follows you wherever you go. You can jump over “Lorenzo” when he is moving but you should make certain that SLINKY is “wet” (blue) when entering this level since speed is of the essence in completing this challenge.
- Level 6: “Lorenzo” and “Mandrake” team up on SLINKY.
- Level 7: “Dusty,” “Marge” and “Randy” join in the challenge with “Lorenzo” and cube colors change twice.
- Level 8: “Mandrake” speeds up and the two color action continues.
- Level 9: “Lorenzo” speeds up and the pace intensifies.

Level 10: Everybody gets in the act and the two color pace becomes incredible!

Levels 11-20: The same hazards now challenge SLINKY as in the first ten levels, except each cube color changes three times! Remember to check your "SCORE" color, or you may forget the desired winning color objective.

Levels 21-99: If you are good enough to get to level 21, 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 SLINKY'S. 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, (not at the conclusion of each level, so watch your score and don't run out of points!) you will be awarded 100,000 points times the level you have completed.

You will receive one additional player for each level you successfully complete, up to a maximum of nine players.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again. If the program still does not load properly, try loading directly by typing, with the Cassette Version: LOAD "SLINKY", 1, 1 or with Disk: LOAD "SLINKY", 8, 1 and press return. When the READY message appears, type SYS 4096.
- 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 recorder, but be unable to 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 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.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

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.

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FOR COMMODORE® 64™

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GAMES WORTH PLAYING