# ALF IN THE COLOR CAVES" 



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in the color caves ${ }^{\text {m }}$


## What's There to Learn

Any child 3-6 years old will enjoy this game.

But ALF IN THE COLOR CAVES is more than just an amusing game. It is also a valuable learning tool. As your children have fun guiding Alf through the maze, they are developing a number of important fundamental skills.

ALF helps children develop basic "routing" skills. In order to get Alf to the color cave, children must navigate around the Wufflegumps that appear in the tunnels. Since Wufflegumps periodically block Alf's path, children learn to respond to a changing environment by planning different routes.

ALF also helps children understand cause-andeffect relationships. As children experiment with
the joystick and learn to control Alf, they use a trial and error approach to learn what actions are necessary to bring about a desired result.

Finally, ALF also exercises children's prediction and pattern recognition skills. As children observe the movement of the Wufflegump that guards the entrance to the color cave, they begin to recognize the patterns and to predict when they can successfully guide Alf to the color cave below. In addition children are challenged to adjust their game strategy when the pattern of tunnels changes with more advanced levels of play.

Children will have hours of fun learning as they guide Alf along on his colorful journey.


You can help Alf go through the tunnels. But look out for the wufflegumps. They get in his way. Try to get Alf down to the cave. Then he can dance in different colors!

## Inside this Book. . .

- Alf's Game

Getting Ready to Play,
How to Play Alf

- Alf's Story
- Alf's Activities

Color Secrets, Play Clay,
Color Cubes, Bright Beads,
Water Music, Pudding Paint

- Books About Color

READY? LET'S PLAY!


ATRS


## Getting Ready to Play Atari ${ }^{\circledR}$ and Commodore $64^{\text {TM }}$ Computers

1. Turn off the computer.
2. Plug the joystick into port 1.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 computer, place the cartridge in the left hand slot.)
4. Turn the computer on. After the title appears, a short demonstration of the game will play until you're ready to start.
5. Move the joystick or press the joystick button to begin the game. Note: Turn off the computer before removing the cartridge.


## How to Play Alf

Lead Alf down to the color caves at the bottom of the tunnels, where he will dance for you.
How to play: When you first see Alf, he is at the top. You will hear music as he goes through the tunnels.

Move the joystick or press the joystick button, and instructions will appear.

LEAD ALF INTO THE color cave.
MOVE THE JOYSTICK, PRESS THE BUTTON TO MOVE THROUGH A TUNNEL. WATCH OUT FOR WUFFLEGUMPS!

Move the joystick to the left to guide Alf to the entrance of the tunnels. Press the button and he will go down the first
tunnel.
Point Alf's eyes the way you want him to go by moving the joystick. Then press the button when you want him to go. Watch out for Wufflegumps! If they catch Alf, they will bounce him back to the top.
Help Alf find a way to the color cave at the bottom. When he reaches the color cave, he will dance to music and change color. By moving the joystick, you can move Alf around in the color cave.

To play again: First lead Alf back up to the top. Move him with the joystick to the right of the color cave where the straight tunnel is. Press the button and he will
> slide straight to the top. The game gets progressively harder.

## To pause:

For the Commodore 64, press the f7 key.
For the Atari, press the space bar.
To start him moving again, press the same key or move the joystick.

To start a new game: For the Commodore 64, press the f1 key.
For the Atari, press the start key.
Do this to see the instructions and get back to the simplest level of play.
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Up at the top where the world is yellow There's little Alf, that bouncing fellow But Alf is looking very blue And wants some colors that are new

Down at the bottom if there's a chance He'd love to do his color dance Turning red and yellow and blue And he can get there with help from you



But in the tunnels there's a grump A nasty selfish wufflegump Who just can't wait to give Alf a bump


## Wufflegumps slooze



Wufflegumps sniggle


They never dance


They never giggle


They're a somber sneaky sort Stopping Alf is their only sport They love to catch poor Alf and then Send him right back to start over again


You can help Alf to trick and bamboozle 'em By making Alf move to completely confusel 'em Help Alf slide and wiggle and slip Turn left and gallop, turn right and flip



It's your job now to be Alf's guide Down in the land where the wufflegumps hide Glide him past the wufflegump's face And help Alf find his dancing place.


## Color Secrets

 Alf is a colorful guy. He loves to collect colors. Alf also knows some colorful secrets. When certain colors are mixed together, they magically turn into new colors. It's fun. Alf learned his secrets through experiments. You can experiment with colors too. Here's how.You will need: ice cube tray water dropper glasses red, blue, yellow food



## How to do it:

1. Put $1 / 4$ cup of water in a glass.
2. Add 6 drops of red color to the water.
3. Do the same with the blue and yellow colors in separate glasses.
4. Put a few drops of water in one section of the ice cube tray.
5. Add a few drops of the yellow mixture.
6. Now try adding a drop of red mixture to that section. What happens?
7. Experiment to find out more color secrets.

## Try this:

What do you think will happen if you add a drop of blue mixture to yellow? Make a guess. Now try it.
Can you make purple? brown? black?
What do you think will happen when you mix all the colors together?



# Smelly Play Clay 

Did you ever get a whiff of a Wufflegump? Have you ever wondered what one looked like? Make one with some smelly play clay. Then make yourself a blue Alf too. See if you can get them to smell just right.

## You will need:

4 cups flour
2 cups salt
8 teaspoons cream of tartar
4 cups water
4 tablespoons oil
1 teaspoon food color mint, strawberry, or banana extract

## How to do it:

1. Mix all the dry ingredients together in a pan.
2. Add in the water and oil.
3. Put the pan on medium heat. Get some adult help for this.

4. Let the clay cool.
5. Knead the clay so it's smooth.
6. Add some scentsthe mint, strawberry, or banana extractif you want smelly play clay.

7. Cook the dough until it pulls away from the side of the pan. Now you've got clay!



Try this:
8. Now shape your clay into an Alf, a Wufflegump, or anyone else you can think of.



## Color Cubes

Building blocks that wiggle? A house that can jiggle? Not only that, you can make it a snack. The secret is colorful cubes made from Jello. Not the kind that melts, but fat, firm, finger-Jello cubes.

## You will need:

Jello (any flavor)
a heatproof pan or dish water
toothpicks


## How to do it:

1. Pour a package of Jello powder into a pan.
2. Pour $3 / 4$ of a cup of boiling water into the pan. Get some adult help to do this.

3. When the Jello is hard, cut it into little cubes. Scoop out the cubes with a pancake turner.
4. Stir the mixture until the powder is dissolved.
5. Put the pan into the refrigerator. Let the Jello set.

6. Use the color cubes to make a picture.
7. You can even eat your pictures when you're done (yum).

## Try this:

Stack up your cubes to make tall or fat things. You can use toothpicks to help hold them together.
Use cookie cutters to make funny shapes.
Different flavors of Jello will make different color cubes. Try building with
 lemon, lime, orange, or grape cubes.



## Bright Beads

Alf spends a lot of time in tunnels. If you would like a set of brilliantly colored bead tunnels to wear, they're easy to make. Here's what to do.

## You will need: How to do it:

 jar with tight-fitting lid food color rubbing alcohol macaroni tubes colorful yarn1. Pour an inch of alcohol in a small jar. (Be sure not to put alcohol in your mouth.) newspaper

2. Take them out and put them on newspaper to dry.
3. Mix some different colors and make different colored tunnels.

4. Add food color.

Make the mixture bright.
3. Drop in some macaroni tubes.
4. Put a lid on the jar. Shake the jar until the tunnels are colored.

7. Cut a piece of yarn big enough to go around your neck.
8. String the tubes.
9. Tie the ends together.
10. Put on your bright new tunnels.

## Try this:

 You can buy many shapes of macaroni. Color and string stars, spirals, or curls.There are a lot of ways to wear tunnel



## Water Music

Have you ever made blue music . . . or heard a red rhythm? You can, if you make a water glass piano and add some color to it. Are you ready to have fun playing tunes in tones?

## You will need:

8 clear jars or glasses
(all the same or alike) water
food color spoon or knife

How to do it:

1. Fill the glasses with different amounts of water.
2. Make the water in each glass a different color by adding a few drops of food color.

3. Tap the glasses gently with a spoon or fork. Listen to the tones.
4. Try to tap a tune.
5. Make a do-re-mi scale so you can play your favorites.

## Try this:

Adjust the levels of water to make a scale. The result might look like this:



Record your tune. You will need a crayon to match the color of the water in each glass.
On a piece of paper draw a colored dot to represent each tone.
For each tune you make up, you'll have a line of colored dots.
Or do it the other way around. Compose a tune by making a line of colored dots on paper. Now play your dotty music on the glasses and hear how



## Prdding Paint

Did you ever see a tasty picture? Or lick a beautiful color? Now you can make a painting yourself and find out how delicious art can be.
You will need: vanilla pudding food color TV trays or plastic mat cups
paper (nonabsorbantlike finger paint or computer paper)

## How to do it:

1. Wash your hands.
2. Mix the pudding. Use the directions on the box.
3. Put the pudding in cups.

4. Add color. Make each cup of pudding a different color.
5. Let the pudding paint cool.
6. Make a painting on the tray or mat using your fingers to make a design.

7. Lick your fingers clean each time you want to use another color.
8. To save a pudding painting, press a sheet of paper onto the painting in the tray, then pull the paper away.
9. Hang the paper up to dry.


## Some Books About Color

Geisel, Theodor Seuss. Green Eggs and Ham. New York: Random House, 1960.
Provensen, Alice and Martin. What Is A Color? Golden Press, 1976. Scarry, Richard. Richard Scarry's Color Book. New York: Random House, 1976.


Other Joyce Hakansson products that are available from Spinnaker include: BUBBLE BURST ${ }^{\text {™ }}$

It's BUBBLE BURST! Those pesky Zeboingers want to spoil Soaple's bubblebath fun - and she's counting on you to help her!
Educational Value: BUBBLE BURST helps children develop prediction, strategy, and pattern-recognition skills. It also helps them understand cause-and-effect relationships. Ages 4-8.

## RANCH ${ }^{\text {TM }}$

RANCH! Create and animate wild west scenes with a slew of critters, characters, and shapes. Git along and have fun!
Educational Value: RANCH encourages children to experiment creatively with composition, design and spatial relationships. It also teaches them to select, retrieve, and manipulate information using a simple command menu. Ages 5-10.

## AEGEAN VOYAGE ${ }^{\text {TM }}$

AEGEAN VOYAGE. Navigate your ships to find the treasures hidden on mysterious Greek islands. But beware of the monsters.
Educational Value: AEGEAN VOYAGE helps children exercise deductive reasoning and learn to plan strategies by analyzing choices. It also improves memory and concentration and introduces many of the characters and places in Greek Mythology. Ages 8-Adult.

## JUKEBOX ${ }^{\text {™ }}$

Dance you way to fame and fortune in the fast paced world of music. Educational Value: JUKEBOX sharpens your ability to predict outcomes and plan strategies while challenging your memory and concentration skills. Ages 8-Adult.
These products are available on cartridge for Atari ${ }^{\circledR}$ and Commodore $64^{\text {T" }}$ computers.

Joyce Hakansson and Associates, Inc., creators of ALF IN THE COLOR CAVES, ${ }^{\text {™ }}$ is a team of artists, musicians, educators, programmers, writers and game specialists working together to bring excellence and excitement into young people's computer games.

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