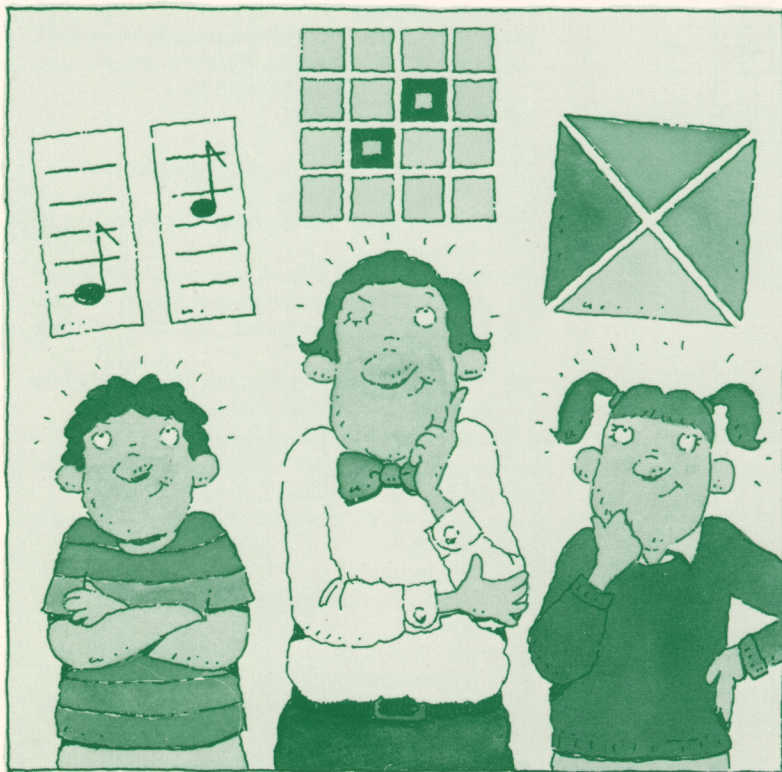


# BRAIN STRAINERS™

by Bob Stewart



Family learning and fun with three great games in one package! Match wits with the computer or other players. Learning skills, will get a great workout with hours of enjoyable play.

# LOADING INSTRUCTIONS

Be sure that you have removed all games cartridges from the computer.

## **For Atari Computers:**

Install the BASIC cartridge into your computer. Plug a joystick into port 1. If you haven't got a joystick, you may use the arrow keys instead. The RETURN key does the same as the joystick button.

If you are using a disk;

- (1) Turn on the disk drive and wait for the drive to stop whirring.
- (2) Put the disk into the drive and close the door.
- (3) Turn on the computer. The program will automatically be loaded at this time.
- (4) Turn on your TV set.

If you are using cassette;

- (1) Insert the cassette into the tape machine. Rewind it if necessary.
- (2) Press the PLAY button down on the tape machine.
- (3) Press the START key on your computer while you are turning on the power switch.
- (4) After you hear the "beep" press the RETURN key.
- (5) The program is now loading. This takes a few minutes so please be patient.

## **For the Commodore 64 computer:**

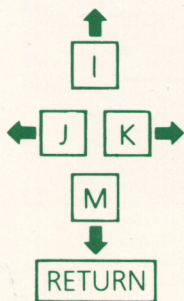
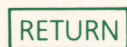
Plug the joystick into port 1. If you don't have a joystick, you can also use the I, J, K, and M keys as shown. The RETURN key does the same thing as the joystick button.

If you are using disk;

- (1) Turn on the disk drive and wait for it to stop whirring.
- (2) Turn on your TV.
- (3) Turn on your computer.
- (4) Put the disk into the disk drive and close the door.
- (5) Type the following on your computer:  
LOAD""\*,8,1 (press RETURN) The program should then load into your computer.  
Type: RUN (press RETURN)

If you are using cassette;

- (1) Turn on your TV.
- (2) Turn on your computer.
- (3) Place the cassette into the tape machine. Rewind it if necessary.





- (4) Hold down the SHIFT key and press the RUN/STOP key at the same time.
- (5) Press the PLAY button on the tape machine. The program is now loading into your computer. This takes a few minutes, so please be patient.

## LET'S BEGIN

You will see the BRAIN STRAINERS menu screen when you are ready to begin. Follow the directions below. (The keys shown in parentheses are for the Commodore 64 computer.)

## CLEF CLIMBER™

In this game, the computer will play a musical note. A few seconds later you will change your note to make them match.

- (1) Use the OPTION (or F3) key to choose the game you want.
  - (a) The first game plays the two notes at the same time.
  - (b) The second game plays the notes in alternating sequence.
  - (c) The third game plays the computer's note for a short while and then it disappears. You can check to see if your note matches by peeking to the left with your joystick. You'll lose points for peeking, however.
  - (d) The last game is the same as (c) above, except there is no peeking.
- (2) Press SELECT (or F5). Then use the OPTION (or F3) key to choose the difficulty level.
- (3) Press SELECT (or F5). Then use the OPTION (or F3) key to choose the kind of sound you'd like to hear.
- (4) Press SELECT (or F5). Then use the OPTION (or F3) key to choose the number of players in the game. All players use the same joystick or keyboard, but they must each wait for their turn.
- (5) Press START (or F7).
- (6) Press the joystick button and you'll hear the computer's note.
- (7) After a few seconds, you'll hear your note. Try to make it match the computer's note by pushing the joystick forward or backward. Press the joystick button when you have a match.
- (8) To get back to the Clef Climber menu screen, press SELECT (or F5).

## FINDERS KEEPERS™

(1) Use the SELECT (or F5) key to choose the number of players in the game.

(2) Use the OPTION (or F3) key to choose the size of your deck of cards.

(3) Press START or (F7) to begin.

(4) Use the joystick and button to try to find matching pairs of cards. Notice that each player has his own color shown by the score below. The color of the moveable square changes to match the color of the player who's turn it is.

(5) To get back to the Finders Keepers menu screen, press SELECT (or F5).

## FOLLOW THE LEADER™

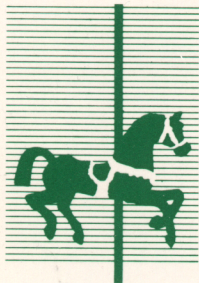
For this game, you need a different joystick for each additional player.

(1) Press the SELECT (or F5) key.

(2) Use OPTION (or F3) to choose the number of notes in the computer's pattern (1-40). This is the difficulty level.

(3) Use the SELECT (or F5) key to choose the number of players.

(4) Press START (or F7) to start the game. The computer plays a note. Use your joystick to make the same note. If you do this correctly, the computer will increase the number of notes in the pattern. If your game has more than one player, each one is responsible for particular notes shown. Don't play the wrong player's notes or you loose.



To get back to the main BRAIN STRAINERS menu screen:

Atari Computers: Press the SYSTEM RESET key.

Commodore 64: Hold down the RUN STOP key while you press the RESTORE key.

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