RAINBOW WALKER

Requires Atari 400/800 600XL/800XL with 32K (disk and cassette) and joysticks.

Once upon a rainbow in a land of clouds and sky, a great misfortune occurred. One night, while the inhabitants slept someone stole the colors of the rainbow. The next morning, when the terrible deed was discovered, a great sorrow settled over the land.

No longer did people go merrily gallumping about. No longer did minstrels sing the happy songs of the realm. And worst of all, not a single smile could be found on the faces of the children. They all stayed in the shadows listlessly mumbling to themselves.

Only the wizard of the royal court was not hopeless. For in reading the ancient text, he discovered the spell of the magical, musical, shoes. When the King was told the colors might be restored through this spell, he sent for Cedrick, his bravest subject.

Armed with the shoes, Cedrick went to the tippity, toppity-most cloud and saw where the darkened rainbow was and, with a mighty hop, launched himself upon it. Now this task was not for the faint of heart for there were borbuls, whirling devils, gruebirds, and all sorts of other nasties that were happy the rainbow was dark, and there were great gaps in the rainbow to fall through.

And this is how Cedrick began. The rest of the story, however, dear player, is up to you. For through the wizard's magic, Cedrick the rainbow walker lives inside you.

synapse

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by Steve Coleman

ATARI LOADING INSTRUCTIONS

Cassette

Pull the release lever above the keyboard toward you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder (label side up). Press the play button on the recorder until it locks in the down position. Hold down the start button on your computer* and turn on the power switch. After you hear a beep, press the return key. The program will load in four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and remove from the recorder. Insert a pencil into the sprocket of the cassette and advance the tape, reload as described above. If this fails, simply turn the cassette over and try loading the reverse side. The program has been recorded on both sides of the tape.

Disk

Pull the release lever above the keyboard toward you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the program disk into the disk drive (label side up) with the section towards the rear of the disk drive. Close the disk drive door; hold down the start button of your computer,* and turn on the power of your computer. The program will load in about 30 seconds.

*600XL and 800XL owners: hold down both the START and OPTION buttons

COMMODORE 64 LOADING INSTRUCTIONS

Disk

Insert disk into the drive. Be certain both the drive and the computer are powered up — when the monitor screen is lit, type LOAD, press the space bar, then type "*", 8, 1, then press return.

If you have any problems booting the disk, remove it from the drive, flip it over and repeat the disk loading instructions.

Cassette

Place cassette in player. Press play button. Hold down shift key on keyboard. Press run/stop button once. Release shift key. When monitor screen reads "Found", push Commodore key.

If you have any trouble loading the cassette, simply remove the cassette, flip it over and repeat the cassette loading instruction.

Option

Press [F3] for option menu. Press [F5] to change your selection, and [F7] to start the game.

Special Instructions

Connect your joystick to Port 2.

How to Play

Use your joystick to move Cedrick in any of eight directions on the rainbow. But be careful! If you jump onto a hole in the rainbow you'll fall through. Press the trigger as you jump for extra oomph, and you'll jump two squares at a time!

Each time you land on a gray-colored square, the square will return to its rainbow color and you'll gain points.

The creatures that appear from time to time will turn the squares back to gray if you let them. Upon coloring all the squares in a column, that column will be captured. That is, the creatures can't turn the squares back to gray. When a column is first captured, a xylophone tone sounds as each square in the column flashes in turn.

When you jump onto the row at the bottom of the screen, the rainbow will scroll back. Similarly if you jump onto the fifth row back, the rainbow will scroll forward.

The rainbow is sixteen rows deep. By scrolling, you can gain access to all sixteen rows. The rainbow is connected front to back; that is, if you continue to go in one direction you will eventually end up where you started.

To Start Play

Press the [START] key or the joystick trigger. If the game has gone into the demo mode you must press the [START] key.

If you're very impatient, you may skip the music between rounds by pressing the trigger.

Special Start

If you have achieved level five on the previous game, you may restart at round five if you wish. Press [H] on the keyboard, then press the [START] key.

Rounds

There are twenty different rounds of play. If by some feat of superhuman skill and a peculiar stroke of luck you should complete all twenty rounds, you will begin to hear an agitated humming as the temperature within your computer's chips begin to rise to critical levels. When the clouds of thick black smoke begin to pour out of the ventilation slots that's your cue to start running!

Seriously though, we really can't tell you what happens. You'll just have to see for yourself!

Fragile Squares

Some of the creatures that you'll encounter later in the game have the ability to fill in holes in the rainbow. These fragile squares appear as a diagonally striped web across the square. You may land on these squares, but use caution! The web will only support your weight for about a second before it breaks and you fall through.

Freeze Squares

Scattered around the rainbow are up to four freeze squares. These appear as a checkerboard pattern. When you land on one, all creatures will be frozen for a few seconds. This will give you time to get away, or to stomp them!

The freeze square is also fragile, so don't stay there too long. Causing the screen to scroll will immediately unfreeze all the creatures.

Shooting Star

The shooting star zips along the top of the rainbow. If you touch it you'll be carried away helplessly and then dropped.

Status Banner

The banner at the top of the screen keeps track of your score. The next number indicates the remaining uncolored squares. The next number indicates current round. The Cedrick clones represent the number of extra lives remaining. There is no limit to the number of extra lives you can earn.

Bonus Round

When all columns have been colored (most rounds eight columns, but some have less), you will advance to the bonus round.

During the bonus round there will be only three squares on the screen at a time. The object is to stay on one of the squares to avoid falling. As the squares move, the leading square will be checkered. This is to aid you in deciding which way to jump.

While you're jumping around, the bonus point indicator will count up. The longer you avoid falling, the higher the bonus.

At the end of the round, your bonus will be counted up as the gold coins fall into the pot o'gold. You will be awarded an extra life for each 1000 bonus points.

Devil & Friends

The devil and his crew of creepy crawlies cruise the rainbow constantly, searching for unwanted guests. Don't let them catch you!

There are several ways of doing in the Devil & Company. If you scroll the rainbow while a creature is near a hole, quite often he'll lose his balance and fall in. If you stomp on a creature as he's appearing he'll explode in a puff of smoke. When the creatures are frozen, all you have to do is step on them to push them off the rainbow.

Demon Bird

The demon bird hovers in the clouds near the far end of the rainbow, awaiting unwary trespassers. If you get too close, he'll pick you up and carry you away. All squares colored in that round will be lost.

Lightning & Whirlwind

The lightning bolt and whirlwind shoot across the rainbow. If you touch them you'll be picked up and carried along. To get away, just press the trigger and you'll be released.

Sometimes the lightning will turn into a flashing number. Just jump on the number and you will be awarded that number of extra points.

Scoring

Color a square: 5 points per round
Stomp a creature: 100 points
Extra points awarded for bonus round & lightning bolts.