

## THE SLICKER PUZZLE

### LOADING SLICKER

The procedure for loading a program into your Spectrum is given on page 24 of the manual. Please follow these steps for loading SLICKER

1. Connect the ear socket of the computer to the ear socket of your tape recorder
2. Set the volume control as per Sinclair manual
3. Adjust the tone control to maximum
4. Type Load " "
5. Start the tape recorder. The program will AUTO RUN once loaded

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### SLICKER: 16K SPECTRUM

- 1) Type LOAD " ". Start the tape recorder and press ENTER. Slicker is in three parts and when the sound routine is heard it is now ready.
- 2) Game select is 1 to 8 (1 is the easiest, 8 boggles the mind). Watch carefully as the computer scrambles the design, unscrambles it, while counting its moves and then rescrambles it ready for you!
- 3) Using keys a-p either with or without CAPS SHIFT rotates the lines and columns one way only.
- 4) You can in fact press zero at any stage in a game to show the original pattern. When pressed again your scrambled design reappears.
- 5) After pressing zero twice you will get the 'End of Game' routine. The columns track off the screen and you will receive either a simple message telling you that you didn't do well enough or a scrambled message if you managed to equal to beat the computer. The flashing '8' is of significance, reminding you that unless you beat the computer at level 8 you will never know the meaning of its message.
- 6) After a successful game a partner can try exactly the same game using the second counter, or press 1 to use the first counter.
- 7) Key R and T need to be pressed together.

### HOW TO PLAY THE SLICKER PUZZLE

Use this 'flow chart' to guide you through the stages of the game. The numbers next to the flow chart boxes give more explanation on that particular stage of the game below.

Good luck and don't try level 8 first!

