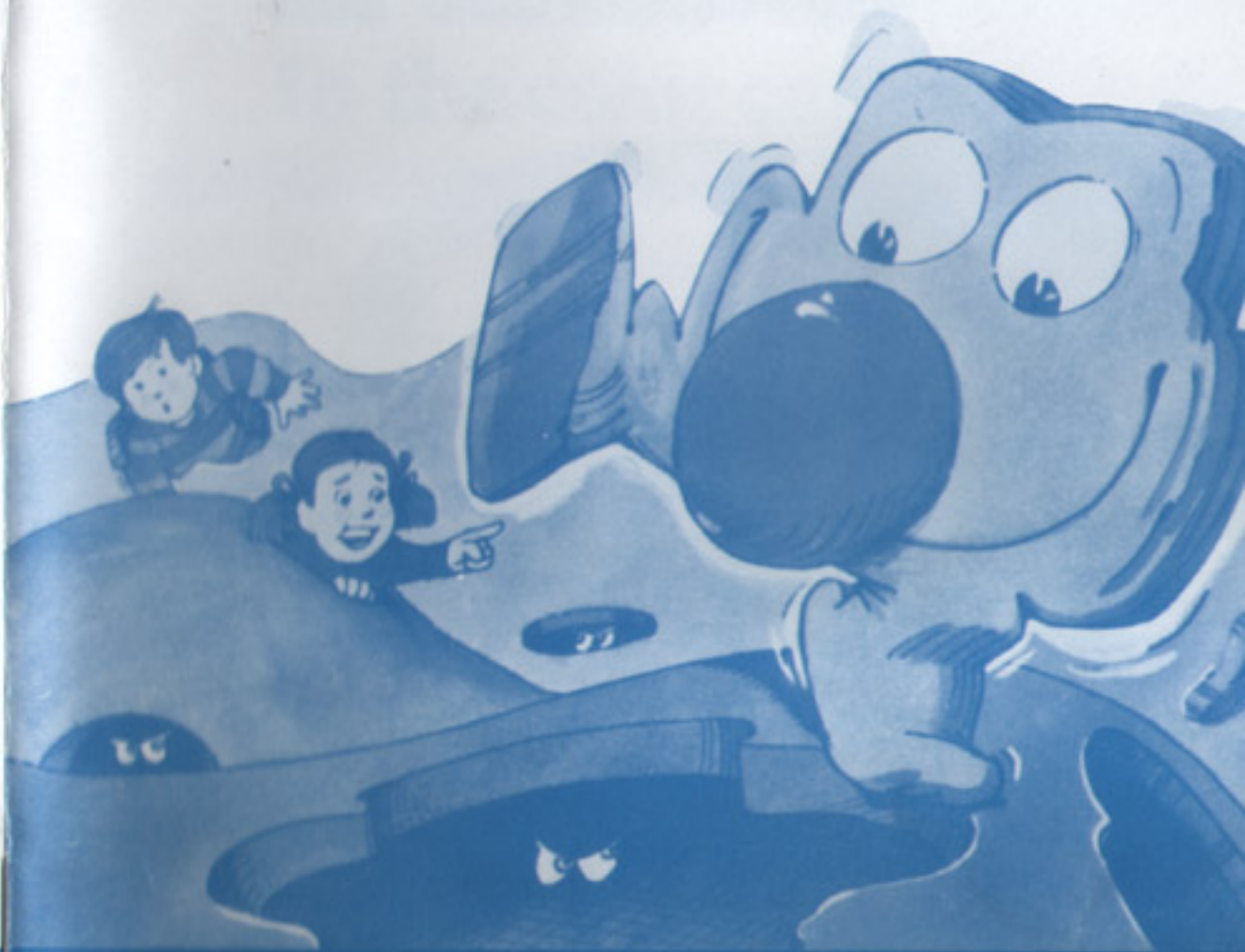


# ALF

## IN THE COLOR CAVES™



# 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.

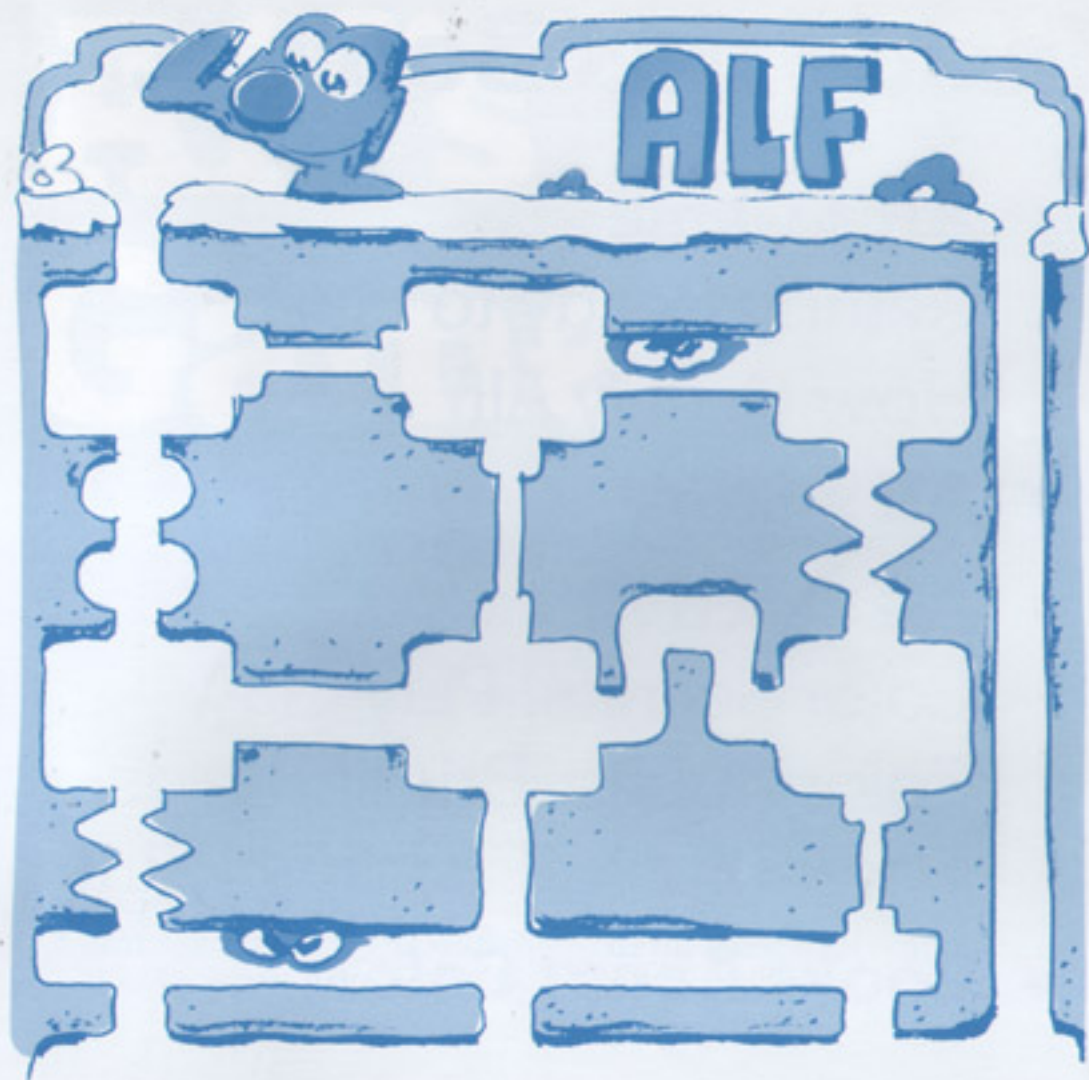
ALF helps children develop basic “**routing**” skills. In order to get Alf to the color cave, children must navigate around the Wufflegumps that appear in the tunnels. Since Wufflegumps periodically block Alf’s path, children learn to respond to a changing environment by planning different routes.

ALF also helps children understand **cause-and-effect** 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!



# Getting Ready to Play

Atari® and Commodore 64™ 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 Wuffle-gumps! 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.



IN THE COLOR CAVES  
Proof of Purchase

**Joyce Hakansson and Associates, Inc.,** creators of **ALF IN THE COLOR CAVES™**

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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