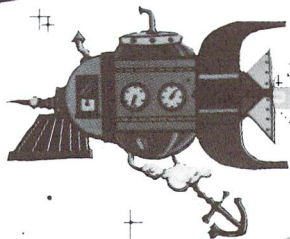


ADVENTURES IN COLORLAND



SPACE SAGAS

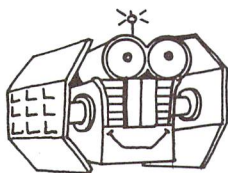


Color in Stories You Help Create

An original learning game for ages 6 and up by Creative Concepts.

HAYDEN
SOFTWARE

Welcome to **Adventures in Colorland: Space Sagas**. In these four tales of outer space, you choose the characters and what happens to them. Each story has four pictures for you to color. You can also create your own designs. Before starting, read this booklet carefully. It will show you how to use the program, and tell you some more about the characters and their adventures.



A NOTE TO PARENTS:

Adventures in Colorland: Space Sagas will encourage children to participate in the creation of four engaging stories by choosing characters and coloring illustrations. As they read, animation and music bring the characters and their adventures to life. A 16-color “palette” enables children to color-in illustrations or draw their own designs. Their personal storybook can then be played back again and again, or saved to disk for viewing later. **Adventures in Colorland: Space Sagas** is designed for children 6 and up, but don’t be surprised to find yourself joining in the fun.

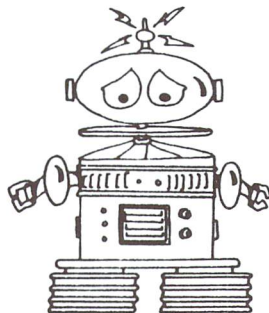
WHAT YOU'LL NEED:

Commodore 64:

1. Commodore 64 Computer;
2. Disk Drive;
3. Color Monitor or TV;
4. Joystick (optional).

Apple II e/c/ +:

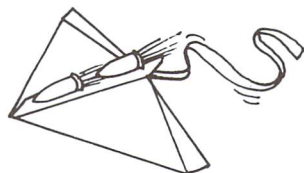
1. Apple II e/c/ + with 64K;
2. Disk Drive;
3. Color Monitor or TV;
4. Joystick (optional).



IBM PCjr:

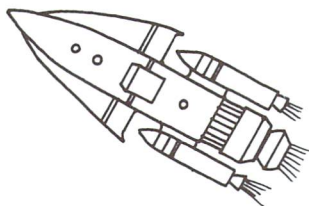
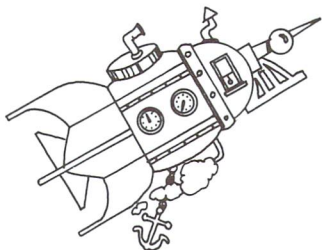
1. IBM PCjr with 128K;
2. Disk Drive;
3. Cartridge BASIC;
4. IBM DOS 2.1;
5. Color Monitor or TV with audio cable;
6. Joystick (optional).

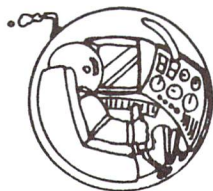
LOADING THE PROGRAM:



Commodore 64:

1. Turn on the disk drive and wait for the red light on the disk drive to go out.
2. Turn on the monitor and the computer.
3. Put the **Adventures in Colorland: Space Sagas** disk into the disk drive and close the disk drive door.
4. Type **LOAD "*" , 8** and press the **RETURN** key.
5. When you see the word **READY** on the screen, type **RUN** and then press the **RETURN** key.
6. In a few minutes you will see the title screen appear.



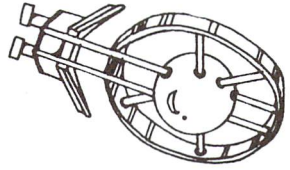


Apple II e/c/ +:

1. Put the **Adventures in Colorland: Space Sagas** disk into the disk drive and close the disk drive door.
2. Turn on the computer and the monitor.
3. In a few minutes, you will see the title screen appear.

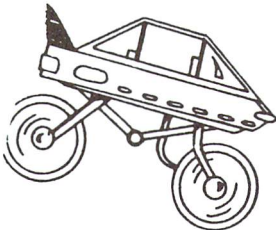
Note: To run this program on the Apple IIe or IIc, make sure that the **CAPS LOCK** key is down.





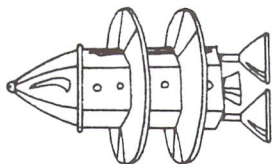
IBM PCjr:

1. Put IBM DOS 2.1 in the disk drive, then put Cartridge BASIC in Slot 1.
2. Turn on the computer and the monitor.
3. Enter the time and the date, or just press **ENTER** until the cursor is at A>.
4. Remove the DOS disk and insert the **Adventures in Colorland: Space Sagas** disk. Close the disk drive door.
5. Type **SAGAS** and press **ENTER**.
6. In a few minutes you will see the title screen appear.



GETTING STARTED:

Commodore 64 and IBM PCjr:

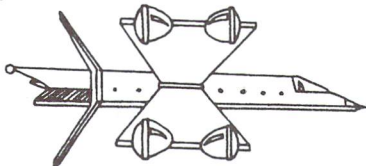


Following the title screen, you will see a brief introduction. After you read it, press any key to begin the program. The opening menu asks whether you want to:

1. Begin New Story or
2. Load Old Story.

If this is the first time you have used the program, you will want to begin a new story, so you should use the keyboard (see p. 8 for C-64, p. 10 for IBM PCjr) or a joystick to choose number 1.

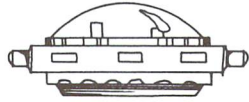
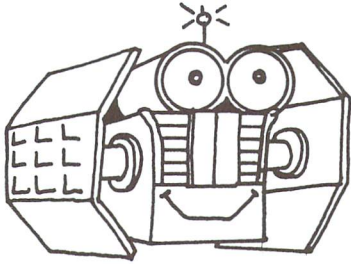
Apple II e/c/ +:



Following the title screen, you will first be asked to type **1** or **2** for sound accompaniment or no sound. When the title screen appears, press **RETURN** to continue to the introduction. After reading it, press any key to continue. At the next menu, use the direction keys (see p. 9) to indicate whether you will use the keyboard or a joystick, then press **RETURN**. The following menu asks if you want to:

1. Begin New Story or
2. Load Old Story.

If this is the first time you have used the program, you will want to begin a new story, so you should choose number 1.

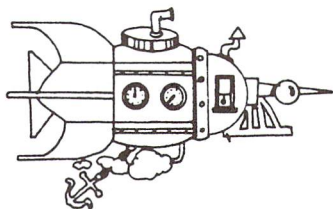


MAKING CHOICES:

Whenever you are asked to make a choice, you will see four colored blocks. Each of the colored blocks has a number. Selection is controlled by either the keyboard or a joystick. Select the colored block corresponding to your choice and press **ENTER** or **RETURN** or the joystick firebutton.



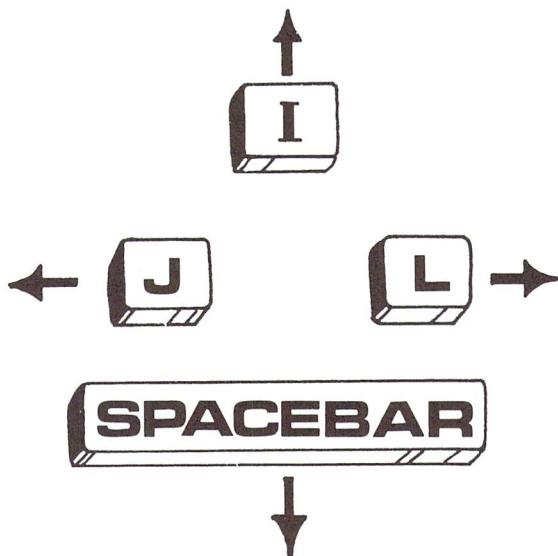
THE KEYBOARD:



Commodore 64

Whenever there is a choice to be made or coloring to be done, you will see an arrow on the screen. Use the **I**, **J**, **L** and **Spacebar** to move the arrow. Press **RETURN** to **ENTER** a selection.

Hold down the direction key to move the arrow continuously. To move the arrow quickly, press the number **1** key, then the direction key. To move the arrow slowly, press the number **2** key.



Apple II e/c/ +:

Whenever there is a choice to be made, you will see four colored blocks. The flashing block is the current choice. To select a new choice, use the **J** and **L** keys to choose the block to the left or right respectively, then press **ENTER**. On coloring screens, an arrow is used to select coloring options. Use the **I**, **J**, **L** and **Spacebar** to move the arrow up, right, left or down. Press **RETURN** to **ENTER** a selection.

When coloring, hold the direction key down to move the arrow continuously. To move the arrow slowly when using the keyboard, press the number 1 key, then the direction key. To move the arrow quickly, first press the number 2 key.

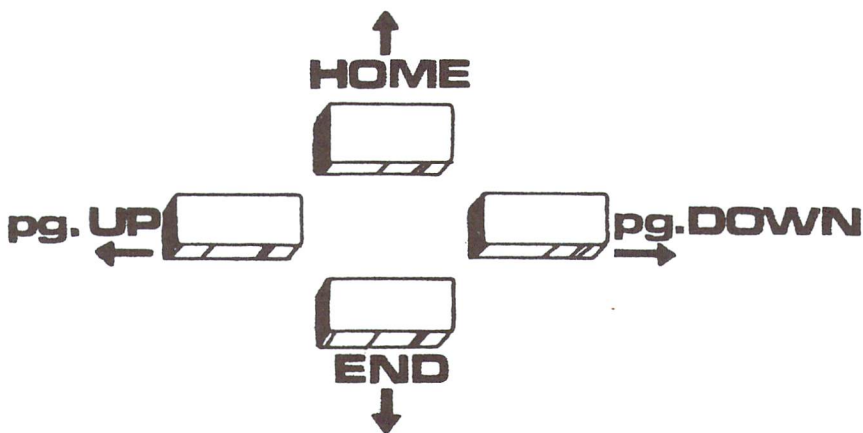
Note: To move the arrow continuously on the Apple II+, press the direction key and **REPT** key at the same time.



IBM PCjr:

Whenever there is a choice to be made, you will see four blocks. The colored block is the current selection. To make a new choice, use the **PgUp** and **PgDn** keys to select the block to the left or the right respectively, then press **ENTER**. On coloring screens, an arrow is used to select coloring options. Move the arrow using the **PgUp**, **PgDn**, **Home** and **End** keys.

When coloring, hold the direction key down to move the arrow continuously. To move the arrow slowly, first press the number **1** key, then the direction key. To move arrow quickly, first press the number **2** key.



THE JOYSTICK:

The joystick moves the selection of a colored block or the arrow in the direction the stick is moved. Press the fire button to **ENTER** a selection.

Note: On the Commodore 64, make sure the joystick is plugged into Port 2.

READING THE STORY:

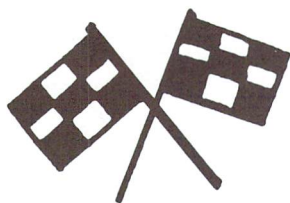
If you have chosen to begin a new story, you will be asked to choose which story you want. The computer will then take about one minute to load your story.



The story begins on the first screen, underneath an illustration. After you have read the screen, press **ENTER** or **RETURN** to continue reading. Soon you will be asked to make a choice.

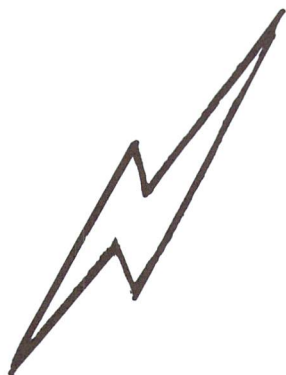
CHOOSING CHARACTERS:

You will be asked to choose the characters and what happens to them in each story. Each time you will have four choices. To see what your choices are, select **1**, **2**, **3** or **4**, then **ENTER** or **RETURN**. Your selections will come to life with music and animation. You may look at all the choices as many times as you want before you make your final choice. When you have decided which one you want, move the arrow to the **FINISH FLAGS** and press **ENTER** or **RETURN**.



FINISH FLAGS:

Select this option and press **ENTER** or **RETURN** when you have made your final choice.

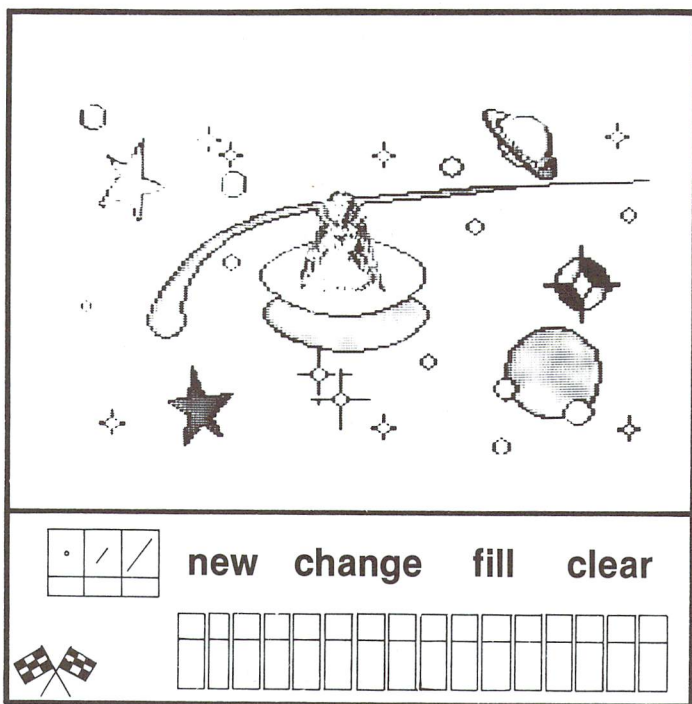


LIGHTNING BOLT:

If you don't want to continue the story, select this option and press **ENTER** or **RETURN** to get to the final menu.

DRAWING AND COLORING:

Once you have chosen a character, you are ready to color your picture. You will see an arrow on the screen which you will use to select various coloring options. You can move the arrow using either the keyboard or joystick.



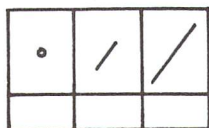


THE PALETTE

There are sixteen different colors for you to choose. Move the arrow to the color you want to use and press **ENTER** or **RETURN**. You can choose a new color at any time.

FILL

To fill in an area enclosed in a black line, first select the color you want from the palette, then select **FILL**. Now move the point of the arrow to the part of the picture you want to fill in with that color and press **ENTER** or **RETURN**. (Make sure the point of the arrow isn't touching a black line or the area won't fill.)



BRUSHES

There are three widths of brushes you can use to paint with. First, select the color you want to use, then choose the brush size you want: wide, medium, or thin. To paint, move the point of the arrow to the place you want to begin your line. Press **ENTER** or **RETURN** and move the arrow. When using the keyboard, press **ENTER** or **RETURN** again to discontinue the line.

CHANGE

Note: This feature is available only on the Commodore 64.

To quickly change one color everywhere it appears in your picture to another color (for example, if you want to change all your yellow stars to orange), first select the color you want to change to, then select **CHANGE**. Now move the point of the arrow to any place on the picture where the original color appears and press **RETURN**.

CLEAR

To erase all the coloring you've done and begin the picture again, select **CLEAR**.



NEW

If you want to create your own picture, select **NEW**. This erases the drawing and gives you an empty screen. Select the brush width you would like to use. By pressing **ENTER** or **RETURN** then moving the arrow, you can draw your own black outlines or erase by going back over them with white. When you have finished drawing, you can color-in your outlines by selecting **FILL** and the color you'd like to use. If you want to go back to the original illustration, select **CLEAR**.

Commodore 64: If you wish to color-in your outline, first "un-do" **NEW** by re-selecting it, then select **FILL**. Now you can also use the **BRUSH** option to draw lines in different colors; however only black outlines can be filled.

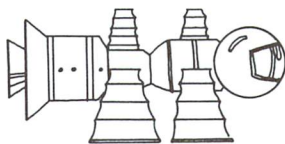
Apple Series: You can draw outlines and fill them with any color.

IBM PCjr: You can draw lines in any color, but only black outlines can be filled.

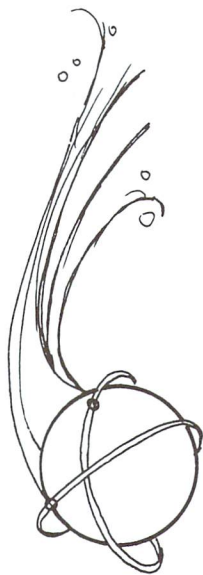


When you have completed your picture, move the arrow to the **FINISH** flags and press **ENTER** or **RETURN**. The story will now continue.

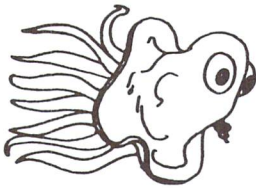
THE FINAL MENU:



After you have finished the last picture in a story, the Final Menu will appear. You can now choose to play your story back, save it to disk, or choose a new one.



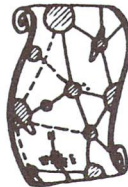
1. **Play back story:** See your complete story with the characters you chose and the pictures you made.
2. **Save story to disk:** You can save your story to show off later. You will need a formatted disk. The instructions on the screen will tell you when to remove the **Adventures in Colorland: Space Sagas** disk, insert the formatted disk, and press **ENTER** or **RETURN**. It will also tell you when to type in a title (maximum 8 letters) and re-insert the **Adventures in Colorland** disk. You have now saved your story.
3. **Choose new story:** This will bring up the very first menu: **1. Begin New Story** or **2. Load Old Story**. To begin a new story, select **1** to see your choices, and continue as usual.



TO LOAD OLD STORY:

If you want to view a story that you have saved, select **2**. Load Old Story from the first menu. The program will then tell you when to insert the disk with the saved program and type in the title. You can now play your story back.

Commodore 64 (only): The first time you play back an old story, you may choose new characters and add more coloring to your pictures.

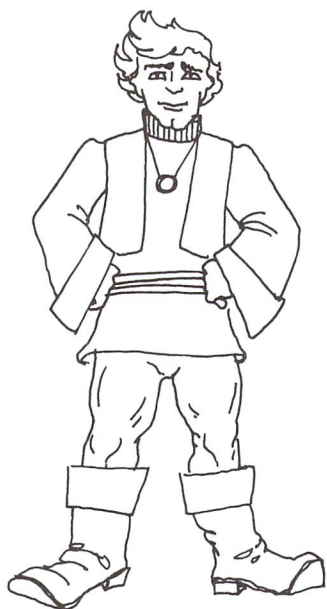


Here's some more information about the characters and their adventures.

STORY 1: THE DARK ASTEROID

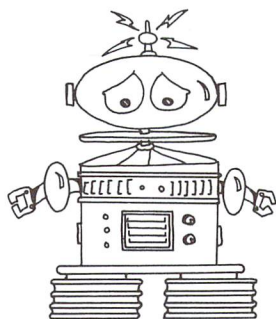


PRINCESS ZAMORA: The wise and just ruler of the vast and powerful Eleon galaxy.

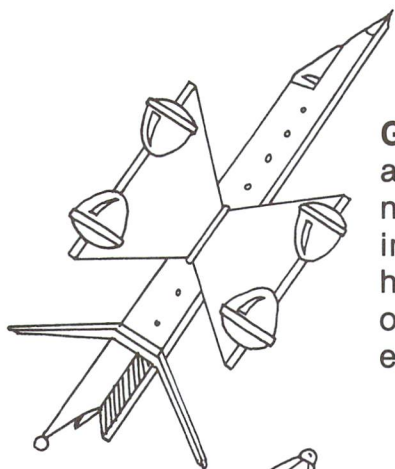


MILES METEOR: A brave, young captain of the Intergalactic Space Force.

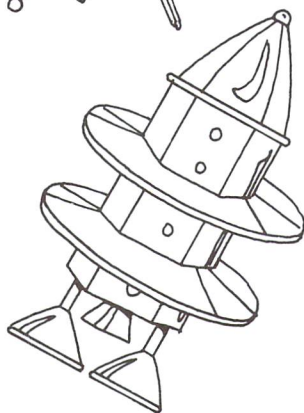
TITUS II: A computer type robot from the Uranian moon of Titania.



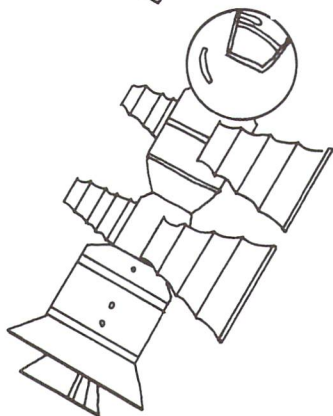
PERCY McGEE Ph.D: A six-hundred-year-old prize-winning scientist who is also a decorated optimist, an enterprising adventurer and a good cook, too.



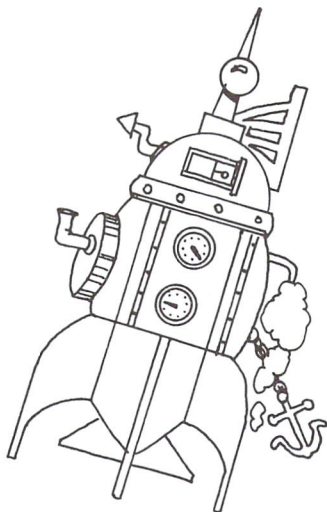
GALACTIC CRUISER: This ship is able to travel rapidly from one corner of the Universe to another moving through a network of black holes. Its cargo includes a variety of the most advanced scientific equipment.



LONG RANGE AIRSHIP: This space shuttle is operated by a powerful computer which is located on the Martian Colony of Casius. It is frequently used to solve mysterious problems in intergalactic space.

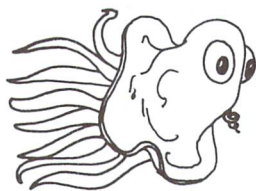


HELs (High Energy Laser Ship): This ship is known throughout the Universe for its tremendous speed capabilities and its mighty laser weapons.

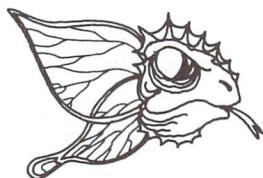


THE McPERIAL STARSHIP: This unique starship has the ability to recycle its own fuel giving it the capability to travel through deep space where refueling stations are unavailable. It is used as a rescue vehicle for stranded ships.

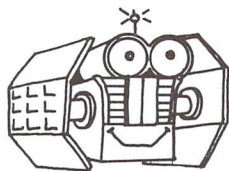
STORY 2: THE GREAT SPACE RACE



THE GRAVITY GLIDER: This octopus-like, legged creature is from the remote and giant planet of Uranus. Its weight and form resemble a helium gas balloon. It is able to float on high-speed solar winds.



THE LIZARD HEAD: This creature is from the Andromeda Galaxy. The unique wing structure of the Lizard Head enables it to fly without ever becoming tired.



THE TECHNIBEOP: Cultivated in the M33 Galaxy, this machine is highly intelligent. It is naturally attracted to cosmic rays, which are nuclear particles radiated by the sun and stars. Radar-like shields on its sides pick up and store the cosmic rays that it then uses for fuel.



THE ARIEL CRYSTAL: This beautiful and sensitive crystal is grown on the hot surface of Venus. Its weightless and graceful form travels on electrically charged light beams.

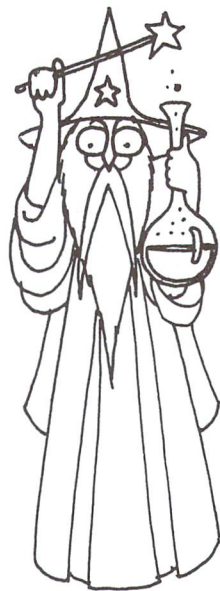


THE ENCHANTED PRINCESS: This princess from the Plutonium underworld is available throughout the Universe to assist in struggles of any kind. She is beautiful and very resourceful.

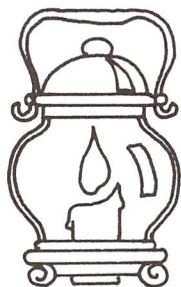


THE RED DWARF: This dwarf, from the planet Neptune, wears a long hooded cape to hide his hideous appearance. He is equipped with highly respected magical powers and is able to turn his head 360 degrees.

THE MARTIAN ALCHEMIST: This is a wizard-like fellow from the ice-capped planet of Mars. He is able to cast powerful spells and enchantments.

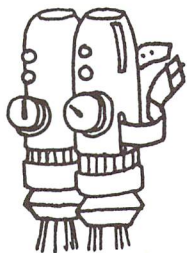
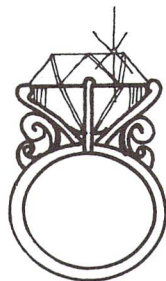


THE SPACE BANDIT: This thief makes his living pirating spacecrafts and holding their crews hostage for large ransoms. He is clever and very devious.



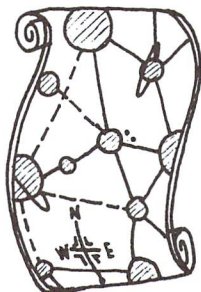
THE MAGIC LANTERN: The luminous light from this mysterious lamp is capable of illuminating the shortest distance from one point to another in the known Universe.

THE ENCHANTED RING: This ring contains a highly magnetic stone that attracts its owner to the place that he or she wants to be at tremendous speed.

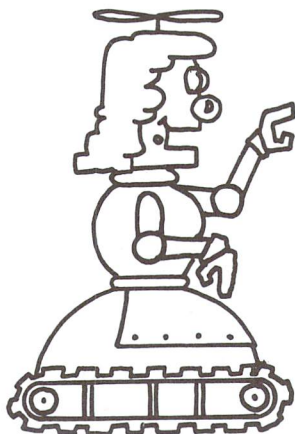


THE SUPER-CHARGER: A Super-Charger pack can be strapped on to any traveler to increase speed.

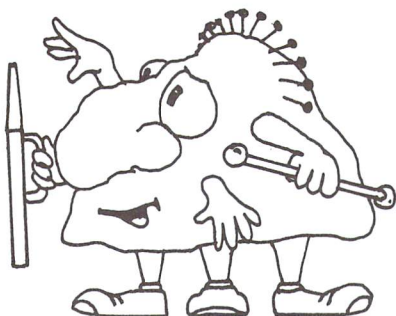
THE SECRET MAP: This is an ancient and very secret map of the Universe. This map points out black hole passageways through the galaxies that are unknown routes.



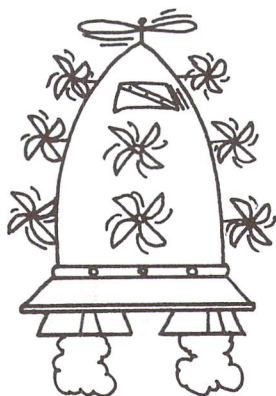
STORY 3: MAROONED IN SPACE



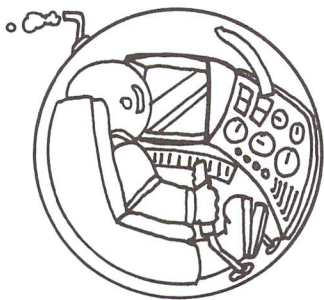
SONIA: A pretty, humanlike robot employed as a pilot on an intergalactic mission.



TUNIS: A seven-hundred-year-old “Boob” who is captain of a spacecraft traveling through the Milky Way Galaxy.

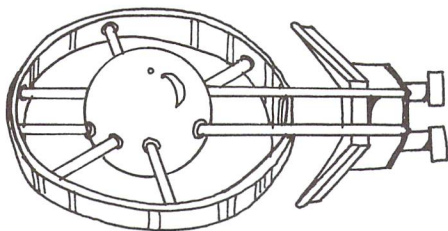


THE QUASAR: This ship is from the planet Earth. It is on a mission in deep space searching for x-ray sources.

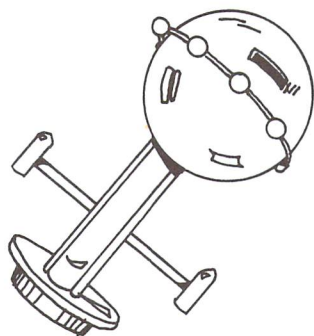


THE ALPHA CENTAURI HAWK:

Originating from the North Galactic Pole, this ship is on a mission to explore a supernova explosion in the Milky Way Galaxy.



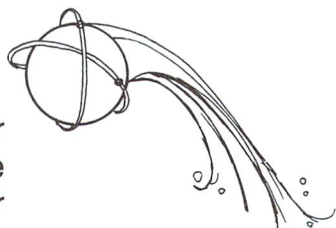
THE POLARIS: This transport ship is on a mission to carry supplies to a space station near ice-crusted Pluto.



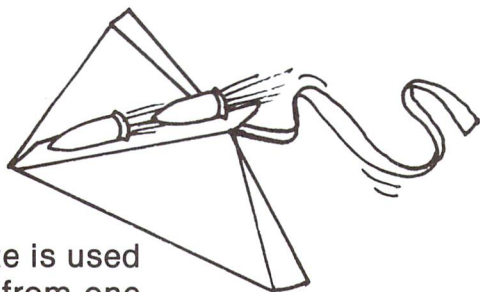
THE GALACTIC SPEEDER: This ship is from the NGC 5128 Galaxy. It is on a mission to perform maintenance chores on a telescope satellite.

STORY 4: THE MESSAGE FROM ANOTHER GALAXY

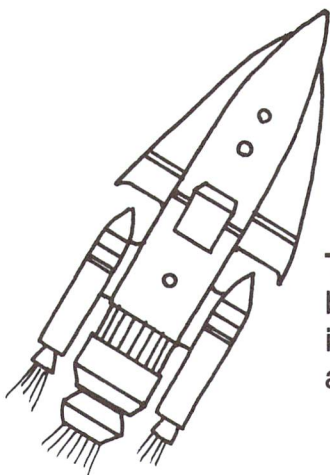
THE COMET: This is a messenger of rocky matter and dusty ice. The comet speeds through the solar system glowing with light.



THE SPACE BIRD: The Space Bird is a creature from deep space that remains airborne at all times. The Space Bird feeds on rock and metal and is sometimes used as an intergalactic messenger.

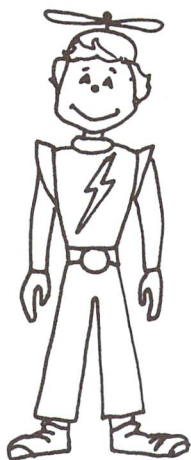


THE SPACE KITE: This kite is used to send communications from one galaxy to another. The Space Kite's aerodynamic structure enables it to travel swiftly on the whisper winds of deep space.

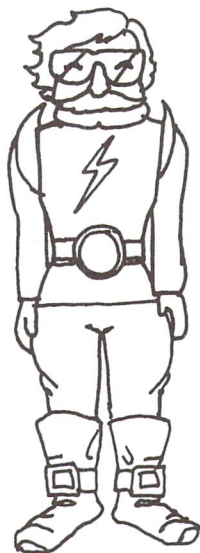


THE MESSAGE ROCKET: Powered by ultra-violet radiation, this rocket is able to fly through the Universe at tremendous speeds.

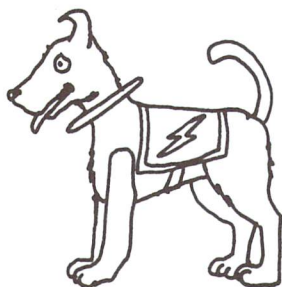
THE SPACE GIRL: The Space Girl is a young student who attends the World University on the planet Earth.



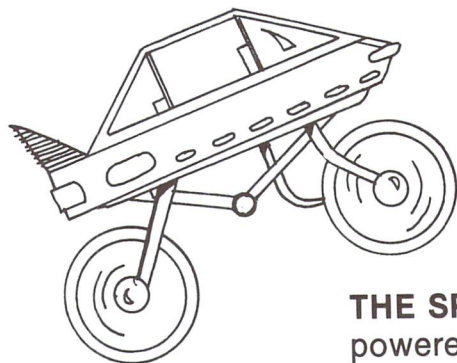
THE SPACE BOY: The Space Boy is a young computer programmer who lives with his mother and father on the planet Earth.



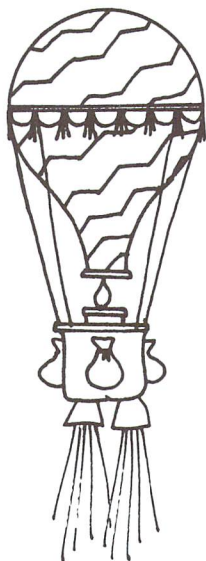
THE SCIENTIST: An astronomer for the North American Space Agency.



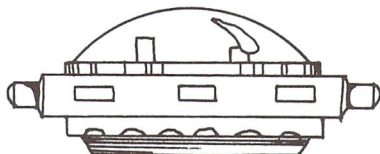
THE SPACE DOG: A playful family dog named Astro.



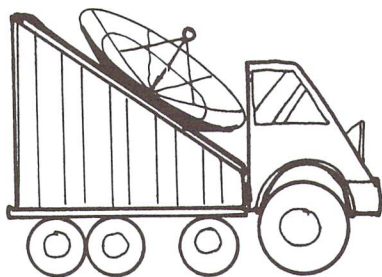
THE SPACE BIKE: This is a turbo-powered bicycle used primarily as a recreation vehicle on Earth.



THE SPACE BALLOON: A gas balloon that is most often used to explore weather conditions in the Earth's troposphere.



THE HOVER CAR: The Hover Car is the most common means of transportation on Earth. It travels along at high speeds just slightly above the ground.



THE COSMIC TRANSPORT: This is a cosmic pick-up truck used to transport delicate scientific equipment.

CREDITS:

Educational Design: Janet Pullen

Program Design and Coding: Creative Concepts

Documentation and Manual: Adele Hars, Janet Pullen

Package Design: Judy Marlowe

Illustrations: Janet Stever

Photography: Dan Walsh

Project Management: Adele Hars, Alan Jacobs,
Gail Rothenberg

Copyright © 1985, Hayden Software Company, Inc.

Commodore Business Machines, Inc., Apple Computer, Inc., and International Business Machines, Inc. make no warranties, either express or implied, regarding the enclosed computer software package, its merchantability, or its fitness for any particular purpose.

Limited Warranty. If during the first 90 days from purchase the disk is found to be defective, return the disk to Hayden for a free replacement. After 90 days send your disk and \$10.00 for replacement. To obtain this warranty you must complete and return the enclosed registration card.

Neither Hayden Software Company nor the author(s) of this program are liable or responsible to the purchaser or user for loss or damage caused, or alleged to be caused, directly or indirectly by the software and its attendant documentation, including (but not limited to) interruption of service, loss of business, or anticipatory profits.

HAYDEN SOFTWARE COMPANY, INC.

600 Suffolk Street
Lowell, MA 01854
1-800-343-1218
(in MA call 617-937-0200)

