

MICRO POWER & LIGHT CO.

SPACE ARRAY

A PUZZLE... IN SPACE



12820 Hillcrest Road
Dallas, Texas 75230

OPERATING TIPS

Many Micro Power & Light Co. program products are designed to be used without reference to any separate user guides or documentation. Once booted, the instructions necessary to run the program appear on the monitor screen as needed.

To start each program merely requires booting the program disk in the normal manner. Be sure to read the program pamphlet and disk label to determine if the program will run on your particular computer system.

Unless the program pamphlet or disk label indicates otherwise, Apple II programs published by Micro Power & Light Co. use 40-character, upper case screens. For this reason, if and as appropriate for your particular computer, be sure that the monitor is in 40-character mode and the Caps Lock key is depressed.

If the program disk fails to boot, try the following. Reinsert the disk, open and close the disk drive door several times to ensure the disk is seated properly, then boot again. Should the problem persist - remove the disk, power off the computer, wait at least ten seconds, then repeat the steps described above.

Unless the disk label invites you to do so, DO NOT place write-protect tabs over the cutout notches on the edge of Micro Power & Light Co. disks. If you do so, when you try to run the program an I/O ERROR message will occur, and the program will abort.

Some Micro Power & Light Co. programs require initialization of a separate data disk. In such instances: (1) Always use a new disk, one never used before, and (2) Follow the program instructions CAREFULLY, since some programs require use of their own initialization procedure.

Some authors code their programs to act on single-character responses directly - without requiring use of the Return key. Others require pressing Return after all entries. When in doubt, after having keyed a valid entry if the program does not respond or move on, press the Return key.

NOTE: Be sure to read the PROGRAM LICENSE AGREEMENT and PROGRAM REPLACEMENT POLICY stated inside the back cover.

SPACE ARRAY

GETTING STARTED. Boot the disk in normal manner. The title screen will appear, including instructions to "Press Return To Continue." The next screen is the copyright restriction screen, with a message to "Press Return For Instructions." (At this point, once you have learned how to play the game you may avoid being shown the instructions again by merely pressing the B key followed by the Return key.)

The instructions are brief. The object of the game is to complete a meaningful picture by filling a 7 x 7 grid with 49 of 69 puzzle pieces. There are but two rules of play: (1) You must play the first piece presented in any grid square of your choice, and (2) All subsequent pieces you choose to play must be positioned next to a square that already contains a piece.

PREVIEWING PIECES. From the instruction screen you have the option of previewing all the pieces before playing the game. By pressing the P key followed by Return, you will be shown all 69 pieces. This will enable you to become familiar with each piece, recognizing it as a component part of multi-piece units when you play the game.

The left side of the preview screen will contain 34 rotating pieces; the right side 35 non-rotating pieces. Following are descriptions of the pieces, including guidelines that will help you fit them together while creating your picture.

THE ROTATING PIECES. Any of these pieces can be rotated to face either north, south, east or west on the screen. When one of these pieces is played into the grid you are asked "Is This The Correct Orientation?" If you answer "No" the piece makes a one-quarter turn, and the question is repeated. This process continues until you answer "Yes". The piece then stays in that orientation, and the game continues. The rotating pieces include:

The Mother Ship. This is a large, blue spacecraft shown as an eight-piece unit, pointing north. There are two nose pieces (which are identical, but in different orientations), four body pieces (with T-shaped airhose connectors on their sides), and two tail pieces. The Mother Ship could also appear in the picture as a six-piece unit (eliminating two body pieces), or even as a small four-piece capsule (eliminating all four body pieces). In this configuration there could not be any astronauts in the picture, since there would be no airhose connectors to attach them to The Mother Ship. Since all of its pieces rotate, The Mother Ship can appear in the picture pointing north, south, east or west.

The Two Astronauts. The astronauts, one in a blue space suit and the other in pink, are two-piece units that float in space. They are shown heading north, but can be rotated to head south, east or west just as well. To survive, the astronauts must be hooked to the sides of The Mother Ship with...

The Airhoses. There are six airhose pieces, three straight and three curved. All these pieces can be rotated, allowing for a wide variety of positioning and orientations of the astronauts.

The Asteroid Corners. The eight orange asteroid corners are shown on the preview screen in four different orientations. Together, the eight corners can be used to picture two complete four-piece asteroids.

The Small White Rockets. There are four two-piece rocket units. The nose pieces of all four are identical. Two of the tail pieces are flying through space, while the other two tail pieces are landed on asteroids. Like the pieces described above, their orientations can be changed from those shown.

THE NON-ROTATING PIECES. These pieces remain in the same orientation as shown on the preview screen, when played into the grid. They cannot be rotated. They include:

The Heavenly Bodies. Saturn is a four-piece unit, green with pink and white rings. There are two two-piece Flying Saucers and two two-piece Shooting Stars. The Earth, Sun, Big Dipper and Star Pieces are all single pieces that can be used as background.

The Solid Asteroid Pieces. There are five, solid orange asteroid pieces - enough to combine with four of the asteroid corners to make a large nine-piece asteroid.

PLAYING THE GAME. When finished looking at the preview screen you need only press B (followed by Return) to begin the game. In a few seconds an empty 7 x 7 grid appears on the left side of the screen. By pressing Return you will be shown the first piece, which must be played into any grid square of your choice. You do this by typing the number (1-49) of the square that you want to contain the piece, followed by pressing Return.

You are shown successive pieces of the puzzle randomly, one at a time. The game then proceeds through a series of yes/no questions, enabling you to either play each piece into the grid or to save it in your "hand" for possible use later. In response to yes/no questions a simple "Y" or "N" (followed by pressing Return) will suffice. Play continues in this manner until the grid is filled with your picture. (To stop playing before the picture is complete, rather than entering a usual answer you need only press the Q key followed by Return.)

Each time you play a piece into the grid you are asked if you wish to play a piece from your hand. If you answer "Yes" you indicate which piece you want to play by its numerical location in your hand: 1, 2, 3... numbered left to right, top to bottom.

Your hand can hold up to 20 pieces. If you fill your hand a message appears warning you that if you do not play the next piece presented, the game will end – even though your picture may not yet be complete. That's part of the challenge! Try not to let this happen. A good way to avoid this is to always play a piece if you can, keeping your hand as small as possible.

COMPETITIVE PLAY. For a competitive game involving one or more persons, try playing the game according to the following additional rules: (3) Always play a piece if you can, and (4) Always play a piece from your hand if you can. Following these rules will force you to play pieces that you might not have played otherwise. This requires more advanced perceptual thinking, making the game even more challenging!

When there is more than one player involved, each takes a turn playing the game until he completes the picture or is eliminated. The others watch to see if the current player overlooks a possible play. If he does, it is called an "error", and must be corrected as soon as possible. If the current player plays a piece incorrectly, i.e. in a square that will not allow completion of a meaningful picture, then he is eliminated from the competition. Players with "errors" may continue to complete their picture. The "winner" is the player who completes a picture with the fewest number of "errors".

When playing competitively, any multi-piece unit may partially appear at the edge of the grid, provided that unit could successfully be completed "outside" the picture. For example, the left edge of a flying saucer could appear on the right edge of the picture grid, with the right half being "out of the picture". Another example would be an asteroid appearing with only one or two of its corner pieces in the grid, the rest of the asteroid being "out of the picture".

PROGRAM LICENSE AGREEMENT

YOU SHOULD CAREFULLY READ THE FOLLOWING TERMS AND CONDITIONS BEFORE USING THIS PROGRAM. USE OF THE PROGRAM DISK INDICATES YOUR ACCEPTANCE OF THESE TERMS AND CONDITIONS.

LICENSE

Unless specified in writing by Micro Power & Light Co. to the contrary, you may:

1. Use the program on any computer on which it is designed to run.
2. Not make copies of program disks, except for backup purposes, and then only when backup procedures are specifically described in the associated program documentation.

LICENSE TERM

This License is granted until terminated, either by your destroying the program or by your failure to comply with any condition of this license. You agree upon termination to destroy the program, all copies and all associated printed materials.

LIMITED WARRANTY

THE PROGRAM IS PROVIDED WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU.

However, Micro Power & Light Co. does warrant the disk on which the program is recorded, to be free from physical defects in materials and workmanship for a period of ninety (90) days from your date of purchase.

LIMITATIONS OF REMEDIES

Micro Power & Light Co.'s entire liability and your exclusive remedy shall be the free replacement of any disk failing the "Limited Warranty"

In no event will Micro Power & Light Co. be liable to you for any damages arising from use of the program.

THIS AGREEMENT SHALL BE GOVERNED BY THE LAWS OF TEXAS.

YOU ACKNOWLEDGE THAT YOU HAVE READ THIS AGREEMENT, UNDERSTAND IT AND AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. ANY CHANGES OR DEPARTURES FROM THIS AGREEMENT MUST BE MADE IN WRITING AND AGREED TO BY BOTH PARTIES.

PROGRAM REPLACEMENT POLICY

Micro Power & Light Co. will replace an original program disk that is defective, at No Charge, provided:

- (1) The disk has not been physically abused,
- (2) There has been no changing of the program code,
- (3) The disk is returned within 90 days after your date of purchase,
- (4) The disk is accompanied with dated proof of purchase.

In providing all other replacements, Micro Power & Light Co. will assess a nominal charge of \$15.00 per disk, plus shipping costs.

SPACE ARRAY

A PUZZLE... IN SPACE

First there was Country Combo (Item 4061), a fascinating computer puzzle game for primary age children. Now a puzzle for older children - intermediate and junior high level.

This computer puzzle game is designed to challenge the student's imagination and perceptual skills. There are no wars to fight, no terrors to escape, no time limits to beat - only student and computer working together to create the big picture!

SPACE ARRAY is a picture puzzle to be completed right on the screen; a very sophisticated puzzle that has literally hundreds of possible solutions. Each time it is played an entirely new and different picture can be created.

The 69 small pieces to be played depict parts of spaceships, astronauts, rockets, flying saucers, asteroids... and much more. Some pieces can be rotated when positioned in the puzzle grid, others cannot. To position 49 of them together meaningfully in the 7 x 7 grid is a feat challenging the most perceptive and creative mind.

Here is how it works. After previewing all the pieces the player is presented them one at a time. The player can either position the piece in the grid next to a piece already there, or can save the piece in "his hand" to play later. The object is to fill the grid with pieces in such a way that a realistic picture results, before running out of pieces to play.

In its most simple form **SPACE ARRAY** has but two rules of play: You must play the first piece into the grid, and each subsequent piece played must be positioned next to one that is already in place. When played according to these rules the player has a great deal of freedom to exercise his creativity, there being no right or wrong way to create the picture.

SPACE ARRAY can be made more challenging, and competitive in nature, by adding two more rules of play and by placing certain restrictions on the positioning of pieces in the grid. All this is described in the concise pamphlet that accompanies the program disk.

The adaptability of this computer puzzle game, plus its unique concept, plus the fascinating use of the Apple's high resolution color graphics - all combine to make **SPACE ARRAY** ideal for use alone or in a group, at home or in the classroom!

The program is designed to run on an Apple II* computer having at least 48k memory, Applesoft in ROM and a single disk drive.

*Apple II is a registered trademark of Apple Computer, Inc.