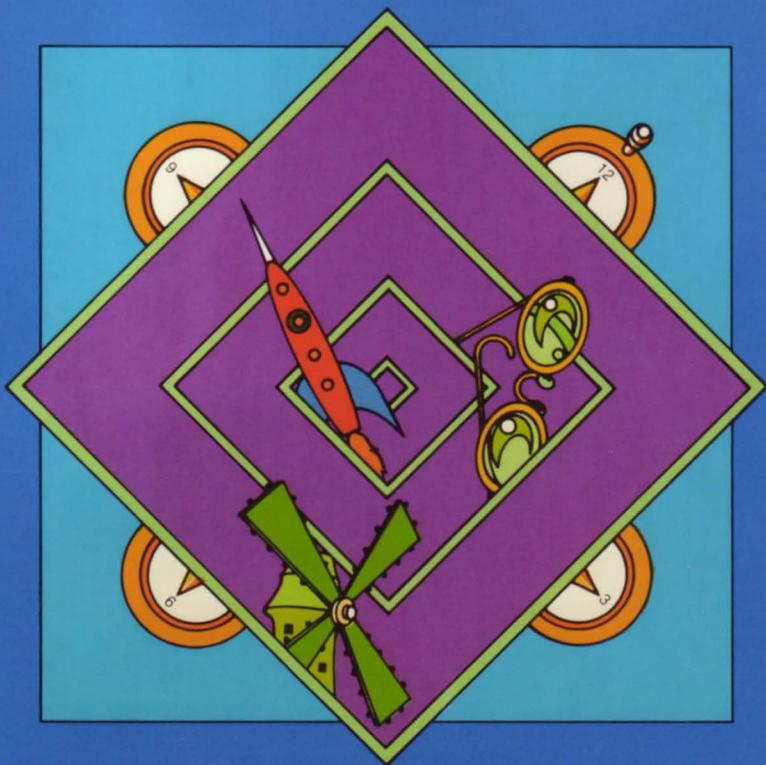


Timebound™

A Creative Exploration Game

Anakron is lost in time, and only
you can save him!

Ages 10 and older.
Joysticks required.



TO THE PARENT:

For 13 years Children's Television Workshop (CTW) has successfully demonstrated the philosophy that one of the greatest vehicles for learning is fun. The computer games developed by Children's Computer Workshop (CCW) continue this tradition of combining fun with education.

THE GOALS OF CCW GAMES

CCW's computer games have extended the goals pioneered by CTW in television with **Sesame Street**, **The Electric Company**, and **3-2-1-Contact**. As always, the emphasis is on constructive play. CCW games encourage children to experiment and explore, to think and solve problems, and to practice skills while they are having fun.

COMPUTERS AND LEARNING

Equally important, the computer has brought an exciting new dimension to electronic learning – that of interaction. A great deal of planning and research have gone into making our games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing, and direction of the games are under the control of the player. **AS THE CHILD RESPONDS TO THE COMPUTER, THE COMPUTER RESPONDS TO THE CHILD.**

CCW has developed three groups of games for children ages 3-13. Each group stresses important goals for children within its target age range.

- The series for ages 3-6 presents "Basic Pre-School Skills"
- The strategy for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

CREATIVE EXPLORATION SERIES

The "Creative Exploration" cluster, which includes **TIMEBOUND**, allows players to control and explore exciting computer environments. Each new game requires the player to combine quick reflexes and fast thinking, with thoughtful planning and the use of strategies.

In **TIMEBOUND**, a player races through the annals of time to rescue Anakron, who is lost in a time loop. By zipping through history, catching events and gathering knowledge, the player uses the information gained to plan a route and move quickly to the rescue.

Timebound



Well Doctor, *Anacron's done it again!* You warned him to stay away from the Time Machine. You warned him of the danger. But did he listen? No! He never listens.

Now he's in big trouble. He's timebound—trapped in a time loop—tumbling out of control, between the year 0 and the year 2000! **Only you can save him!**

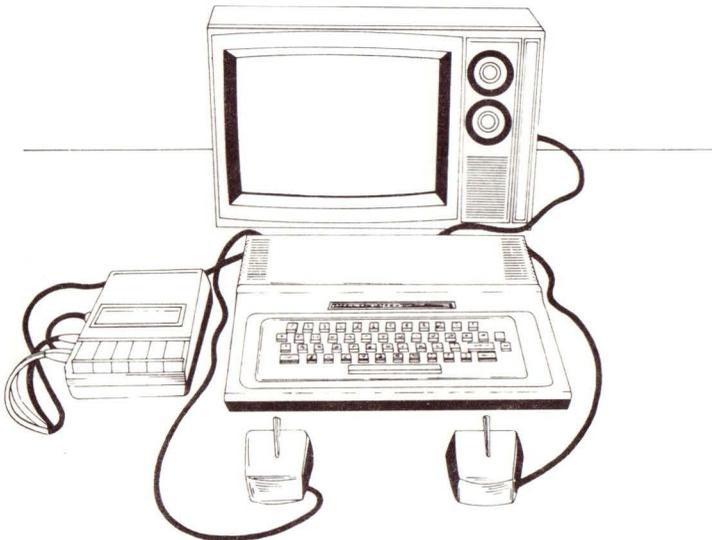
GET READY

Here is the equipment you will need:

- TRS-80 Color Computer with Extended BASIC
- Radio Shack CCR-81 Cassette Recorder (or equivalent)
- Standard Color TV Receiver
- Joysticks

First, make sure that your television, cassette recorder and joysticks are correctly connected to the computer. If you have any questions about this, check the chapters on “installation” and “operation” in your copy of the TRS-80 Color Computer Operation Manual.

When you're finished, your set-up should look like this:



Note: This program will not run without Extended Color BASIC.

GET SET

1. Turn on your TV set. Tune to channel 3 or 4.
2. Now find the channel select switch on the back of your computer and set it on the same channel.
3. See the switch marked **POWER** near the channel select switch?
Press it to turn on your computer.

This message will appear on the screen:



EXTENDED COLOR BASIC V.R.
COPYRIGHT 1981 BY TANDY
UNDER LICENSE FROM
MICROSOFT

OK

4. If your screen isn't in focus, experiment with the sharpness, brightness, and contrast controls on your television until you can read the words easily. If the screen still isn't clear, try switching channels (from 3 to 4, or 4 to 3) – but make sure your TV and computer channels match.
5. Insert your cassette into the recorder.
6. Set the tape recorder volume control at 5.
7. Press **REWIND** on the recorder. When the tape is completely rewound press **STOP**.
8. Now press **PLAY**. **Make sure this button stays down!**
9. Type **N E W** on the computer, then press the **ENTER** key.
10. Now, type **C L O A D**. Press **ENTER** again.

When your screen says **S**, the computer is searching for your game. When it says **F TIME**, that means the computer has found your game on the tape and is loading it into the computer's memory.

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11. When you see the word **OK**, type **R U N** . Then press **ENTER** .
TIMEBOUND will appear on your screen.

Problems???

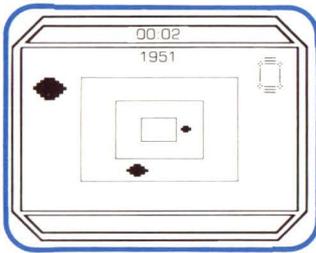
1. Having problems loading your program? Check these things:
 - Does your computer have Extended Color BASIC? (*The program will not run without this feature.*)
 - Is your equipment correctly connected?
 - If you have a disk drive, is it unplugged? (*This program will not work if the disk drive is connected.*)
 - Is your tape recorder volume adjusted properly? (*You may need to turn the volume up or down a little.*)
 - Is your tape completely rewound?
2. Does your screen say “**I/O ERROR**”?
 - Press **STOP** on the tape recorder and rewind the tape to the beginning.
 - Then start over at Step **8** in the instructions.
3. Did your game stop in the middle?
If your game stops for any reason while you are playing, stop the tape, and start over at Step **7**.

If you've tried everything and are still having problems, there is a backup copy of **TIMEBOUND** on the second side of the tape. Turn the tape over and start again at Step **7**.

PLAY!

Waste No Time!

Plunge right in. Choose a level from 1 to 11. The higher the level, the harder it will be to catch Anacron. Press **ENTER** to activate your time viewer and get your bearings!



- You'll automatically begin traveling through time.
- Your starting year will appear in the calendar at the top of your screen, and will change as you travel.
- You will see Events passing on all sides, but because of your speed, you will not be able to identify them.

Somewhere in time, Anacron is clinging to one of these events. How can you discover where he is?

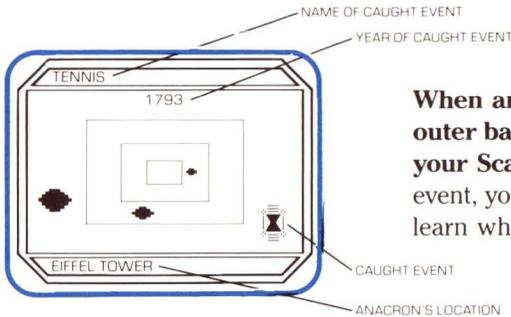
Scan and Plan

Your **Time Scanner** is the key. It's in the outer band of your screen, and looks like this.



When an event moves to the outer band you can catch it with your Scanner. By catching an event, you learn what it is. You also learn which event Anacron is on.

- Move your joystick left to rotate the Scanner counter-clockwise around the screen.
- Move the joystick right to rotate it clockwise.
- Center the joystick to stop. (Only left, right, and center positions of the joystick will affect the Scanner.)



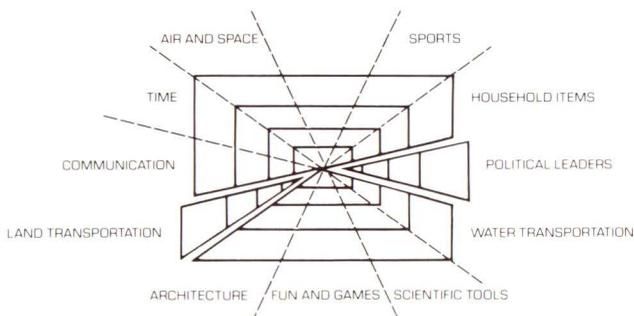
When an event moves to the outer band you can catch it with your Scanner. By catching an event, you learn what it is. You also learn which event Anacron is on.

Scanning Pointers

You'll notice that your Time Viewer cannot give you the year Anacron is in—it can only give you the event he is on. So, how will you find him among all the events on your screen?

Ah, dear Doctor, you must develop your knowledge of history!

- Your Time Machine will help you by dividing the events in history into **11 categories**.
- During a game, **each category is assigned to a scanner position in the outer band of your view screen**. All of the events in that category will come up in the same spot. (Category positions will change each time you play.)



- By moving your Scanner around the view screen and catching different events you can discover the positions of the categories.
- By keeping your Scanner in one spot, you can easily learn about the events within a category.

As you play, **Anacron will tumble from event to event and from category to category.** The higher your game level, the more categories he will use.

The more you travel, the more you will know about each line and its position, and the more quickly you will be able to pinpoint Anacron.

On the Fly

Once you have identified an event and discovered Anacron's position, you must move as quickly as possible to this location—or Anacron will lose his grip and tumble to another object. So be quick!

- **Make your best guess** about Anacron's year and category.
- **Look at the year you're in** and decide—should you travel forward or backward in time to reach your wayward assistant?
- **Press the red button** on your joystick to release your event, and on you go!

Are you moving toward Anacron's year? If not . . .

- Press the **SPACE BAR** to change your direction in time.

You can move anywhere in the time loop. If you reach the year 0, you will wrap around to 2000, and continue moving backward. If you reach 2000, you will wrap to the year 0 and continue forward.

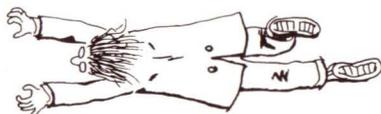
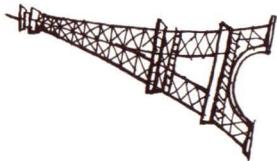


As you travel, you'll pick up speed. To slow yourself down, to check a category position or to check Anacron's position, catch an event in your Scanner.

Catch Him if You Can

So, how do you snare Anacron? Catch his event with your Scanner!

But, it's not easy. Remember, Anacron is traveling out of control. He can only hold on to an event for a short time before he tumbles to a new location. To complicate matters, as you get closer to him, you create time waves which cause him to lose his grip more often.



Luckily, **you'll hear a beep each time Anacron moves to a new event.** So listen carefully. The more beeps you hear, the closer you are to catching him!

Head right for his category and give chase. If you pass him in time, you can either lie in wait (heh, heh!) or reverse direction by pressing the **SPACE BAR**. Keep on his trail. If you snag his event with your Scanner, he'll appear before your eyes.

Just in the Nick of Time

Remember, time is of the essence. **You have only 15 minutes to play.** If you don't catch Anacron before time runs out, he'll be timebound forever.

Concentrate. . . pinpoint his location. . . Aha! You've got him! How clever you are! Your score—measured in time, of course, will be displayed on the clock at the top of the screen. Congratulations, Doctor, you've saved the day!

Press **CLEAR** to play again, or to end your game.

ACTIVITIES

Now that you're timewise, try these teasers!

That Was the Year That Was. . .

Each riddle below describes two events that happened in the same year. Can you figure out what the events are—and then, the year they share?

1. Sign your name with the greatest of ease,
Or do calculations as quick as you please.
2. Grab that pigskin, go out for a pass,
Or sail right through Africa—travel first class!
3. Speed up a river with steam to spare—
Or gently and safely, float through the air!
4. Fly to the clouds on a single winger,
Or see and hear Cantor in *The Jazz Singer*!
5. Give a hop or a jump—and you'll bounce right back,
Or use this new “shaker” to whip up a snack!

Which Came First?

- | | |
|--|---|
| 1. The motorcycle or the Model T? | 5. The Electric Razor or the Blender? |
| 2. Roller skating or Ping Pong? | 6. The Parachute or the Air Balloon? |
| 3. The Power Mower or the Flashbulb? | 7. Genghis Khan or Attila the Hun? |
| 4. The Cuckoo Clock or the Pocket watch? | 8. The Eiffel Tower or Grand Central Station? |

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TIMEBOUND™*

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