CHILDREN'S COMPUTER WORKSHOP
AN ACTIVITY OF
CHILDREN'S TELEVISION WORKSHOP

Cat. No. 26-2510

Star Trap™

A Cooperative/Strategy Game

Chase the shooting star through the maze. Learn the powers of the gates, and use your X's to trap the star!

For ages 7 and older.
Joysticks required.

MORE THAN JUST A GAME

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.** The aim is to create software that is wholesome and engaging, encouraging children to play constructively and learn actively. CCW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. The games are designed to be a family experience – where children and parents play together and learn from each other.

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.

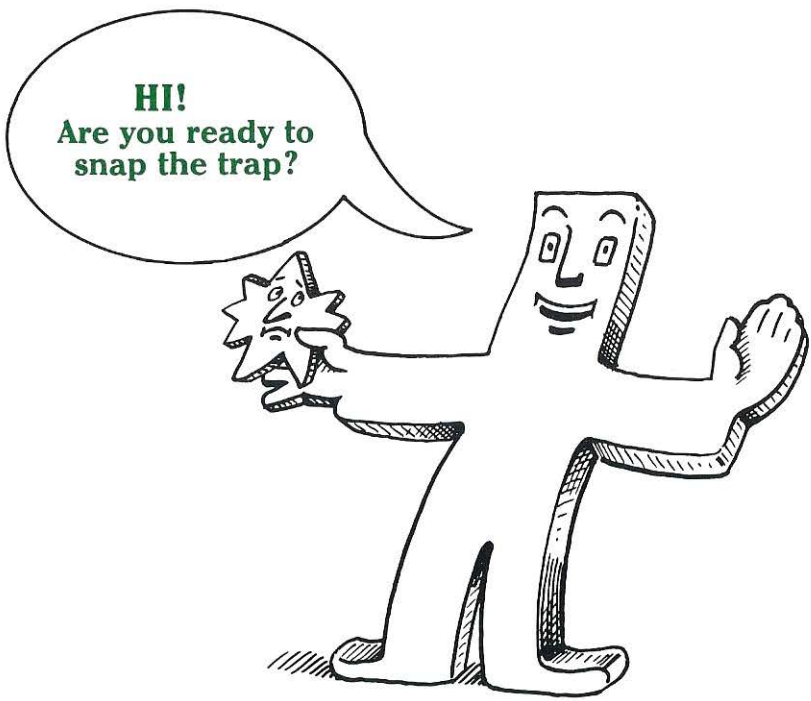
- The series for ages 3-6 presents "Basic Pre-School Skills"
- The series for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

COOPERATION AND STRATEGY SERIES

The Cooperation and Strategy Series, which includes **STAR TRAP,** encourages players to work together toward a common goal. Children play in an environment where they may share information, divide responsibilities, and build on one another's strengths.

STAR TRAP is a dynamic maze game where cooperation really pays off. The challenge is to trap a shooting star by blocking the paths with x's and using the special maze gates. One player can make a trap, but two players working as a team can play more efficiently. By talking and planning together, players will trap the star more quickly, and move to higher levels in the maze.

Star Trap



If you are, you're going to like playing **STAR TRAP.** It's a game made just for kids like you.

At Children's Computer Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game and the activities that go with it.

So, if you're ready for fun, read on . . .

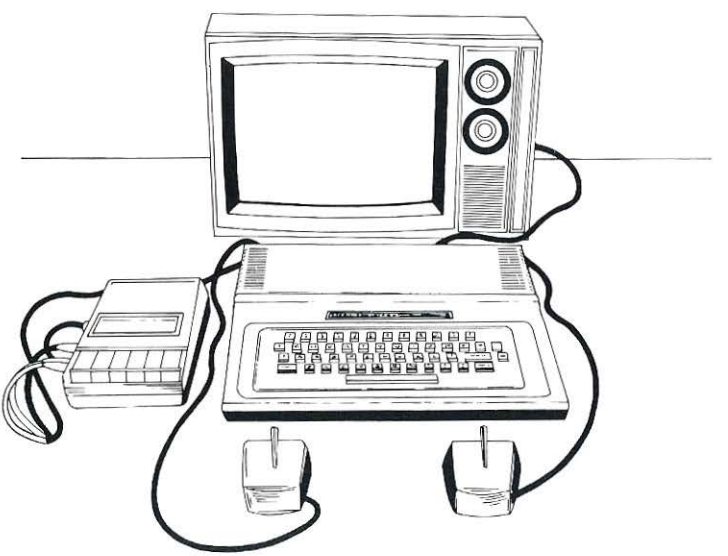
GET READY

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:

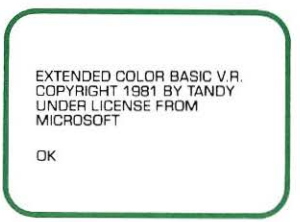


Note: This program will not run without Extended Color BASIC.

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.



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. Set the tape recorder volume control at **5**.
6. Insert your cassette into the recorder. Be sure the side you want is face up. Side 1 has the game; and side 2 has Build Your Own Maze.
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 shows S, the computer is Searching for your game. When it shows **F STAR TRAP**, that means the computer has found your game on the tape and is loading it into the computer's memory.

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

12. If you decide to change the number of players, you must re-load the game. Start from Step **7**.

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 **STAR TRAP** on the second half of the tape. Fast forward the tape to the middle and start over at Step 8.

PLAY!

There's a star on the loose
No time to relax,
You've got to stop it
In its tracks!

Put an 'X' in its path
Or go through a gate,
Snap that trap,
No time to wait!

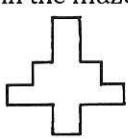
So put that star
Right in its place,
Ready, set –
Go win the race!

Star Trap Squadron

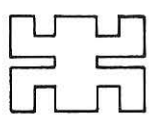
Red alert! There's a shooting star speeding through the maze – and it's up to you to trap it before time runs out. Are you up to the challenge?

The Chase Is On!

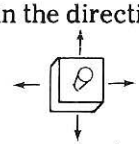
Here's what you look like in the maze:



Here's what the star looks like:



Use your joystick to move right or left, up or down. Moving through the maze can be a little tricky – so make sure that your joystick is pointing in the direction you want to go.



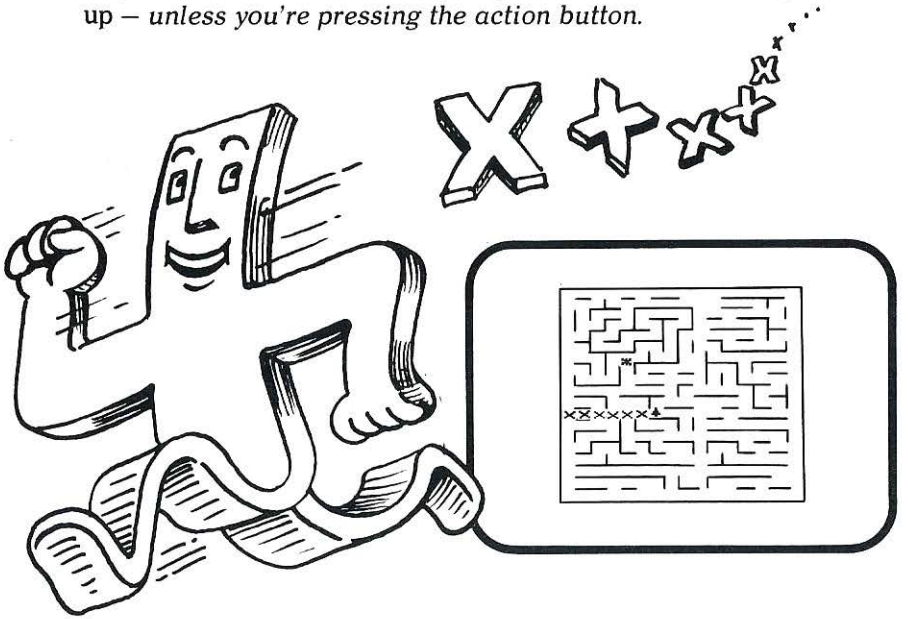
To make a turn, move your joystick before you get to the corner.

Remember, you're hot on the trail of the star – and there's no time to lose! So keep your eye on its path and plan your moves carefully.

X to the Rescue

Having trouble, star trapper? Seems like every time you think you've caught the star, it slips away? Don't worry – you'll catch it yet – because you have **X Power!**

Press the **red action button** on your joystick to place an **X** in the path. Your **X**'s will help you cut the maze down to size and block or trap the star. But watch out! If you go back over an **X**, you'll pick it up – *unless you're pressing the action button.*

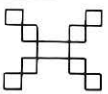
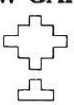
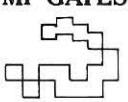
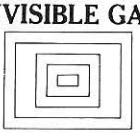
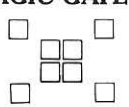


Use your **X**'s wisely – because you may run out of them. What to do then? You have two choices: backtrack and pick up some **X**'s from the path, or . . .

Go Straight to a Gate

If you're out of **X**'s, the **X** gate is the place to go. But there are many gates in this maze. *Each one has its own special power* – and that depends on who goes through it.

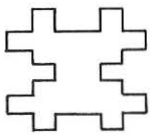
Here's a list of all the gates and what they do.

GATE	*PLAYER GOES THROUGH*	*STAR GOES THROUGH*
X GATE 	You get a new supply of X's; but the star can eat as many X's as you just picked up.	No effect.
SPEED GATE	You speed up.	Star speeds up.
SLOW GATE 	Star slows down.	You slow down.
JUMP GATES 	Enter one gate, exit other gate.	Enter one gate, exit other gate.
INVISIBLE GATE 	No effect.	Star is invisible for a short time.
MAGIC GATE 	No effect.	Star can move through walls for a short time.

As you can see, there are many different gates in the maze. Some will help you – but others will help the star. The gates will come up in different places every time you play – so check them out and use them when you can.

Blockers

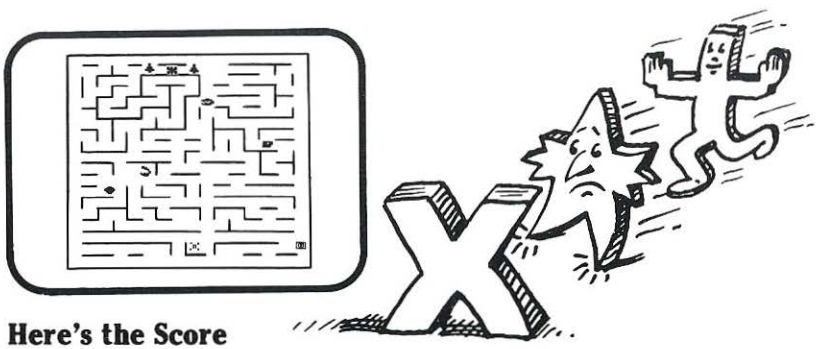
Blockers look like this:



and one might pop up in your path at any time. There's nothing to do but change your direction – or wait until the blocker disappears. If you're lucky though, a blocker might pop up in just the right place to help you trap the star.

Snapping the Trap

The star is tricky, but you can trap it – that means you've stopped it in its tracks. You can chase it into a dead end in the maze. Or you can place X's in the paths and trap the star between you and an X. And, if there are two players, try trapping the star between you.

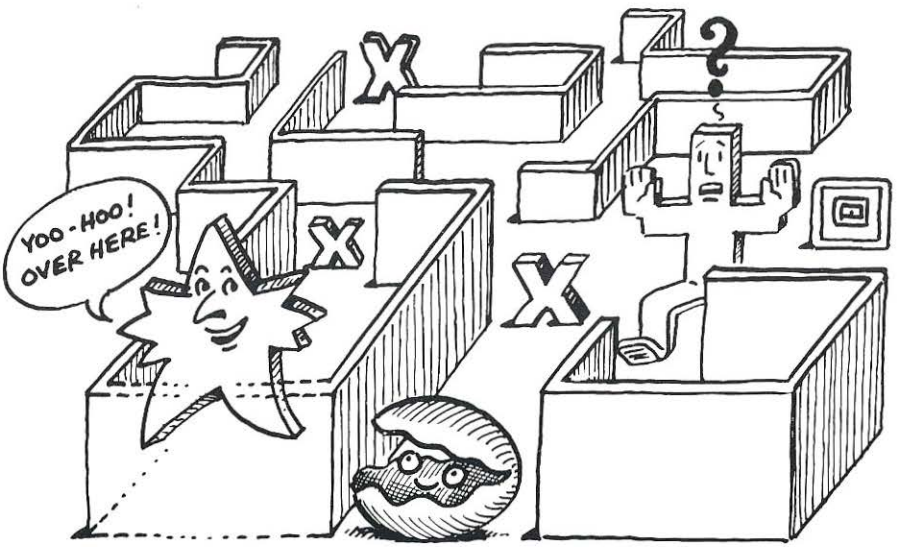


Here's the Score

As you play, you can see your score tick off at the top of the maze. Your score is based on how many X's you've used, and how much time you needed to trap the star. Each time you trap the star you'll see the score for that round, and then the total score for all rounds combined. *(When you reach level 8, you'll start with a new score for the invisible maze.)* The longer you take to trap, the lower your score will be. And, if you run out of time, you'll lose half your points. So, if you want a high score, be quick!

On the Level

Get ready. Remember, you have to press **ENTER** to start each round. You'll begin with an easy maze, but each time you trap the star, the maze will get harder. What makes a maze harder? More gates, more blockers to stop you, a small supply of X's, and a star that is harder to catch. And if that's not hard enough, just when you think you have the maze under control , there's a new challenge! The walls will disappear, and you will have to find new ways to trap the star!



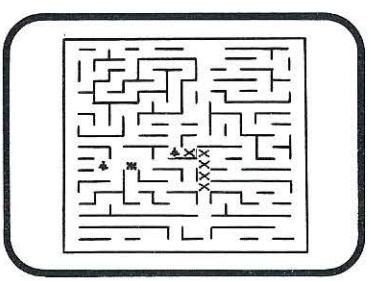
Time Out

As you play, be sure to keep an eye on the diamonds at the edge of the maze. If all the diamonds disappear before you trap the star, you'll get zapped and lose the round! Lucky for you, star trapper – you've got three lives. A zap will lower your score, use up one of your lives and then deposit you back in the same maze, at the same level, for another try. But you might as well know – 3 zaps and you're out of the game.

Trapping Tips

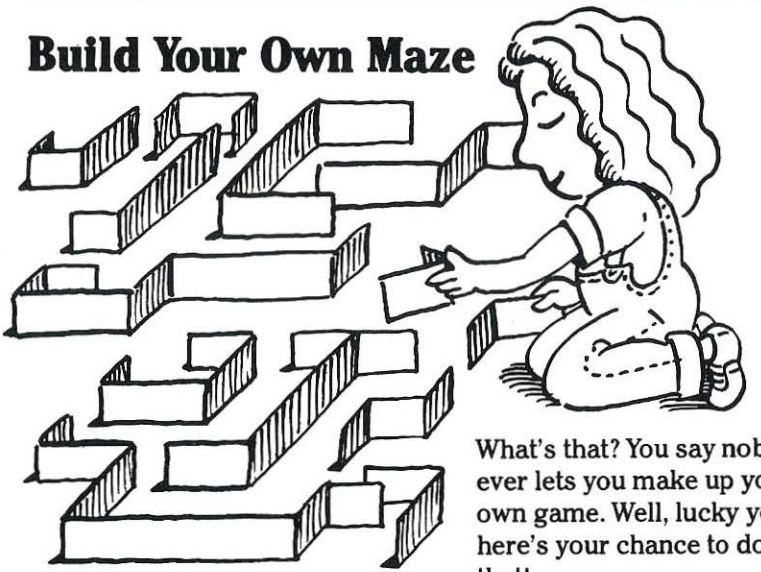
Here are some hints to help you trap the star:

- *CUT THE MAZE DOWN TO SIZE*
  You can make the maze smaller by blocking off sections with X's.
- *WATCH THOSE GATES!*
  The slow gate, the disappear gate, and the magic gate will help the star. For example, if the star gets into a slow gate loop, you'll be in big trouble. You'll be frozen until time runs out for that round! So keep the star away from those gates if you can.
- *TAKE A TRAPPING BREAK*
  Press ENTER to stop the clock and freeze the maze. This will give you a chance to see where you stand, and plan ahead. When you're ready to get back on the track, press ENTER and your game will start again. (When you **Build Your Own Maze** – see next page – you can't stop the clock this way – sorry!)
- *TRAPS FOR TWO*
  The best advice for a two-player game is **work together.** If one player goes out and blocks paths with X's while the other chases the star, the two of you will catch the star a lot faster.



Time is ticking away – so snap to it!

Build Your Own Maze



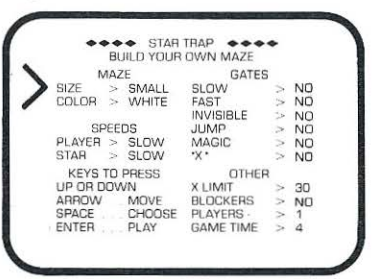
What's that? You say nobody ever lets you make up your own game. Well, lucky you – here's your chance to do just that!

Are you ready to be master of the maze? Wish you could get rid of that pesky disappear gate? Well, you can. Take this game apart and put it back together any way you want. Here's how:

Flip to Side 2 on your cassette and load the program as you did on Side 1.

Sizing It Up

The first thing you'll see is your choice screen, with a white cursor next to the first maze question – size.



How big do you want your maze to be? Press the SPACE BAR, and you'll see your choices: small, medium or large. When you see the size you want, stop pressing the SPACE BAR. Then press ↓ to move to the next question, and choose your maze color.

Answer every question in the same way:

- Press ↑ or ↓ to move the white cursor to each question.
- Press the SPACE BAR to see your answer choices.
- When you see the answer you want, move to the next question.

Are you ready to play? Check your answers carefully, and if you want to make changes, make them now. Then press ENTER to start your game. Presto! What you see is the maze you made! You'll soon find that building your own maze is a great way to practice playing, and to learn about each gate and how to use it best. What's more – you can change your maze every time you play – so you'll be seeing stars for as long as you want.

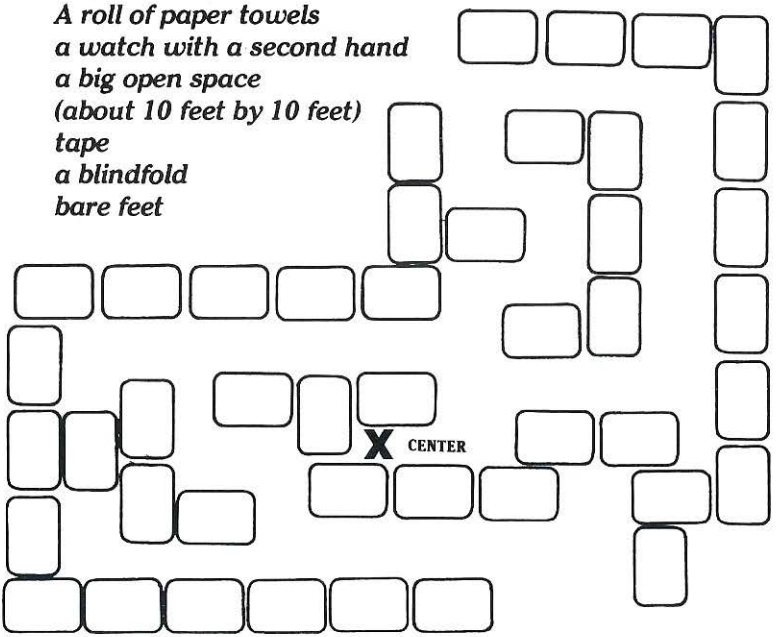
ACTIVITIES

The maze doesn't have to disappear when you turn your computer off. Here's one that you can unroll!

A-maze-ing Towels *(A maze for bare feet)*

You need:

A roll of paper towels
a watch with a second hand
a big open space
(about 10 feet by 10 feet)
tape
a blindfold
bare feet

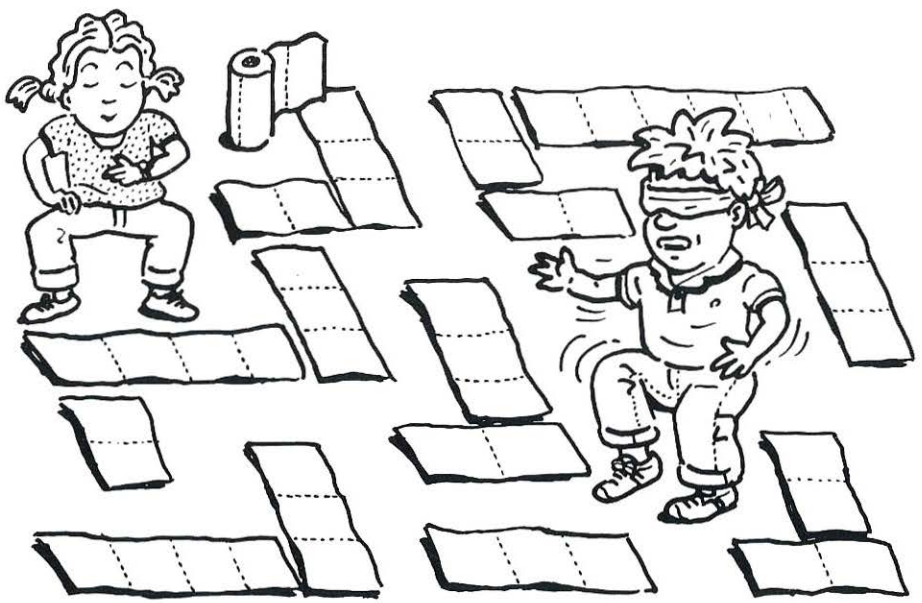


1. Check with your parents to make sure you can use the whole roll of paper towels.
2. Unroll the towels so they make a road along the floor. This is the beginning of your maze.
3. Make your maze look like this, or make up one of your own.
4. Use tape to hold all the towels together.

Now that your maze is ready, here are some games to play!

Find Your Way Out

1. Player 1, go to the center of the maze. Put on the blindfold.
2. Turn around three times.
3. Use your feet to feel your way to one of the ends of the maze.
4. If you want, let a friend time you as you make your way out of the maze. Then, time your friend. Which one is faster? Can you beat that time?



Meet You In the Maze *(A two-player game)*

1. Each player takes a blindfold and goes to one end of the maze.
2. Put on the blindfolds. Then walk through the maze and try to find each other. How fast can you do it?

Can you invent any games to go with the towel maze?

Follow That Star!

(A board-game chase)

You need:

4 pennies
1 dime
the board on the next page

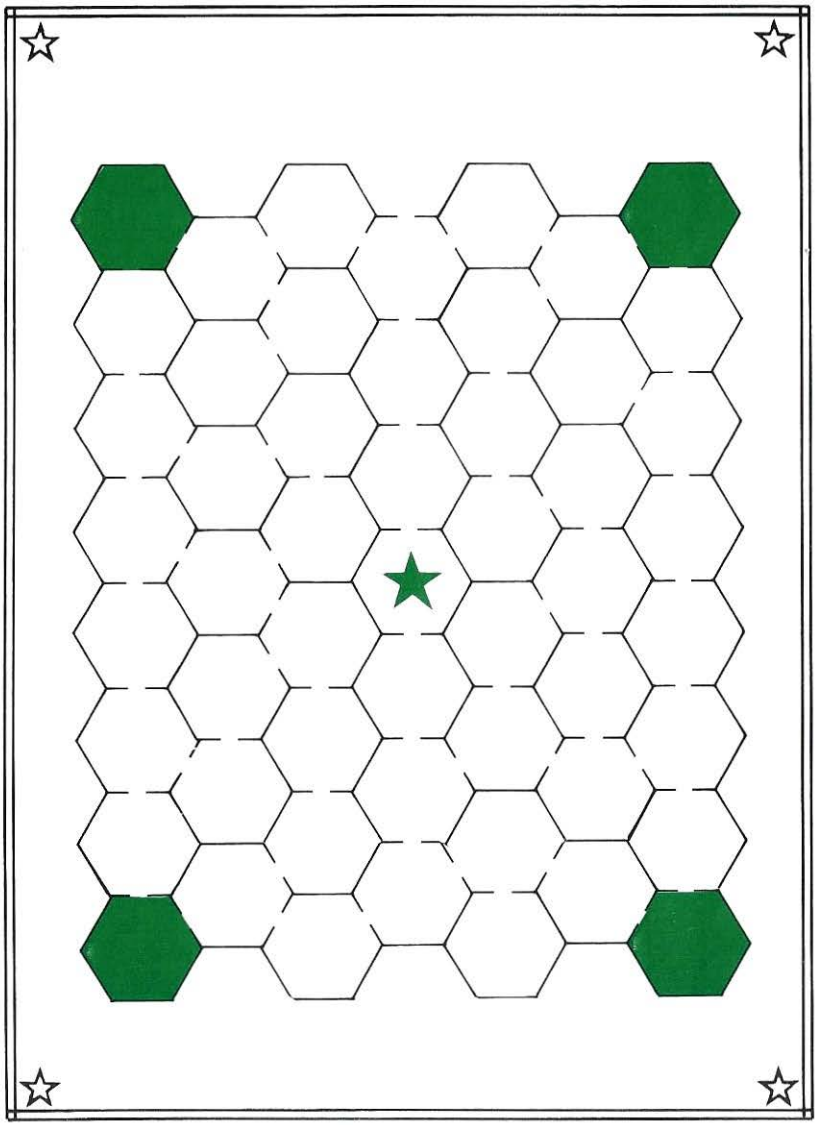
1. Choose which side you'll play—
   the Trapper *(pennies)* or the Star *(dime).*
2. The Trapper puts the pennies on the four green corners. The Star places the dime on the green star in the center.
3. Trapper, you move first. Move 2 pennies 1 space each. **You can only move between spaces that have openings in their walls.**
4. Now, Star, move your dime 2 spaces. **You can only move between spaces that have openings in their walls.**
5. Take turns moving around the board. Pieces can **not** jump over each other. Only one piece at a time is allowed in a space.
6. If the dime reaches any of the four green corner spaces, the Star wins!
7. If the pennies corner the dime so it can't move, the Trapper wins!

▷**HINTS:**

If you're the **Trapper,** your worst mistake is to try and chase the Star. It's too fast for you, and will probably get around you, reach a corner and win. Move your pennies very carefully to cut down the number of paths the dime can take. Keep cutting down those paths, and sooner or later, you'll trap the Star.

If you're the **Star,** your speed is your greatest power. The Trapper will need to use all his pennies to get you. Watch his moves. You may be able to use your speed in an "end run," and get into a corner before he can defend it. **Always** threaten empty corners. **Never** let yourself get stuck in dead-end spaces.

Follow that Star!



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