



## **Trails Help Contents**

The Contents lists Help topics available for *Trails*. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1.

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## About Trails

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Cosmi Corporation

Programming by Ron Paludan



## Playing the Game

### Object

The object of *Trails* is to trap the white arrow without crossing either the white or black trails. The game ends when you have collided with a trail for the third time.

### Starting a new game

On the Game menu, click New Game or click on the **Start Game** button to begin a game.

### Controlling direction

Use the keyboard arrow keys (← ↑ → ↓) to change direction



## Scoring

You receive one point for each black square created by your trail.



## Game Menu

### New Game

Begin new game.

### Pause

Pause game play.

### High Scores

View the top six previous scores.

### Sound

Toggle sound effects on/off.

### Exit

Exit Trails.

