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

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.