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# WORDMAKER

## LEARNING

A vocabulary and spelling game for 1-2 players  
(ages 6 and up)

by Dale Disharoon

Requires: ATARI BASIC Language Cartridge

One ATARI Joystick Controller

Cassette version (1):  
(APX-10099)

ATARI 410 Program Recorder  
32K RAM

Diskette version (1):  
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ATARI 810 Disk Drive  
40K RAM

Edition C

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# WORDMAKER

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# Introduction

## OVERVIEW

WORDMAKER is a fast-paced game for players of all ages. Young children practice spelling and reading. Adults develop more interest in language and start searching dictionaries for unusual words like rad, ret, or rue.

One or two players use Joystick Controllers to make three- or four-letter words. A digital timer ticks off seconds as the race begins. Each time you press the Joystick's trigger, the computer takes a fraction of a second to check if the word is legal or has already been used. As the game proceeds, the screen displays a list of each player's words. If you like, you can print the word list. At the end of the game, the name of the winner of a two-player game displays. In the one-player version, a player's high score displays. You then race against the clock and try to surpass your previous score.

## REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge  
One ATARI Joystick Controller per player

Cassette version

32K RAM  
ATARI 410 or ATARI 1010 Program Recorder

Diskette version

40K RAM  
ATARI 810 or ATARI 1050 Disk Drive

## OPTIONAL ACCESSORIES

An ATARI printer or equivalent printer

## CONTACTING THE AUTHOR

Users wishing to contact the author about WORDMAKER may write to him at:

Box 215  
Manchester, CA 95459

or call him at:

707/882-2477

## Getting started

### LOADING WORDMAKER INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. Plug the Joystick Controller into the first controller jack of your computer console.
3. If you have the cassette version of WORDMAKER:
  - a. Connect your program recorder to the computer and to a wall outlet.
  - b. Turn on your computer and your TV set.
  - c. Slide the WORDMAKER cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
  - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
  - e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

#### If you have the diskette version of WORDMAKER:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the WORDMAKER diskette with the label in the lower right-hand corner nearest to you. Close the door.
- c. Turn on your computer and TV set. The program will load into computer memory and start automatically.



## THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the screen fills with the words "WORD MAKER" and an image of the Wordmaker Machine. A short tune plays while the copyright notice emerges from the Wordmaker Machine. At the bottom of the screen two instructions display:

Press START to begin  
Press OPTION for instructions

## SELECTING YOUR OPTIONS

### CHOOSING THE NUMBER OF PLAYERS

Once you press the START key, WORDMAKER displays the word "PLAYERS:", followed by the number one. You use the first (far left) Joystick to make your selection. Push your Joystick forward to change the one to a two. Press the red trigger on your Joystick to make your decision.

### CHOOSING THE TIME LIMIT

Now the words "TIME LIMIT:" appear. Again, pushing the first Joystick cycles you through your timing options. You can select a one-, two-, three-, four-, or five-minute game. Press the red trigger on the Joystick to complete the selection.

### CHOOSING THE LENGTH OF WORDS

After choosing your time limit, the word "LETTERS:" appears on the screen. You choose three- or four-letter words by pushing the Joystick back and forth. Again, press the red trigger on the Joystick to complete your choice.

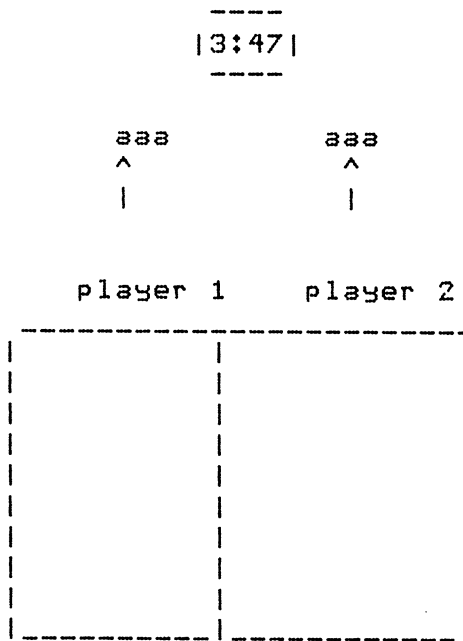
### ENTERING THE PLAYERS' NAMES

You now see a prompt at the bottom of the screen that reads, "ENTER NAMES/PRESS RETURN". Use the computer keyboard to enter each name, which can be up to ten letters. Press the RETURN key after each entry. You can use the DELETE/BACKSPACE key to correct typing mistakes. If you don't want to enter any names, simply press the RETURN key. The computer will use "Player 1" and "Player 2" as names.

## USING WORDMAKER

### PLAYING THE GAME

A digital timer immediately begins counting down from your chosen time limit. Three letters display for each player. Push your Joystick left or right and an arrow appears beneath the word. The game screen looks like this:



You create words by positioning the arrow under the letter to be changed. Push the Joystick forward to cycle forward through the alphabet. Pull it back to cycle backward. Be gentle with the Joystick. A slight nudge in any direction causes movement. Press the red trigger button when you think you have a word. The computer immediately checks your word against its data bank of words. One of three things happens.

1. If your word isn't a real word, two small arrows flash and you lose five points.
2. If your word has already been used by either you or your opponent, the word

USED

flashes on the screen. You lose no points for trying a "USED" word.

3. If your word is really a word and has not been used, you earn five points and the word displays in your playing area.

You may not use proper names, plurals, or abbreviations.

When the timer reaches thirty seconds, your Joysticks freeze for a few seconds and the message

### 30 SECOND WARNING

flashes above your words. You can examine your progress and plan your final strategy.

When the timer reaches zero, the words

### TIME'S UP \* OPTION/START

display. You now have the option of printing your word lists. Turn on the printer and the interface module, if applicable, and press the OPTION key to start the printing. A tone sounds when the printing is finished. If you want to bypass the PRINT option, press the START key. The scoreboard will display on the screen. NOTE: You can end the game early (before the timer runs out) by pressing the START key.

### THE SCOREBOARD AND NEXT MATCH

For the one-player game, the computer displays the player's current score and high score.

For the two-player game, the computer displays a record of wins and the prompt:

### SAME GAME

Pressing the "N" (for no) key returns you to the WORDMAKER MENU where you can choose new options. Pressing "Y" lets you keep the same players' names, time limit, and choice of three- or four-letter words. You now see the prompt:

### RENEW WORDS?

If you press "Y", all of the words in the data bank are restored for use in the next game. Press "N" and you won't be able to use

the words from the previous game. This choice forces players to use different words and the competition mounts. Now, press the START key to begin your next match.





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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

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2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Use (non-game programs)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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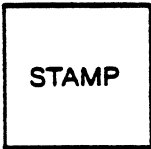
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From

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