

DYNACOMP

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# CHILDREN'S CARROUSEL

*ATARI VERSION*

## CHILDREN'S CARROUSEL (Atari Version)

(C) 1984 By DYNACOMP, INC.  
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### GETTING STARTED

CHILDREN'S CARROUSEL is provided on an autoboot disk. It does not use BASIC. Therefore, remove all cartridges, turn on disk drive, insert diskette, and turn on computer (XL Owners: Hold down OPTION key). Once started, the program will run until the machine is turned off.

Age Level: 2-6  
Requirements: 48K RAM

### INTRODUCTION

The program opens with the Musical Carrousel. Shortly afterward, you will see a Table of Contents on the screen. To select a game, press a number from 1 to 9. For the convenience of parents and teachers, written instructions are flashed on the screen at the start of each game selection. Although these games are designed for children to use on their own, you will probably want to go through the games once with the child to be sure he or she understands what to do. The "ESC" key will return you immediately to the Table of Contents except during the operation of the Carrousel.

In these games, there is no "keeping score." Children are notified of wrong answers by a buzz. Pressing a key which is inappropriate for a particular game produces two short buzzes. Right answers are rewarded by the appearance of a portion of a Carrousel Horse. When the appropriate number of horses is completed (it varies from game to game), the Carrousel goes into operation. After the Carrousel, the same game begins again. Press "ESC" to cut short the operation of the Carrousel and return to the same game.

### THE GAMES

#### ALPHABET SONG

**Skills:** Letter Recognition. Alphabet.

**Play:** When this game is selected, the "Alphabet Song" will play and the appropriate letter will appear with each note. The notes are paced so children can sing along. When the song is finished, the letters will disappear and the music will start again. No action is required until you wish to stop the song. Then press any key.

#### SHOOTING STARS

**Skills:** Coordination. Recognition of Cause and Effect.

**Play:** Shooting Stars is designed for very young children who want to get into the act. Except for "ESC" and the space bar, any key pressed

will cause a "beep" and a colored star placed randomly on the screen. Hit the space bar to clear the screen.

#### SAME OR DIFFERENT

**Skills:** Shape Recognition and Comparison. Concept of Same and Different.

**Play:** Two shapes, both the same color to avoid confusion, appear on the screen. Press "S" if they are the same. Press "D" if they are different.

#### SHAPE MATCHING

**Skills:** Shape Recognition and Differentiation. Comparison and Selection of Matching Shapes.

**Play:** The object is to match the shape which appears in the box to one of the shapes at the top of the screen. These shapes are numbered 1 to 4. Answer by pressing the correct number key.

#### COLOR CATCH (Requires color display)

**Skills:** Color Differentiation. Memory. Concentration.

**Play:** A large square of color is flashed on the screen, to be replaced shortly by four smaller colored rectangles with numbers printed inside them. Remember the color appearing in the large square and find it among the rectangles which replace it. Answer by pressing the appropriate number key.

#### LETTER INVADERS

**Skills:** Letter Recognition and Matching. Typewriter Keyboard.

**Play:** The alphabet is presented in random order with four letters appearing on the screen at a time. Press a key which matches any of these letters. The laser gun will position itself beneath that letter and shoot. The letter explodes, disappears, and is replaced by another.

#### COUNTING CHALLENGE

**Skills:** Numbers 1-20. Counting.

**Play:** Two numbers of a three number counting sequence appear on the screen. The object is to fill in the blank with the number which completes the sequence. Answer by pressing the key or keys for the correct number. (If you see "10 11 -- ", press "1" then "2".) After three wrong answers, the correct number is displayed, followed by a new problem.

#### ALPHABET ALERT

**Skills:** Letter Recognition. Alphabet.

**Play:** Two letters from a three-letter portion of the alphabet appear. Answer by pressing the key that completes the sequence. (If you see "E -- G", press "F".) You have three chances to find the right letter.

## TYPEWRITER

Skills: Letter and Number Recognition. Typewriter and Computer Keyboard. Could also be used for Reading and Spelling Practice or Word Games.

Play: Typewriter works much as you would expect. It will reproduce all 64 printable characters. There are four lines with 8 to 12 characters per line. "RETURN" does a carriage return. The Space Bar, Cursor Controls, and most non-printable characters produce a space. The DELETE key will erase the last character typed. It can also be used to backspace across a line, erasing a space as wide as the last character typed, until it reaches the beginning of the line. The end of a line is signaled by a "beep." The next character will be at the beginning of the next line. When the screen is filled, any non-printable character (except DELETE or "ESC") will clear the screen. Any printable character will clear the screen and appear in the upper left corner.