

\$15.00

FISHING
FOR
HOMONYMS

by
P.H.E.S.I.S.

YOUR WORD-CARDS ARE:

SON FLEA HEARD FLOUR

What word do you want?

COMPUTER 4

HUMAN 2

requires BASIC cartridge CXL4002
and 16K RAM

written for the ATARI* computer.

*ATARI is the trademark of ATARI, INC.

FISHING for HOMONYMS

INTRODUCTION: FISHING for HOMONYMS is based on the card game FISH. The purpose of the game is to reinforce the recognition and spelling of homonyms.

There are 3 "decks" of word-cards, each containing thirteen sets of homonyms. The computer chooses one of these decks, shuffles, and deals 5 cards to the player and 5 cards to itself. Two points are scored each time a player enters a pair of homonyms. The winner is the player with the most points.

LOADING PROCEDURE:

Place the cassette into the program recorder

Type: CLOAD (RETURN)

Press the play button on the recorder

Press the (RETURN) key on the computer

After successfully loading the program,

Type: RUN (RETURN)

DIRECTIONS: The name of the program and the question "DO YOU NEED INSTRUCTIONS?" appears on the screen. Enter a Y or YES

if you want the instructions. If you enter an N or NO, the program will continue. The directions are two pages long. The START key must be pressed for the program to continue.

If you have entered NO, or after you have read the instructions, the screen will clear and GOOD LUCK will appear. This message will remain on the screen for a few seconds while the program chooses one of the three groups of homonyms. Once the chosen group of words have been shuffled, the computer will deal you five word-cards and ask you if you want to go first. Enter a 1 if you want the computer to play first; a 0 if you want to play first. It is to your advantage to play first because the first player is allowed to play two sets of homonyms on the first turn, so even if you do not have a set of homonyms in your hand, you are denying the computer the chance of playing two sets of homonyms.

If you choose to play first, you will be asked "WHAT IS YOUR PAIR OF HOMONYMS?".

Enter a "P", for PASS, if you do not have a pair of homonyms. Enter one of the words, press (RETURN) key, and enter the second homonym (RETURN) key if you have a set of homonyms. If the words entered are homonyms, the computer will play a short tune, flip the display, and print "THAT IS A GOOD PAIR". If the words entered are not homonyms or one of the words is NOT in your hand, the computer will tell you so and give you another chance to enter a pair of homonyms.

When the computer prints "WHAT WORD DO YOU WANT?" enter the homonym of one of the words in your hand. If the computer has that word, it will put it in your hand. If the computer does not have that word it will tell you GO FISH and place the next word-card from the deck in your hand.

Now it is the computer's turn. The computer will look at its hand and ask you for a homonym. The word that appears after DO YOU HAVE THE WORD _____? is the word that the computer wants. If you do not have the word enter an "F". If you do have the

word, enter an "H". The H and F in the question DO YOU HAVE IT OR SHOULD I FISH? are in reverse video to remind the player of the letter that should be entered. DO NOT enter the letter in reverse video.

If you have the word that the computer wanted, the computer will display both words, play a tune, turn the display upside down, correct the display and pause for a few seconds so that you can study the words. If the computer FISHed, it takes the next available word-card and compares it to every word in its hand. If it has a set of homonyms, it will display them.

The game continues, alternating plays between the player and the computer until there are no more word-cards in the deck and one of the players is out of cards. Two points are scored for each set of homonyms played. The score is displayed at the bottom of the screen throughout the game. When the game is over, the screen clears, the computer flips the display and prints the scores.

Should the deck run out of word-cards and the player tell the computer to FISH repeatedly when the card is in his hand, the computer will quit playing.

Although T.H.E.S.I.S. is unaware of any errors, we will try to rectify any program errors if we are made aware of them. Customizing of the program must be done by the buyer in his locale.

MODIFICATIONS: Lines 600 - 613 contain the DATA used in this program. List lines 600,603.

600 DATA FLEEFLEAHERDHEARDHAREHAIRSONS
UNFLOWERFLOURPEAKPEEKPANEPAINMEETMEATB
EARBARETAILTALREWIRINGRINGSELLCELLBYBYE

601 DATA 1,4,5,8,9,12,13,17,18,21,22,2
5,26,28,28,31,32,37,38,42,43,46,47,50,
51,54,55,58,59,62,63,66,67,70,71,74

602 DATA 75,78,79,82,83,87,88,91,92,95
,96,99,100,101,102,104,1,8,9,17,18,25,
26,31,32,42,43,50,51,58,59,66,67,74

603 DATA 75,82,83,91,92,100,104

Line 600 contains 13 pairs of homonyms. The length of the DATA should NOT exceed 104 letters. The homonyms are listed as sets. The next three lines contain the location of the words. Line 601 and half of line 602 contain the beginning and ending location of each word. FLEE is the first word in line 600; the first two pieces of DATA in line 601 are 1 and 4. Find the number 104 in line 602. This is the last letter in the word BYE. The rest of the DATA in line 602 and line 603 are

beginning and ending locations of each SET of homonyms. The 1 is the F in FLEE; the 8 is the A in FLEA.

If the DATA is replaced with new homonyms, this format must be followed or the program will not print or recognize homonyms correctly.

PARENT/TEACHER GUIDE

FISHING for HOMONYMS is one of several learning programs that uses word-cards. If your child is not familiar with the card game FISH, you may want to introduce it to him before he plays FISHING for HOMONYMS.

In the classroom, the children can play this game with each other if you make up a deck of homonyms with 3x5 cards. Four to six children can play with a deck of 52 cards (26 sets). Score two points for each pair of homonyms played. The person with the most points wins.

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