

\$15.00

GUESSWORD

by

↑.H.E.S.I.S.

GEORGE

the
clue
is.....

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@ ◆ @

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AMOUNT

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GEORGE ∅

requires BASIC cartridge CXL4002
and 8K RAM
written for the ATARI computer.

GUESSWORD

INTRODUCTION: Based on the popular TV game Password, GUESSWORD enriches the vocabularies of students. It is written for upper elementary and Junior High students. One of two players can participate in this program.

The twenty sets of words in the DATA lines are familiar yet challenging. The clues are given to the players by the girl who appears on the screen. Her facial expressions change when she thinks of a clue, gives the secret word, and congratulates the player who guessed the word. If either player guesses the word on the first turn, that player is awarded ten points; five points are awarded on the second turn. If the word is not guessed after two tries, the secret word is displayed and no points are awarded. The game stops when one player reaches or surpasses the goal of 25 points. During the course of the game, a group of words may be repeated with the same or different secret word.

LOADING PROCEDURE:

Place the cassette into the 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

DIRECTIONS: A welcome appears on the screen and you are asked if you need directions. If you type Y (RETURN), a short review of the instructions will appear. Press (RETURN) to continue the program. If you type N (RETURN) the program will continue.

HOW MANY PLAYERS? - Enter a 1 or a 2. If any other number is entered the program will ignore it. If a letter is entered, the program will end. After entering the number of players, the program asks you to enter the name of the players. The program allows for eight letters in each name. Letters past the eighth will be ignored when the program prints that person's name.

The names of the players and their scores will appear on the bottom of the screen. The name of the player whose turn it is will appear on the left side of the screen. The girl on the right will display the clues for each player. The question mark indicates that the program is waiting for your reply. Type in a word that is a synonym of the clue. If the word is correct, the computer will sound and 'that is correct' will appear on the left side of the screen. If the word is not guessed after each player has two turns, the computer will buzz and the girl will display the secret word. The player who correctly identifies the secret word will be given the first opportunity to guess the next secret word. If neither player can guess the word, the last player who was asked to make an entry will be given the first turn to enter a word for the next clue.

The players will continue to alternate entering their answers until one of the players reach or surpass the goal of 25 points. A player scores 10 points if the word is correctly identified on his first turn; five points on the second.

MODIFICATIONS: The lines 100 through 129 contain the DATA for this program.

List lines 128,129. The following lines should appear on your screen:

128 DATA 1,5,6,9,10,12,14,18,19;25

129 DATA TRAILPATHROADROUTEWALKWAY

The DATA in the even numbered lines corresponds with the word placement in the following line. Each odd numbered line contains five words. To change the DATA enter five synonyms as one word. These words MUST be entered as a single piece of DATA. DO NOT use spaces, commas, or other characters in place of, or between the words.

The DATA on the preceding line indicates the beginning and ending positions of each word. The P in PATH begins in the sixth position and ends with the H in the ninth position. Hence, the second set of numbers in line 128 are 6,9. If these numbers do not correspond with the beginning and ending positions of the words in the following DATA line, the program will give erroneous clues.

This program can be modified for younger children by using words from their reader, speller, etc.

The words in the DATA lines should be replaced periodically with new words so that the program does not become redundant.

When replacing the words in the DATA lines, only a few of the words should be replaced at one time so that the student can review some of the words while learning the others.

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.

PARENT/TEACHER GUIDE

GUESSWORD can also be used to improve a student's spelling because the program does not recognize misspelled words.

Before playing GUESSWORD on the computer, you may wish to introduce its concepts with a game. In the classroom, the children can be divided into two teams. The captain of each team is given the same word on a card. This is the 'secret' word. Each captain takes a turn giving one-word clues to his/her teammates. The team that correctly identifies the secret word first is the winner.

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T.H.E.S.I.S.

P.O. Box 147

Garden City MI 48135

(313) 595-4722