



Homer Bear's



HONEY CRAZE

NEWWORLD



### **Note to Parents**

**HOMER'S HONEY CRAZE** was carefully designed to assist children in developing a number of educational skills. They must learn to quickly and accurately solve arithmetic problems, since they are working against a clock which is counting down. If they do not remember the sum of two numbers or the multiplication tables, the right answer is available immediately by pressing the "fire" button, but the score is penalized. Children will also quicken their visual perception, a skill needed for fast, accurate reading. To intensify the child's motivation, the sandman was added, and the very best computer techniques were used. You will find that **HOMER'S HONEY CRAZE** is not only educational, but children will play it with the same enthusiasm they do the very best video games.

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## GETTING STARTED

1. Turn on your disk drive and wait for the busy light to go out.
2. Insert the program disk into the disk drive.
3. Turn on your computer.

Homer's Honey Craze will automatically load and run. You may then remove the program disk and store it in a safe place. The program will run for as long as you desire.

## CHOOSING THE PROPER SKILL LEVEL

Homer's Honey Craze has five different options and four different skill levels, and here's how they work.

### OPTION KEY

**ADD:** All questions will be addition.

**SUBTRACT:** All questions will be subtraction.

**MULTIPLY:** All questions will be multiplication.

**DIVIDE:** All questions will be division. Division is indicated by a slash, i.e.  $4/2=2$ .

**RANDOM:** This level will randomly choose from add, subtract, multiply and divide each time a question is answered.

## SELECT KEY

**BEGINNER:** This option will not ask any questions with answers above 14 for add and subtract and 49 for multiply and divide. The bonus timer counts down slowly.

**NOVICE:** This option will not ask any questions with answers above 62 for add and subtract and 49 for multiply and divide. The bonus timer counts down faster.

**ADVANCED:** This option will not ask any questions with answers above 126 for add and subtract and 225 for multiply and divide. The bonus timer counts down still faster.

**EXPERT:** This option will not ask any questions with answers above 254 for add and subtract and 225 for multiply and divide. The bonus counter counts down quickly.

**PRESS THE START KEY TO PLAY**

**PRESSING SYSTEM RESET WILL START THE GAME OVER**



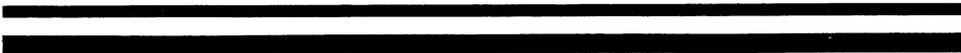
## FUNCTION KEYS

**'S':** This key turns off the main song, but leaves right answer, wrong answer, halftime and rollout music active. To turn the main song back on, press the **'S'** key again.

**'P':** This key is used to pause the game when playing. Pressing the **'P'** key stops everything, and the questions and answers turn off until the **'P'** key is pressed again. At this time Homer will be placed in the upper left corner of the cave, and normal game play will resume.

## MOVING HOMER

Homer travels in any direction except through the walls. Pressing the "fire" button will change both the question and the right answer to blue. Homer cannot be moved until the answer has changed back to yellow (about 4 seconds). Homer can now pick up the answer and attempt to get away. Be careful, because the sandman can still catch him while the answer is blue.



## LOOKING IN THE CAVE

The question to be answered is located at the top of the screen, i.e.  $n+n=?$ . If the answer to the question is larger than 99, then the hundreds digit will be shown after the equal sign. The answers are the two-digit numbers located randomly through the maze. All but one of the answers are wrong, and you must find the right answer.

The doors are dark red or locked when the question hasn't been answered. When the question is answered correctly, the doors turn white, allowing Homer to walk through them (the maze caves are on an 8x8 grid). Use the joystick to walk Homer in the desired direction to the correct answer and walk over it. If the answer is the right one, all of the answers will disappear, and the question will turn blue. The correct answer will be displayed after the equal sign. The doors will change color and Homer can proceed to the next maze by walking through the door. If the answer is the wrong one, you will lose a life and Homer will be placed in the upper left corner of the screen.

The bonus timer counts down to zero. When the count drops below 500, a low on-time song will play. When the timer reaches zero, you will lose a life, and the right answer and question will flash until you pick it up.

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## **WATCH OUT FOR THE SANDMAN**

The sandman roams through the mazes trying to get Homer and throw him out. The sandman can see around corners and will home in on you, so be very careful or you'll lose a life!!

## **LOWER PART OF THE CAVE SCREEN**

**SKILL:** The question that is being asked.

**BONUS:** The bonus timer or time that is left after getting the answer. It is added to the score.

**SCORE:** The score of the game that you are playing. You receive an extra life for every 20,000 points.

**LIVES:** The number of lives left plus the active Homer being played. You can get a maximum of six lives or five Homer heads plus the Homer that you are playing with.



## FINDING THE HONEY POT

The honey pot maze cave is yellow and has two red doors that lock the honey in. When the doors are open, run the Homer over the honey pot. You will receive a 5000 point bonus and an extra life each time you reach the honey. Now you'll see the surprise!



See me in my next adventure, **HIVE 'N' SEEK!**

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## Warranty Policy

If this program ever fails to boot because of factory defect, return the program and instructions plus \$2.50 for postage and handling to:

**NEW WORLD SOFTWARE  
2866 DEL LOMA DRIVE  
CAMPBELL, CA 95008**

## **ACKNOWLEDGMENTS**

Programmers: Eric Small and C. A. McClellan

Artwork: Steven Wallgren

Music: Dan Gallagos

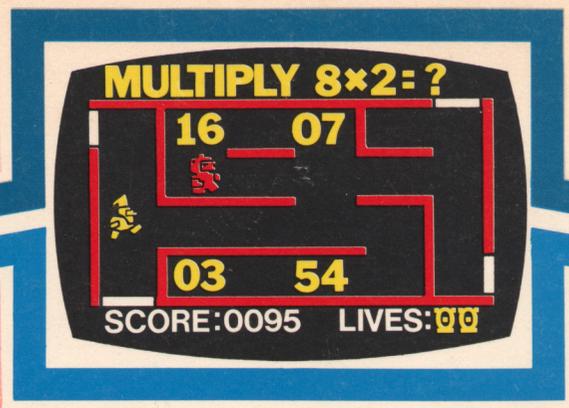
Special thanks to Mission College for the printing of the instructions.

Homer Bear's name and character are copyrights of Eric Small and Steven Wallgren.

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## HOMER'S HONEY CRAZE

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It's springtime and time for Homer Bear to get up, but Homer's hungry and wants the honey that is hidden somewhere in his cave. However, Homer's forgotten that each one of his maze caves has a mathematical combination that must be solved and picked up before the doors leading to the sweet honey will unlock. The sandman doesn't know about **HOMER'S HONEY CRAZE** and wants him to get out in the fresh air, so he chases Homer. Try to avoid the sandman and get the honey to satisfy **HOMER'S HONEY CRAZE**.

**AGES: 7 and above**

**SKILL LEVELS: ADD, SUBTRACT, MULTIPLY, DIVIDE AND RANDOM.**

**OPTIONS: BEGINNER, NOVICE, ADVANCED AND EXPERT.**

**MEMORY REQUIRED: minimum 32K**

**ACCESSORIES REQUIRED: DISK DRIVE AND JOYSTICK**

**HOMER'S HONEY CRAZE** is a mathematical equation-solving program that helps your child learn not only to solve mathematical problems, but also improves his or her eye-hand coordination and reading skills.

