

# RHYMES & RIDDLES™

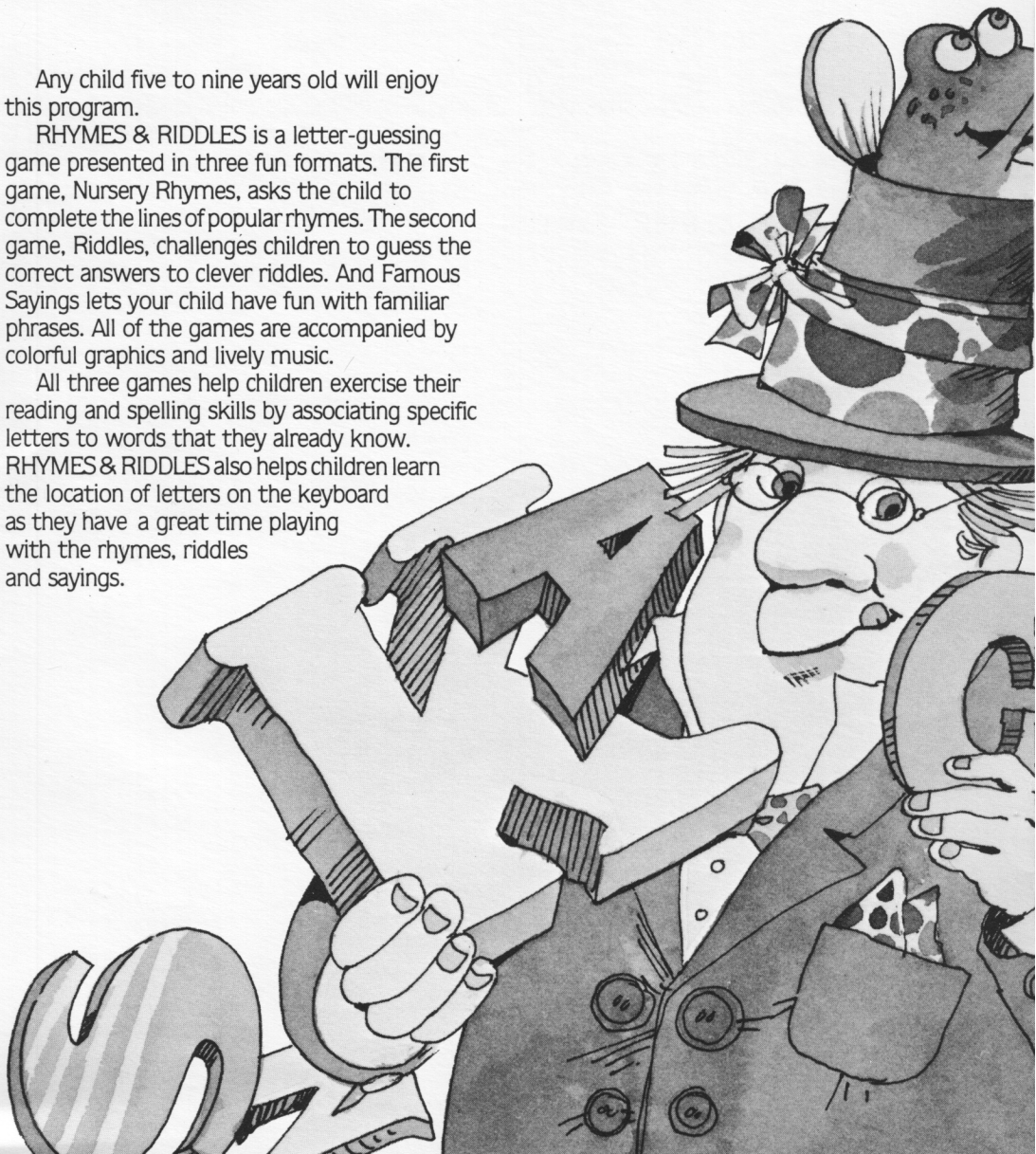


## NOTE TO PARENTS

Any child five to nine years old will enjoy this program.

RHYMES & RIDDLES is a letter-guessing game presented in three fun formats. The first game, Nursery Rhymes, asks the child to complete the lines of popular rhymes. The second game, Riddles, challenges children to guess the correct answers to clever riddles. And Famous Sayings lets your child have fun with familiar phrases. All of the games are accompanied by colorful graphics and lively music.

All three games help children exercise their reading and spelling skills by associating specific letters to words that they already know. RHYMES & RIDDLES also helps children learn the location of letters on the keyboard as they have a great time playing with the rhymes, riddles and sayings.





## LOADING THE PROGRAM

### Apple II +/-Ile®

1. Put the disk in the disk drive and close the door.
2. Turn on the computer and the monitor. The game will start automatically.

NOTE: If you are using an APPLE IIe, press the **CAPS/LOCK** key before playing the game.

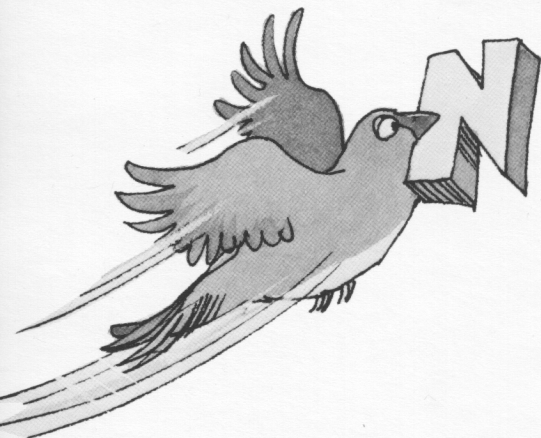
### Atari®

1. Turn off the computer.
2. Make sure the Basic Language Cartridge is plugged into the computer.
3. Turn on the disk drive.
4. Wait until the red light goes out. Put the disk in the disk drive and close the door.
5. Turn on the computer and the monitor. The game will start automatically.



## Commodore C-64™

1. Turn on the disk drive and wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the disk in the disk drive and close the door.
4. Type **LOAD "SPIN", 8**
5. Press **RETURN**
6. Once **READY** appears on the screen, type **RUN**
7. Press the **RETURN** key.
8. The program will start automatically.



## IBM®

NOTE: The first time you use this program, you must put a copy of the Disk Operating System (DOS) on the disk. You only need to add DOS 1.0 or 1.1 once.

### TO ADD DOS:

If you have one disk drive:

1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the **←** key.
4. When **A >** appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**  
Press the **←** key.
6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.

In response to prompts for drive B:,  
Insert the DOS disk and close the disk drive door. Then strike any key.

In response to prompts for drive A:,  
Insert the program disk and close the disk drive door. Then strike any key.

When **A >** appears on the screen with the flashing cursor after it, DOS has been added to your disk.

8. Remove the disk from the disk drive and turn off the computer.



## PLAYING THE GAME

If you have two disk drives:

1. Put the DOS disk into drive 1:(A:); Put the program disk into drive 2:(B:); Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, Press **[←]** key.
4. When A > appears on the screen, Type **B:INSTALL2**  
Press the **[←]** key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer.

### TO PLAY THE GAME:

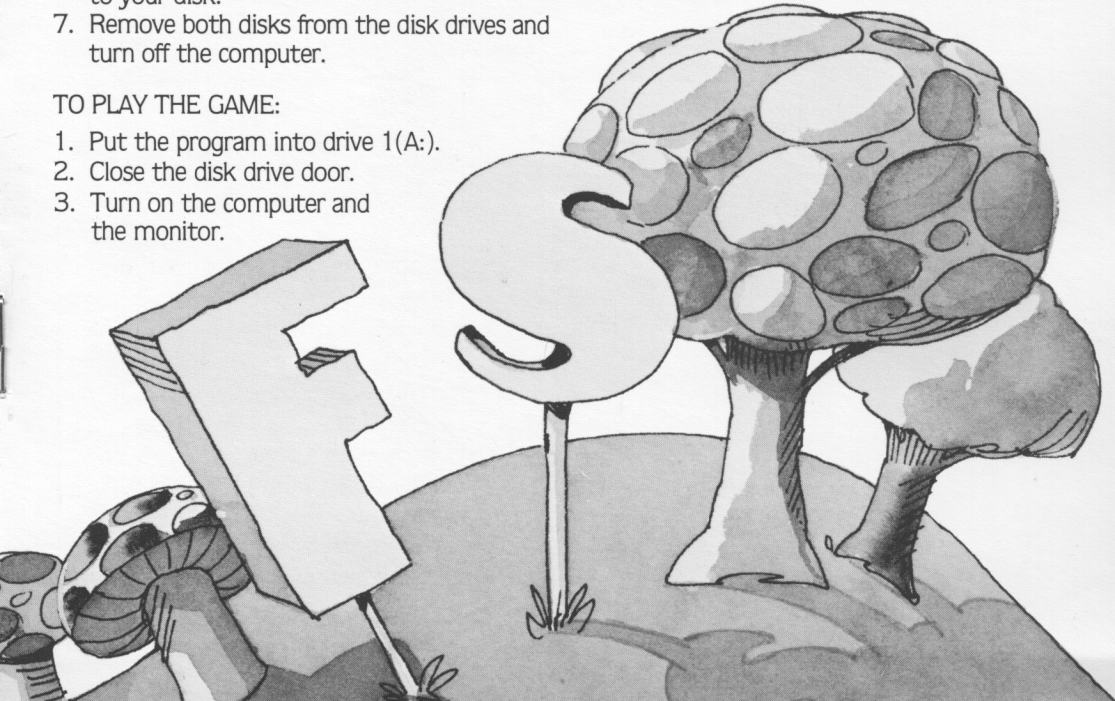
1. Put the program into drive 1(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.

In each game you are given a series of blank spaces. You type in letters to fill in the blanks and complete the line.

If you guess six incorrect letters the computer will complete the line for you. Once you have completed the lines, the computer will display colorful graphics and play familiar songs.

At the end of each rhyme, riddle, or famous saying, you are asked whether you want to play again. Press **[Y]** for yes and another cycle will begin. Press **[N]** for no, and you will return to the main menu where you can choose another game to play.

To return to the main menu at any time during the game, press the **[ESC]** key.



## CHOOSING A GAME

RHYMES & RIDDLES contains three letter guessing games: Nursery Rhymes, Riddles and Famous Sayings. When the game begins, the following menu appears on the screen:

NURSERY RHYMES  
RIDDLES  
FAMOUS SAYINGS

To play Nursery Rhymes, press **1**

To play Riddles, press **2**

To play Famous Sayings, press **3**

To return to the main menu at any time during the game, press **ESC**.

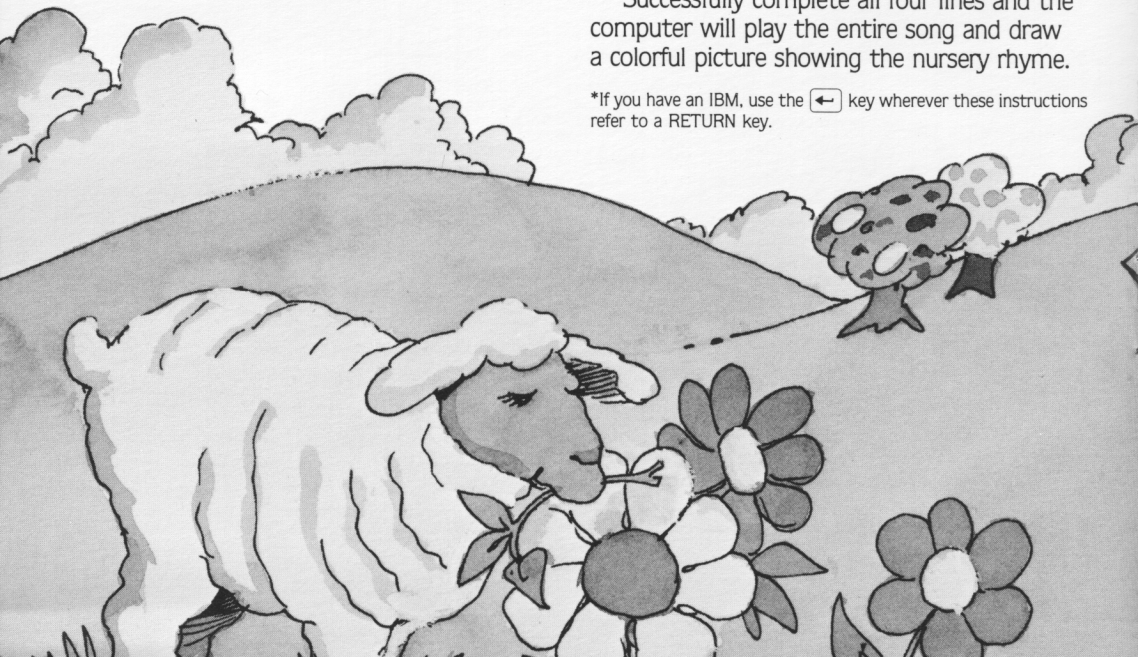
## 1 NURSERY RHYMES

In Nursery Rhymes, the computer begins by asking you your name. Type in your first name, then press **RETURN**.\*

The game begins by displaying blank spaces for the first line of the rhyme (each Nursery Rhyme contains four lines). If you guess the letters correctly, the computer plays the first line of a song. If you guess six wrong letters, the computer completes the line and plays more music. On each of the next three lines, the process is repeated.

Successfully complete all four lines and the computer will play the entire song and draw a colorful picture showing the nursery rhyme.

\*If you have an IBM, use the  key wherever these instructions refer to a RETURN key.



# 2

## RIDDLES

In Riddles, the computer poses a riddle, and presents you with blank spaces

for the answer. You press the letters to provide the right response. Guess the answer correctly and the computer will surprise you with a colorful picture. If you guess six wrong letters, the computer will complete the line for you and a sad face will appear.

# 3

## FAMOUS SAYINGS

When you play Famous Sayings, try to fill in the blanks with the correct

words from famous sayings. Music and drawings will appear once you get the right answer!

## TAKING CARE OF THE DISK

1. When you have finished playing with the program, open the disk drive door and remove the disk.
2. Be careful not to bend the program or to touch the exposed part of the disk.
3. Turn off the computer.
4. Return the disk to its sleeve and place it in the album cover.



Dr. and Mrs. Mark Cross, creators of RHYMES & RIDDLES and founders of **Cross Educational Software** specialize in educational software for children.

**Package and Instruction Booklet Illustration:**  
Bill Morrison

This software product is copyrighted and all rights are reserved by Spinnaker Software Corporation. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, selling or otherwise distributing this product is hereby expressly forbidden.

Apple, IBM and Atari are registered trademarks of Apple Computer, Inc., International Business Machines Corp., and Atari, Inc., respectively. Commodore 64 is a trademark of Commodore Electronics Ltd.

RHYMES & RIDDLES Computer Program is a trademark of Spinnaker Software Corp.

