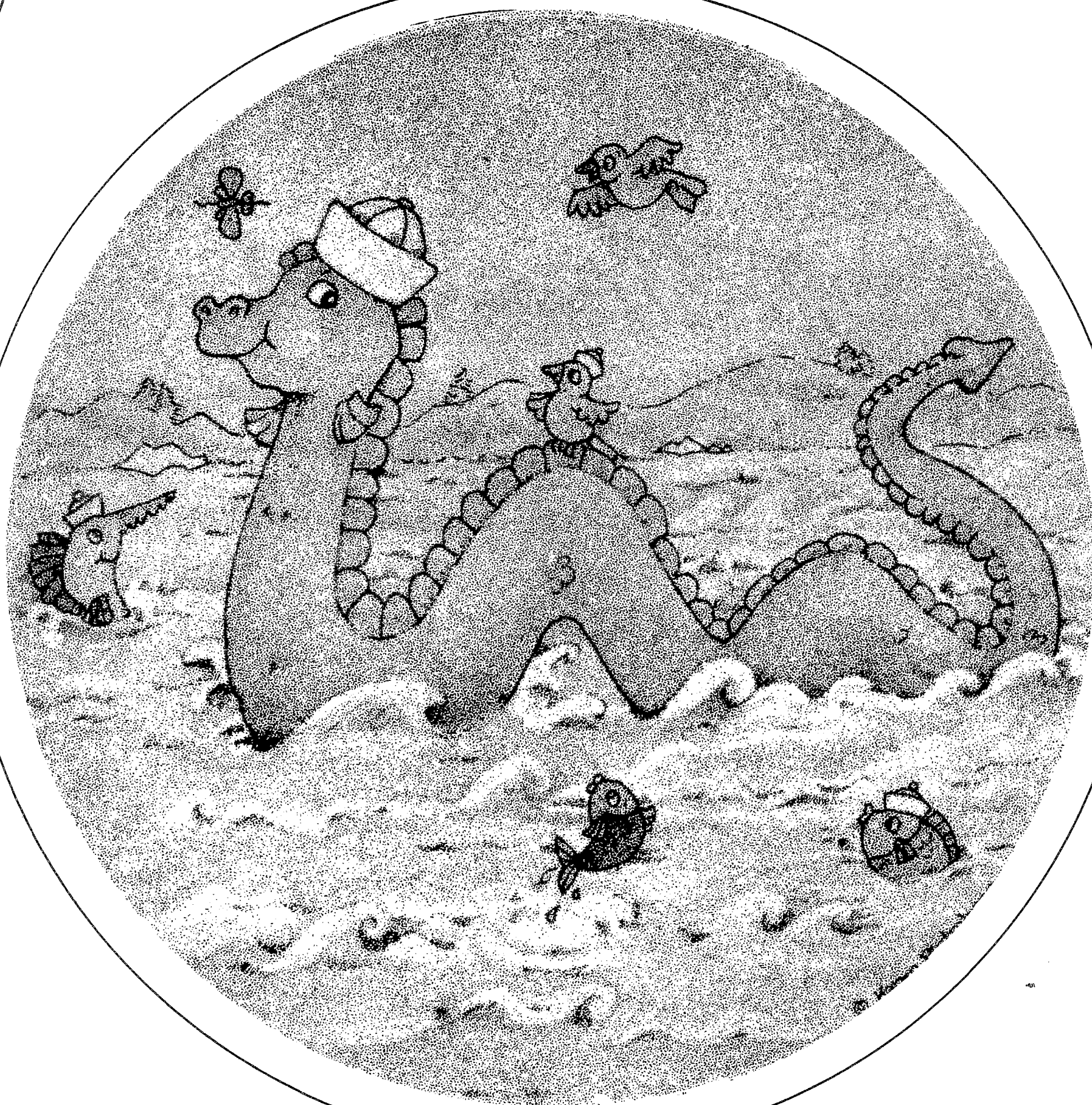# Sammy The Sea Serpent

ATARI® / AGES 3 TO 6 / 16K CASSETTE / 24K DISK
BOTH VERSIONS REQUIRE ATARI PROGRAM RECORDER AND JOYSTICK

SOFTWARE FOR PRESCHOOLERS

Sammy the Sea Serpent is an interactive story designed for young children. While the children watch the computer screen, a voice tells them about a little sea serpent named Sammy. One day, a storm disturbs the sea where Sammy lives. A big wave carries Sammy out of the sea and throws him on the land. Sammy wants to return to the sea but he is lost. By moving the computer's joystick and listening to the narrator's instructions, a child can help Sammy return to his home.

A second program consists of two games that a child can play with Sammy: (1) working a maze and (2) catching bugs.

Sammy the Sea Serpent is designed to develop listening and motor skills.

HOW TO USE THE PROGRAMS

Place your BASIC cartridge in the computer. Make sure that a joystick is plugged into jack #1 in the front of the computer.

Cassette Version

Side A contains the story of Sammy. Side B contains the games. To load a program, type CLOAD and press RETURN twice. Press the PLAY button on the cassette player.

It is possible that you may wish to immediately repeat the program. Here is how to do this without reloading. The first time you load *Sammy*, set the counter on the cassette recorder to 000. When the program has finished loading, record the number on the recorder. Then proceed to listen to *Sammy*. When the program is finished, press the RESET key. Then rewind the tape back to the number you noted earlier. Type RUN.

Disk Version

Place the voice cassette in the ATARI Program Recorder. Insert it Side A up to hear the story. Rewind the cassette to the beginning and depress the PLAY button on the recorder. Next, turn on the disk drive. When the "busy" light goes out, insert the disk. Turn on the computer and TV set. A voice narration will explain what is happening.

NOTE: In order to protect the TV screen from "burn in," the ATARI computer will, after a period of time, change the screen color or even blank it out. If this happens, simply press the space bar and continue with the program.

ACTIVITIES FOR YOU AND YOUR CHILD

The following activities will reinforce and expand on the concepts and skills developed in *Sammy the Sea Serpent:*

1   On a piece of paper, create a simple maze. Have your child draw a path through the maze.

2   Find an article in a garden book or an encyclopedia on garden mazes. Does your child think it would be fun to go through a garden maze? Why or why not?

3   Discuss the meanings of "up," "over," and "through." Ask your child to draw pictures of Sammy going up a wall, over a wall, and through a wall.
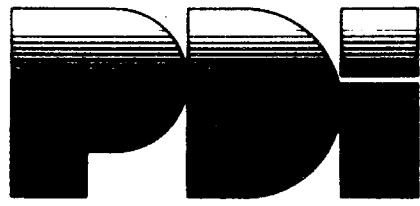
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