

DragonWare



**SPELLING
BEE
GAMES**

SPELLING BEE GAMES

by

John Conrad

DragonWare

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Spelling Bee Games was developed exclusively by John Conrad in cooperation with Edu-Ware Services, Inc., a California software development company dedicated to the production of instructionally valid Computer Assisted Instruction and intellectually challenging games.

DragonWare has elected to use the pronoun HE when addressing a mixed audience. We have considered the alternatives and we have chosen traditional usage for clarity and readability.

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ACKNOWLEDGMENTS

JOHN CONRAD created the basic program and was the computer artist for all of the screen drawings for the Apple version of *Spelling Bee Games*.

DAVID MULLICH designed revisions to bring this program up to DragonWare quality.

PETER HUNZIKER programmed final system modifications for the Apple version.

JIM WOOTTON was the primary playtester for all versions of *Spelling Bee Games*.

RAY ALCAZAR programmed the Atari disk and cassette version.

TRACY SMITH was the computer artist for the Atari version.

SANDY BLUMSTROM conducted system testing, recommended needed changes, and wrote this manual.

PAM POLLACK edited and designed this manual.

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INTRODUCTION

John Conrad, the author of *Spelling Bee Games* wrote this program with his own children in mind. It is designed to be fun and is indeed a game. While children are enthralled with the graphics and the sound effects, they will be sharpening spelling and reading skills. Short term memory skills, spatial relationships, eye-hand coordination, and simple motor skills will be exercised as well.

The units, and words within the units, of *Spelling Bee Games* are identical to those contained in our educational program for the Apple, *Spelling and Reading Primer*. These two programs can reinforce one another. However, this program is complete in itself.

A BRIEF OVERVIEW

Spelling Bee Games contains four challenging instructional pastimes. There is a GAMES MENU from which the players can choose a game and a menu called the CONFIGURATION MODULE in which the adult can set parameters.

The Atari version of Spelling Bee Games is a two disk system though only one disk drive is required. Change disks when the prompt appears on the screen. (Atari cassette users see instructions on page 14.)

THE CONFIGURATION MODULE

The CONFIGURATION MODULE is called a "menu." A menu is a list of choices which determines how the program will run. This particular menu is designed for the adult to use. You can pre-set certain parameters (limits) for each game (e.g., which word units will be displayed within the games).

This menu is reached by pressing the right arrow [➡] key on your keyboard when one of the following three displays is on the screen:

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The DragonWare logo, the title page, or the GAMES MENU.

For the Atari version you can reach the menu by pressing [CTRL] [].*

This command is intentionally hidden from the players and will not appear on the screen. The CONFIGURATION MODULE allows you to enter the number of players and their names, set the starting and ending levels for each unit, and test the game paddles.

In the Atari version, the number of disk drives being used must be indicated. Do this in the CONFIGURATION MODULE. (This option appears in the menu instead of the TEST GAME PADDLES option.)

THE GAMES MENU

This menu lists the names of four different games. Each is identified by a small picture. The child presses the number next to the game he wishes to play. If the adult has already entered the players' names, the game will start. If the program has been set for the players to enter their own names, the display will ask for the number of players. Next, boxes are shown within which the players type their names. After the players' names are entered the game will begin. (When you open your *Spelling Bee Games* it is set for the players to enter the number of players and their names.)

THE GAMES

(For complete game descriptions see page 11.)

SQUADRON Reading skills, eye-hand coordination, and simple motor skills are exercised. This is the only game limited to one or two players. Therefore there is no request to enter the players' names. Each player's score is kept on his side of the screen.

SKYHOOK This spelling challenge requires eye-hand coordination and simple motor skills. Scores appear in the lower left corner of the screen. The name of the current player will appear on the truck in the lower right corner. Players take turns using a game paddle (*a joystick is used in the Atari version*) to control the motion of the helicopter that appears on the screen.

PUZZLE Reading skills, short-term memory, and spatial relationship skills are used in this game. Six pictures are shown on the screen for approximately six seconds and are accompanied by a tick-tock sound. The pictures then disappear behind numbered doors. Players must identify the door behind which the named object is hidden.

CONVOY This game tests spelling skills. A picture appears in the upper left portion of the screen. The right side of the screen is used as a "slate" on which the players construct the corresponding word. Players alternate, typing one letter of the word at a time. If the letter typed is correct, the truck with his name on it inches across the screen. The first truck to reach the end of the screen scores a point, activating three humming notes. After three incorrect attempts, the computer will print the correct letter on the screen.

A STEP-BY-STEP GUIDE

Insert your *Spelling Bee Games* diskette into the disk drive. Boot the disk by turning on your computer and your monitor. First the DragonWare logo will appear, and then the title page with an animated display. At this time the program is loading from your disk into your computer.

If you are using the Atari version of Spelling Bee Games, turn on your disk drive and then wait for the "spinning" to stop. Now, insert your Spelling Bee Games diskette #1 into the drive and close the disk drive door. To boot the diskette, turn on your computer and monitor.

THE CONFIGURATION MODULE

Enter the CONFIGURATION MODULE by pressing the [◆] key when the DragonWare logo, the title page, or the GAMES MENU appears on the screen.

For the Atari version, reach the CONFIGURATION MODULE by pressing [CTRL] [◆].

This instruction is not displayed on the screen as the CONFIGURATION MODULE is intentionally unavailable to the players.

The figure shown below is a replica of the CONFIGURATION MODULE as it appears when you use your *Spelling Bee Games* diskette for the first time. Each time a new entry is made in the menu the display will change to reflect the alteration.

SPELLING BEE GAMES CONFIGURATION MODULE	
Starting Unit: 1	Ending Unit: 22
Entry Mode: Names of players entered by the players	
Options: (1) Reconfigure (2) Test Game Paddles (3) Play A Game (0) End For Now Which Option ?	

*In the Atari version, option (2) reads # DISK DRIVES.

To set the unit numbers and/or enter the players' names yourself, select [**1**] **RECONFIGURE**. The program will ask "*Starting Unit?*" Type in the number of the unit you wish the players to start with. Then, press [**RETURN**]. Next you will be asked "*Ending Unit?*" Type in the number of the unit you wish to players to end with and press [**RETURN**].

There are 22 units available in this program. To aid you in your choice of units, they are described below:

1. Simple two and three letter words
2. More simple three letter words
3. Four letter, one syllable words
4. Double vowels/consonants
5. Hard c's/silent e's
6. More hard c's/silent e's
7. One syllable with diphthongs
8. More with diphthongs or consonants
9. Simple multi-syllable words
10. Difficult multi-syllable words
11. Directions and numbers

- 12. Shapes
- 13. Animals
- 14-22. Assorted words

NOTE: The program will continue to cycle the players through the chosen units until the [ESC] key is pressed or the maximum score has been reached. Pressing [ESC] at any time during a game will return you to the GAMES MENU. Once a player reaches a maximum score, the program returns to the GAMES MENU. The maximum score for one player: Squadron—999; Skyhook, Puzzle, and Convoy—99.

Once you have made your unit selections, descriptions of two mode choices are displayed on the screen. They are:

- [1] The number and names of the players entered at the start of each session.
- [2] The number and names of the players entered now and saved on the diskette.

This information is recalled at the start of each session.

Select [1] or [2] and press **[RETURN]**. Selection [1] is the mode in which your program is set when you purchase the diskette. Selecting this mode will return you to the CONFIGURATION MODULE menu, which will reflect your choice.

If you select [1] and press **[RETURN]**, the program will ask "How Many Players?" Enter the number of players (from 1 to 4) and press **[RETURN]**. Next, the program asks "Players' Names?" A box with a little cartoon person next to it will appear. As you type in the first player's name, it is displayed in this box. Press **[RETURN]** and another box is displayed for entry of player #2. Continue this procedure for all the boxes shown.

This completes reconfiguration. The program will return to the main CONFIGURATION MODULE menu which will reflect the new entries you have made.

Select [2] *TEST GAME PADDLES* to make sure your paddles are functioning properly.

Test one paddle at a time. Depress the button on the back of your paddle. At the same time, turn the knob all the way to the left, and then all the way to the right. You will see the little "v" on the screen move to the far left, then to the far right. The maximum range for your paddle is 0 to 255. Now, return to the main CONFIGURATION MODULE menu by hitting any key.

In the Atari version of Spelling Bee Games, option [2] in the CONFIGURATION MODULE is # **DISK DRIVES**. If you have one disk drive you will have to switch diskettes occasionally. Follow the screen prompts.

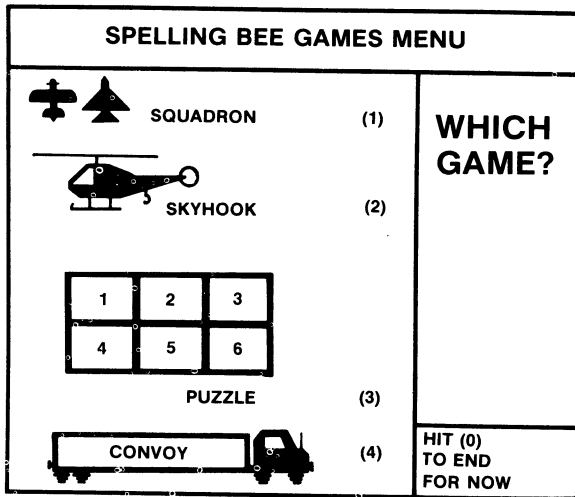
If you have two disk drives, insert diskette 1 (PROGRAM DISKETTE) into disk drive # 1 and insert diskette 2 (PICTURE DATA DISKETTE) into disk drive #2.

Selecting [3] PLAY A GAME will take you to the GAMES MENU. Choose this option after completing alterations in the CONFIGURATION MODULE.

Selecting [0] END FOR NOW will clear the screen and remove you from the system.

THE GAMES MENU

The next display you will see is the GAMES MENU (shown below). The Atari Games Menu is slightly different.



Even small children with limited reading ability can choose which game they wish to play, using the identifying pictures in the menu. Press the number corresponding to the selected game. Then press the [RETURN] key.

If [0] END FOR NOW, is pressed the screen is cleared and you

are out of the program.

If the child chooses [1] *SQUADRON*, the game will appear ready for play to begin. This is the only game in which only one or two players can participate.

If the child chooses [2] *SKYHOOK*, [3] *PUZZLE*, or [4] *CONVOY*, the child is asked, "How Many Players?" the numbers 1 through 4, will appear, each with the corresponding number of little cartoon people next to the number. He presses key [1], [2], [3], or [4] to indicate the number of players and then presses [RETURN] key.

The next display requests the players' names. One box appears with a little cartoon person beside it. The name of the first player is to be entered here. Boxes will appear consecutively, depending on the number of players, with corresponding numbers of cartoon people. Each player may type his own name and then press the [RETURN] key.

In the Atari version, once you have completed these entries, you will be asked to insert Diskette 2 (PICTURE DATA DISKETTE) into your disk drive. The prompt will appear only if you are using one disk drive or if you have not indicated that you are using two disk drives (see CONFIGURATION MODULE). Press [RETURN] and the game you have selected will appear on the screen.

Once these entries are complete, the selected game will appear. However, if you prefer, or if these tasks seem too difficult for the child to perform, use the CONFIGURATION MODULE.

GAME DESCRIPTIONS

[1] **SQUADRON** This game is limited to two players. Both players are shown pictures on their side of the screen. There are two lists of words displayed, and each player must select the word corresponding to his picture from either list.

They guide their airplanes to the word using a game paddle knob to control the direction of the airplane and the paddle button to move the airplane. When the airplane reaches the selected word, the player aims the nose of the airplane at the word, while continuing to press the paddle button.

The Atari version of Spelling Bee Games makes use of two joysticks instead of game paddles. Use the joysticks to control

the direction of the airplane and the button to control the forward speed.

Two joysticks are required to play SQUADRON. Player 1 must plug his joystick into the leftmost controller jack (#1). Player 2's joystick should be plugged into the controller jack (#2) just to the right of #1.

If he chooses an incorrect word or bumps into an obstacle, a low off-key tone will sound. A correct word choice is greeted by a phaser zap. A point is scored, and he is given a new picture. When only one word is left on the screen, it is wiped clean and a new list is displayed.

[2]SKYHOOK This game can be played by as many as four players. A picture appears on the left side of the screen. The object of the game is for the player to spell the word associated with the displayed picture. The child assembles these words by transporting letters to a specific location, rather than just typing in the answer.

Under the picture is the list of players' names and their scores. At the bottom right side of the screen is a truck identified with the current player's name. The truck carries a load of letters (in mixed order) that comprise the word that matches the picture. In the top right corner is a helicopter equipped with a hook. Blank lines appear in the upper left corner of the screen. The letters of the word being spelled will be placed on these lines.

The game paddle knob moves the helicopter horizontally. The game paddle button controls the altitude of the helicopter. When the button is released, the helicopter rises to maximum altitude; when the button is depressed, the helicopter descends.

The Atari version of Spelling Bee Games uses a joystick instead of game paddles. A joystick plugged into the leftmost controller jack (#1) controls the horizontal and vertical motion of the helicopter.

The child pilots the helicopter until a letter is picked up by the hook. (When the letter is hooked, a small beep will sound.) He then releases the button, raising the helicopter, and turns the paddle knob steering to the correct line. Once the letter is over the correct line, he presses the paddle button, lowering the helicopter, and releasing the letter.

In the Atari version, letters are transported by lowering the helicopter so that the hook touches the letter. When the hook has connected with the letter a beep will sound. After the beep, transport the letter to the correct position above the picture.

Raise the helicopter to the top of the screen, and then move to the left so that the space above the picture is visible. When you have positioned the letter over the correct line, press the joystick button and the hook will lower the letter into place.

The players alternate, each transporting a letter. If the letter is correctly placed, the child receives a point. If it is incorrectly placed, he receives no points, and the letter returns to its original position on the truck.

[3] PUZZLE In this game, the screen is divided into six squares. A picture appears in each square. Once all the pictures are in place the players have approximately six seconds to memorize the location of each item. Then the pictures disappear behind a "door." The doors are numbered 1 through 6.

The players' names and scores are displayed in the lower left corner. In the lower right corner, a word will appear with the first player's name beneath it. The player must read the word and identify the number of the door behind which the object is hidden. The player enters the number of that door. The door opens and the picture is revealed.

If the answer entered is correct, the picture remains uncovered and the player receives a point. If the answer entered is incorrect, that picture remains uncovered for approximately six seconds, and is then covered again. The same word remains on the screen for the next player. When there is only one picture hidden, the screen is cleared and the next set of pictures is displayed.

[4] CONVOY In this game a picture is displayed in the upper left corner of the screen. The name of the current player appears in the upper right corner, below the space in which his responses will appear. From one to four trucks, (depending on the number of players), are parked in the lower portion of the screen. Each is labeled with a player's name. Scores are displayed on the right, directly across from the player's truck.

The first player types the first letter of the word that corresponds to the picture shown. If he is correct, his truck inches across the screen. If he is incorrect, a low off-key tone will sound and the truck remains stationary. In this game the players alternate after entering each letter. When one player's truck reaches the end of the box, a phaser zap is activated and that player receives a point. All trucks are returned to the far left of the screen. The picture and letters entered at the top of the screen remain as they were at the time the phaser zap sounded.

A STEP-BY-STEP GUIDE FOR ATARI CASSETTE USERS

Spelling Bee Games is a two cassette system; cassette A contains the game programs, cassette B contains the pictures arranged by units for each game (see unit descriptions on page 8).

To play *Spelling Bee Games*, connect your 410 program recorder to your computer and a wall outlet. Then turn on your television set. Insert your BASIC cartridge into the computer (make sure that your computer has 48K memory). Turn off all other peripherals (850 interface, disk drive, etc.). Now turn on your computer.

Insert CASSETTE A into your recorder. Use side one to play SKYHOOK or SQUADRON; use side two to play PUZZLE or CONVOY. Make sure that the tape is wound so that it begins at the start of the tape and that the counter on your recorder is at 000.

Since there are two games on each side of cassette A, you must advance the tape in order to play the second game on either side. To play SKYHOOK, advance the tape (side one) until the counter reads 000; to play CONVOY, advance the tape (side two) until the counter reads 000.

Now that you have selected the game you wish to play, press **PLAY** on your recorder. Then type **RUN "C:"** on your keyboard and press **[RETURN]**. When you hear your computer beep, press **[RETURN]** again. The game you have selected will load into your computer. Your computer will beep several times during the loading process. If the message **PROGRAM LOADING ERROR** appears on your screen, press **STOP** on your recorder and press **[SYSTEM RESET]** on your computer keyboard. Begin again by reinserting cassette A and repeating the process described above.

When the game has finished loading, your computer will ask **WHICH PICTURE UNIT?** Select from the list of units described on page 13. Remove CASSETTE A from your recorder and insert CASSETTE B. Side one of CASSETTE B contains units 1 through 7; side two of CASSETTE B contains units 8 through 13.

Rewind the tape completely and make sure that the counter on your recorder reads 000. You must advance the tape to the location at which the unit you have selected appears. Refer to the chart on page 18.

Now press **PLAY** on your recorder and type in the number corresponding to the picture unit you have selected. Then press **[RETURN]**. If the message **UNIT DATA LOADING ERROR** appears on the screen, press **STOP** on your recorder and begin the unit selection process again.

When the picture unit you have selected has finished loading, the game will appear on your television screen.

A BRIEF OVERVIEW

Spelling Bee Games is a two cassette system which contains four challenging games. The GAMES MENU and CONFIGURATION MODULE described on page 5 of this manual are unavailable on the Atari cassette version.

There are some important differences between the diskette version of *Spelling Bee Games* and the cassette version. Players will never be asked to enter their names; instead players are identified by number. After loading the program and unit data into your computer, you will be asked **HOW MANY PLAYERS?** Enter the number of players participating in the game, and press **[RETURN]**.

In the diskette version of *Spelling Bee Games*, pressing the **[ESC]** key will return you to the GAMES MENU. The cassette version has no GAMES MENU. Therefore, pressing **[ESC]** will restart the current game.

After selecting and loading a game into your computer from cassette A (PROGRAMS) you will be asked **WHICH PICTURE UNIT?** Select a unit from 1 through 13 (see list on page 15), remove CASSETTE A (PROGRAMS) and insert CASSETTE B (PICTURE DATA) rewinding to the appropriate location (see chart on page 18). Only thirteen of the twenty-two picture units contained in the diskette version are available on the Atari cassette version.

There are thirteen picture units which accompany the four games on your cassettes. Each of the thirteen units generates a different set of pictures, adding variety to each of the games. The thirteen units available are:

1. Simple two and three letter words
2. More simple three letter words
3. Four letter, one syllable words
4. Double vowels/consonants
5. Hard c's/silent e's
6. More hard c's/silent e's

7. One syllable with diphthongs
8. More diphthongs or consonants
9. Simple multi-syllable words
10. Difficult multi-syllable words
11. Directions and numbers
12. Shapes
13. Animals

NOTE: The program will continue to cycle the players through the chosen unit until you press the [ESC] key. Pressing the [ESC] key at any time during the game will start the current game again.

GAME DESCRIPTIONS

[1] SQUADRON This game is limited to two players. Both players are shown pictures on their side of the screen. Two word lists are displayed and each player must select the word that corresponds to his picture.

Each player uses a joystick to control the direction of the airplane and its button to control the motion of the airplane. When the airplane reaches the selected word, the player must aim the nose of the airplane at the word while continuing to press the button.

If he chooses an incorrect word a low off-key tone will sound. A correct word choice will be greeted by a hum. A point is scored and a new picture will appear on the screen. When only one word is left on the screen, a new list is displayed.

[2] SKYHOOK This game can be played by as many as four players. A picture appears on the left side of the screen. The object of SKYHOOK is for the player to spell the word associated with the displayed picture. The child assembles these words by transporting letters to the specific location, rather than just typing in the answer.

Under the picture is the list of players' numbers and their scores. At the bottom right side of the screen is a truck identified with the current player's number. The truck carries a load of letters (in mixed order) that comprise the word that matches the picture. In the top right corner is a helicopter equipped with a hook. Blank lines appear in the upper left corner of the screen. The letters of the word being spelled will be placed on these lines. The joystick moves the helicopter.

The child pilots the helicopter until a letter is picked up by the hook. (When the letter is hooked, a short beep will sound.) He then raises the helicopter, and steers to the correct line. Once the letter is over the correct line, he presses the button, lowering the helicopter, and releasing the letter.

The players alternate, each transporting a letter. If the letter is correctly placed, the child receives a point. If it is incorrectly placed, he receives no points, and the letter returns to its original position on the truck.

[3] PUZZLE In this game, the screen is divided into six squares. A picture appears in each square. Once all the pictures are in place the players have approximately six seconds to memorize the location of each item. Then the pictures disappear behind a “door.” The doors are numbered 1 through 6.

The players’ numbers and scores are displayed in the lower left corner. In the lower right corner, a word will appear with the first player’s name beneath it. The player must read the word and identify the number of the door behind which the object is hidden. The player enters the number of that door. The door opens and the picture is revealed.

If the answer entered is correct, the picture remains uncovered and the player receives a point. If the answer entered is incorrect, that picture remains uncovered for approximately six seconds, and is then covered again. The same word remains on the screen for the next player. When there is only one picture hidden, the screen is cleared and the next set of pictures is displayed.

[4] CONVOY In this game a picture is displayed in the upper left corner of the screen. The number of the current player appears in the upper right corner, below the space in which his responses will appear. From one to four trucks, (depending on the number of players), are parked in the lower portion of the screen. Each is labeled with a player’s number. Scores are displayed on the right, directly across from the player’s truck.

The first player types the first letter of the word that corresponds to the picture shown. If he is correct, his truck inches across the screen. If he is incorrect, a low off-key tone will sound and the truck remains stationary. In this game the players alternate after entering each letter. When one player’s truck reaches the end of the box, a hum is sounded and that player receives a point. All trucks are returned to the far left of the screen. The picture and letters entered at the top of the screen remain as they were at the time the hum sounded.

HANDLING ERRORS

When problems arise with software, the first thing that comes to mind is that the publisher has made an error in either the program, or the preparation of the media. While this can be true, make some preliminary tests to determine the cause of the problem before you return your diskette to us for replacement. Follow these procedures if you have any difficulty:

NO BOOT If the diskette will not boot, first check to see that a 3.3 DOS Controller Card is in slot #6 of your computer. This diskette will work only with 3.3 DOS correctly implemented. This does not apply to the Atari version.

While the diskette is attempting to boot, open the disk latch, slide the diskette out and then back into the drive, reclosing the latch. The "seating" or position of the diskette in the drive can often determine whether it will boot successfully.

If this does not correct the problem, boot a diskette you know is operational. This will determine whether the problem is with the Spelling Bee Games diskette, or with your disk drive.

I/O ERRORS Should this error message appear on your screen at any time, it is almost a certain diagnosis of defective media. To be sure that this is not a "one-time" occurrence, reboot the diskette. If this procedure does not correct the problem, check that your disk drive is working properly. Insert a diskette you know is operative. If, after all of this, the error message still appears ship the diskette back to us for replacement.

WRITE PROTECT ERRORS Since there is some file writing occurring during the use of the program, *do not* place a Write Protect tab on the diskette; you'll get an error message. Correction is simple. Remove the tab from the diskette.

PROGRAM ERRORS While it is not impossible that we have made a programming error, it is, quite frankly, unlikely. Our programs undergo rigorous testing procedures before release. Interruption of programs with messages such as SYNTAX ERROR, UNDEFINED

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STATEMENT ERROR, ILLEGAL QUANTITY, or OUT OF RANGE ERROR or ERROR NUMBER are likely to indicate a change in value in the storage of information on the diskette. Whether this is a real program error or defective media, the diskette should be returned to us for correction or replacement.

Finally, we invite you to call us about any difficulties you may experience or any innovative applications you make of these programs. You can reach our Customer Service representative at (213) 706-0661.



**Come and play
with the
Dragon**