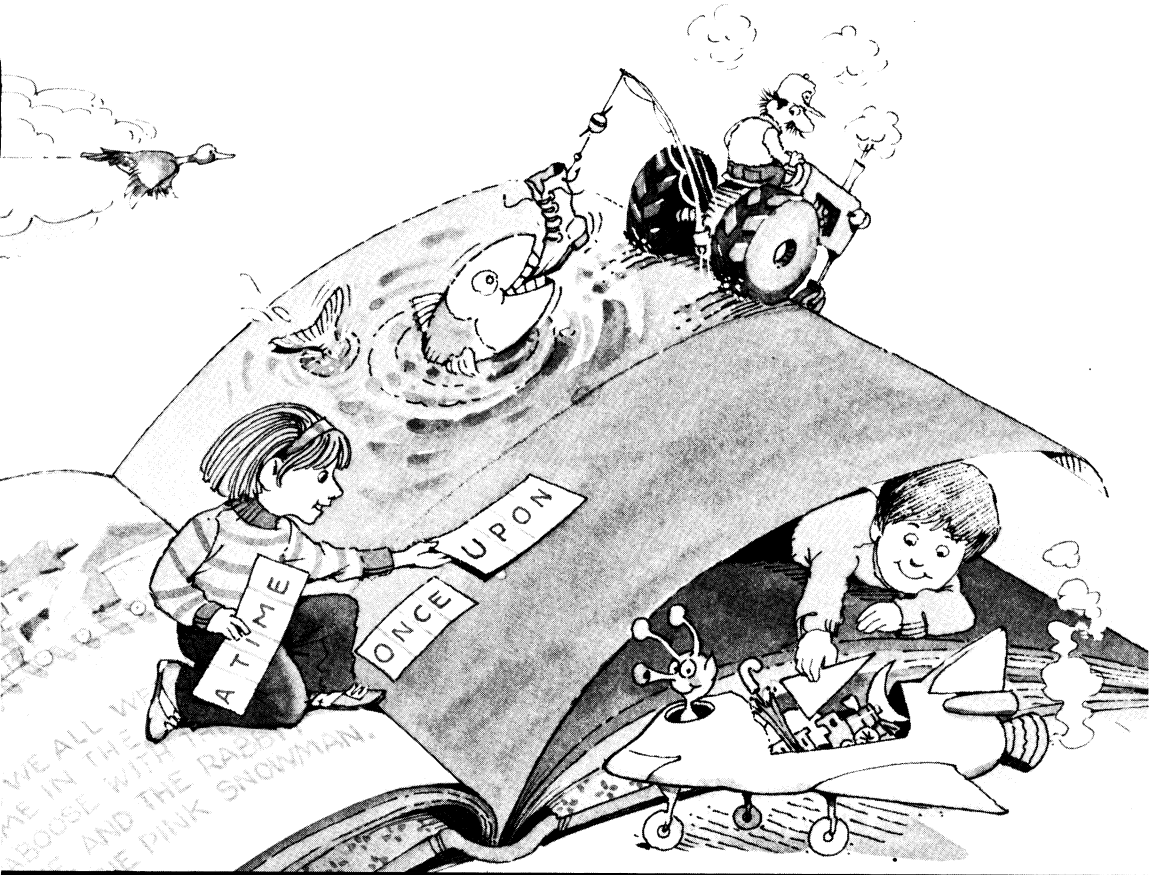


KIDWRITER™



A Message to Parents

KIDWRITER is a software package that allows a child to easily create a colorful picture and write a story related to the picture, just like a page out of a storybook. Picture-story "pages" may be linked together to create a storybook of many pages. The picture-stories can be saved on disk and loaded again at a later time.

Great care has been taken to insure that KIDWRITER is easy for

children to use with minimal or no supervision. The unique program design encourages the grade school-age child to express his or her creativity through words and pictures. We feel KIDWRITER will work well in the home and in the school for encouraging creative writing and design, and for just plain fun.

Jim and Jack Pejsa



LOADING THE PROGRAM:

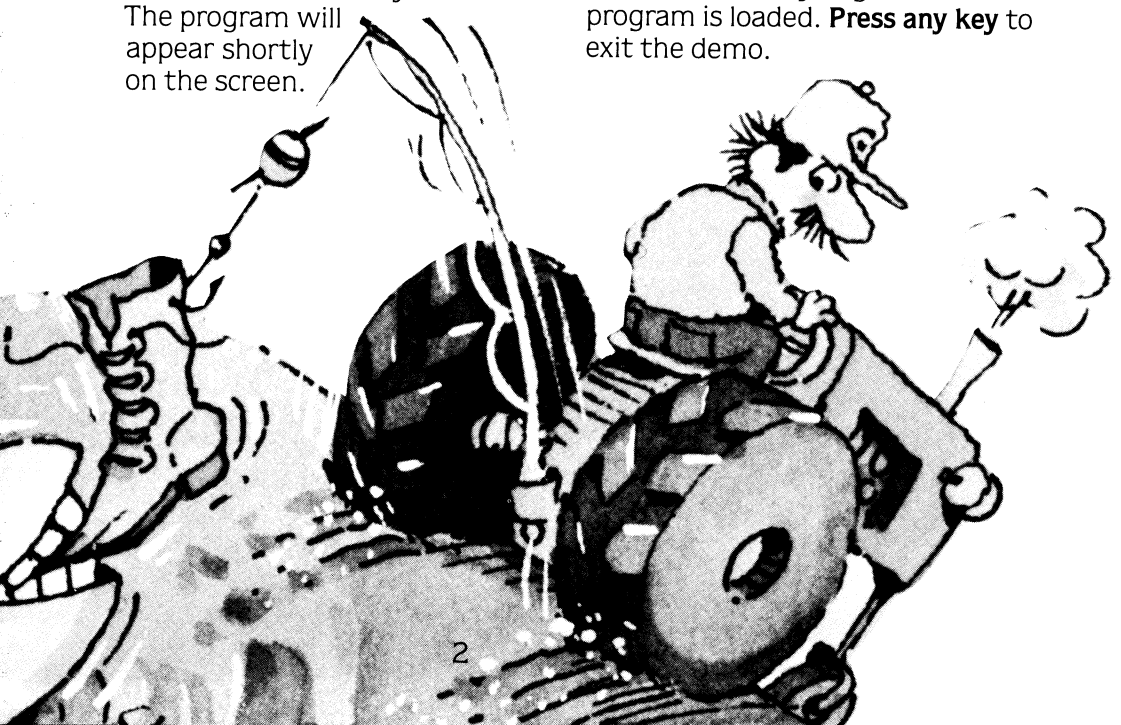
Commodore 64™

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the KIDWRITER disk into the disk drive and close the door.
4. Type **LOAD "SPIN," 8**
Press the **RETURN** key.
5. Once **READY** appears on the screen, Type **RUN**
Press the **RETURN** key.
The program will appear shortly on the screen.

Apple®

1. Put the KIDWRITER disk in the disk drive.
2. Turn on the monitor and the computer.
3. Close the disk drive door.

A demonstration program that describes various features of the package and gives examples of picture-stories that can be created is included on the disk. The demo will automatically begin once the program is loaded. **Press any key** to exit the demo.

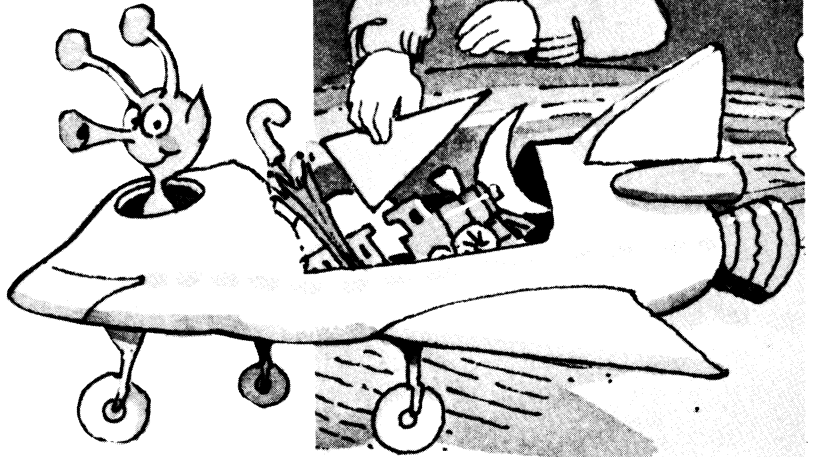


CHAPTER 1

GETTING STARTED

When the program begins, the main menu will be displayed and you can choose one of the following options:

- (M)ake a new picture-story
(press the **M** key)
- (L)oad an old picture-story
(press the **L** key)
- (D)irectory of picture-stories
(press the **D** key)
- (Q)uit for now
(press the **Q** key)



CHAPTER 2

(M)AKE A NEW PICTURE-STORY

Creating the Picture:

Press **[M]** to make a new picture-story.

The menu that now appears on the screen allows you to change the background scene, look at the different objects, choose an object, erase the picture or begin writing your story.

After you have chosen a scene and the object you want, another menu will be displayed. This menu allows you to change the color and size of the object, and to move the object around the screen. When you are finished making your picture, press **[D]** to indicate that you are done.

Objects:

A picture is created using objects chosen from a pre-stored library. The objects can be moved around on the screen, and their size and color may be changed with a key-stroke. When you have placed the maximum number of objects in the screen a message will appear instructing you to press **[E]** for erase or **[D]** for done. Ninety-nine

objects are available including pictures of people, animals, trees, buildings, spaceships, toys, letters and numbers. A list of the objects available can be found at the end of this manual.

Writing the Story—

The Wordprocessor:

The lower part of the screen is the area where you will write your story using the wordprocessor. The wordprocessor program turns your computer into a powerful electronic typewriter. The wordprocessor has many features that allow you to correct typing errors, erase and retype parts of the story, and insert new parts into the story. The keys used to change or edit your story are described in the next section.

As you type in your story and get near the end of a line, just keep typing. If a word won't fit on the line, the wordprocessor will put it on the next line for you.

Editing Keys:

Several keys will be used to change or edit what you have typed.

<u>COMMAND</u>	<u>FUNCTION</u>	<u>APPLE II/II +</u>	<u>APPLE IIe</u>	<u>C64</u>
Cursor Down	Moves the cursor down one line.	CTR X	↓	CRSR ↑ ↓
Cursor Up	Moves the cursor up one line.	CTR E	↑	SHIFT CRSR ↑ ↓
Cursor Right	Moves the cursor right one space.	CTR D	→	CRSR ← →
Cursor Left	Moves the cursor left one space.	CTR S	←	SHIFT CRSR ← →



<u>COMMAND</u>	<u>FUNCTION</u>	<u>APPLE II/II +</u>	<u>APPLE IIe</u>	<u>C64</u>
Delete	Erases letter under cursor and moves letters behind cursor one space to the left. Repeat or hold down to erase words or even whole sentences.	BSC	BSC	INST DEL
Home	Moves the cursor to the upper left corner of the writing area.	CTR B	CTR B	CLR HOME
Clear	Erases everything in the story area.	CTR N	CTR N	SHIFT CLR HOME

To insert letters or words into the middle of your story, move the cursor to the place where you want to insert and begin typing. The words that follow will automat-

ically move to the right as you type. Try erasing the screen and typing in a story. Practice using all of the editing keys until you know how to use them well.

Saving the Picture-Story on Disk:

When you have finished typing your story, press the ***** key on the Commodore and the **SHIFT** ***** keys on the Apple to indicate that the picture story has been completed. A new menu will appear which allows you to save your picture-story on disk. Press **S** to save your picture-story.

After your picture-story has been saved, a new menu will appear. The program allows you to create a story having several 'pages', just like a storybook. If you want more than one page in your story, press **Y** for yes. The program will start over again to make the next page.

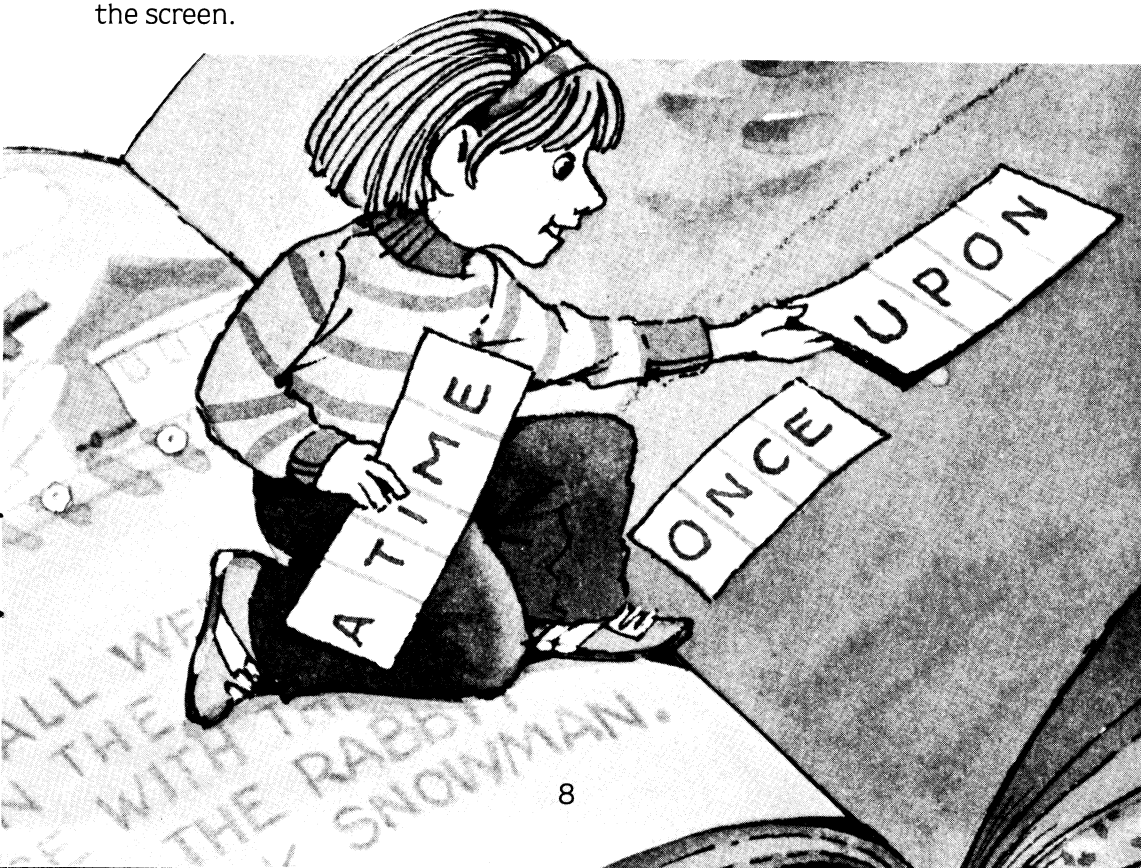


CHAPTER 3

(L)OAD AN OLD PICTURE-STORY

Press **L** to load a picture-story you have previously stored on disk.

Then type the name of your picture-story. After a few seconds the picture-story will be displayed on the screen.



CHAPTER 4

(D)IRECTORY OF PICTURE-STORIES

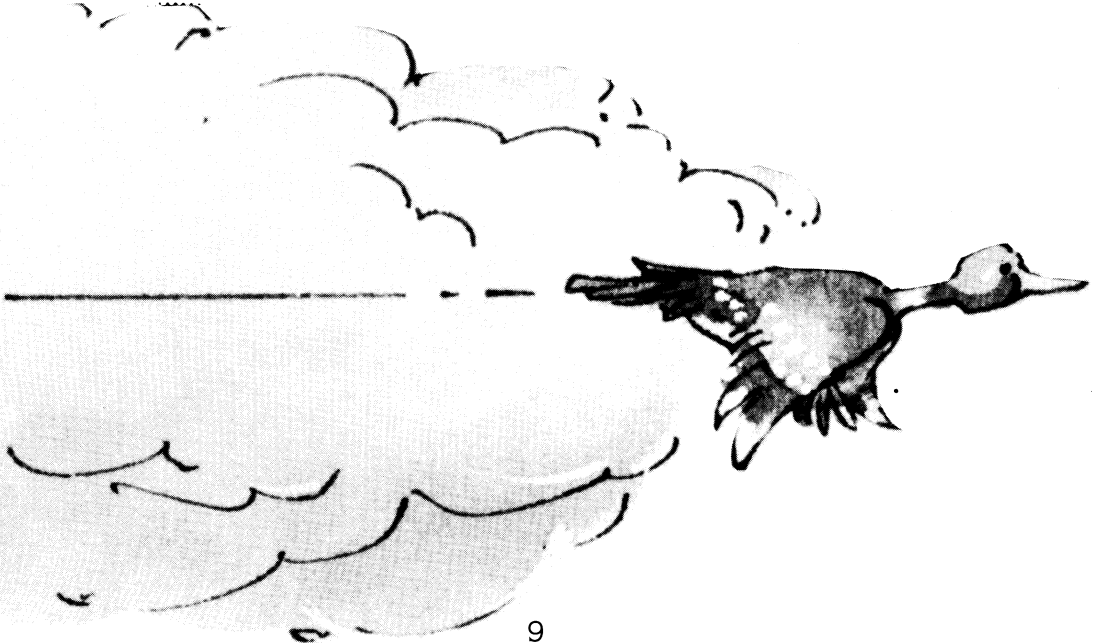
Press **D** to see or to erase stories you have stored.

A new menu will appear that will allow you to:

Press **S** to see a list of stories you have stored

Press **E** to erase a story you have stored

Press **B** to go back to the main menu.



LIST OF OBJECTS

- | | | |
|--------------|----------------|------------------|
| 1. girl | 23. house | 45. locomotive |
| 2. boy | 24. barn | 46. box car |
| 3. boy | 25. silo | 47. caboose |
| 4. boy | 26. fence | 48. tank car |
| 5. girl | 27. table | 49. coach car |
| 6. girl | 28. chair | 50. helicopter |
| 7. dog | 29. chair | 51. jet |
| 8. cat | 30. swings | 52. spaceship |
| 9. duck | 31. slide | 53. shuttle |
| 10. bird | 32. wagon | 54. saucer |
| 11. rabbit | 33. truck | 55. lunar lander |
| 12. birds | 34. van | 56. alien |
| 13. flower | 35. car | 57. robot |
| 14. cloud | 36. bus | 58. circle |
| 15. tree | 37. trailer | 59. square |
| 16. tree | 38. tractor | 60. square |
| 17. umbrella | 39. bike | 61. open square |
| 18. moon | 40. snowmobile | 62. triangle |
| 19. snowman | 41. sailboat | 63. triangle |
| 20. church | 42. speedboat | 64. diamond |
| 21. store | 43. ship | 65-90. alphabet |
| 22. building | 44. fish | 91-99. numbers |

KIDWRITER™
Proof-of-Purchase

Jim and Jack Pejsa, creators of KIDWRITER, are two brothers who specialize in software that is interactive, easy to use and encourages creativity in 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 is a registered trademark of Apple Computer, Inc. Commodore 64 is a trademark of Commodore Electronics, Ltd.

KIDWRITER computer program is a trademark of Spinnaker Software Corp.



SPINNAKER™
We make learning fun.

KWR