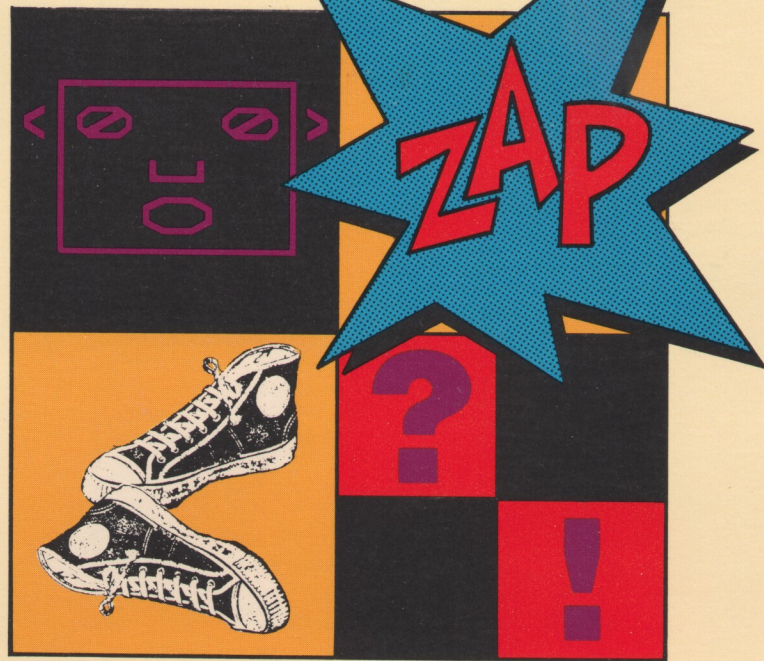


Scholastic Wizware™ / Atari 400/800®,
32K, Disk

SQUARE PAIRS™

*Matching games of memory and imagination —
Start with ours, then create your own.*

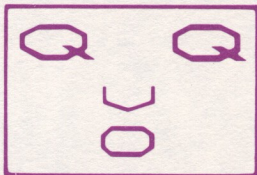
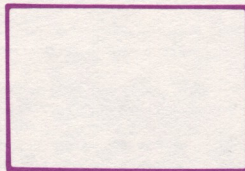
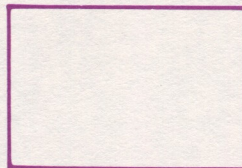
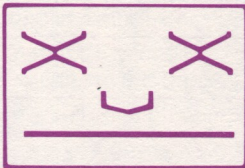
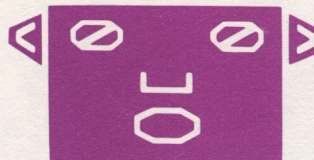


Ages 7 and up

Scholastic **Wizware**™

Square Pairs™

Designed and Developed by Glenn M. Kleiman and Steve Minsuk, Teaching Tools: Microcomputer Services



Scholastic Inc. New York Toronto London Auckland Sydney Tokyo

Software Authors	Glenn M. Kleiman and Steve Minsuk, Teaching Tools: Microcomputer Services
Programmers	Steve Minsuk and Glenn M. Kleiman
Software Editors	Mary M. Humphrey, J.B. Shelton, and Jillian Milligan
Handbook Authors	Glenn M. Kleiman, J.B. Shelton, and Steve Minsuk
Publisher	Scholastic <i>Wizware</i> ™
Creative Director	Deborah Kovacs
Project Manager	Stephen Gass

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12 11 10 9 8 7 6 5 4 3 2 1

3 4 5 6 7 8/8

Introduction

Square Pairs is a matching game. The computer screen shows a board with numbered boxes. On each turn, you uncover two boxes. Your goal is to find the boxes that match.

You can play *Square Pairs* by yourself, or with one or two of your friends. The computer can play, too. The player who finds the most matches wins the game.

A match can be two things that go together, such as a horse and carriage, your nose and face, day and night. Or a match can be two of the same things, such as two bees, two seas, or two trees.

Square Pairs comes with some games to get you started, but the best part is that it lets you create your own. Make funny games or games that teach you a foreign language. Make games about TV stars or games that stump your friends. There are more ideas in the back of this handbook, but you can think of many of your own. Use your imagination—there's no limit to the games you can create!

If you have any questions about *Square Pairs*, you can call the WizlineSM and ask a Wizzkid what to do.

The Wizline number is (201) 567-8512.



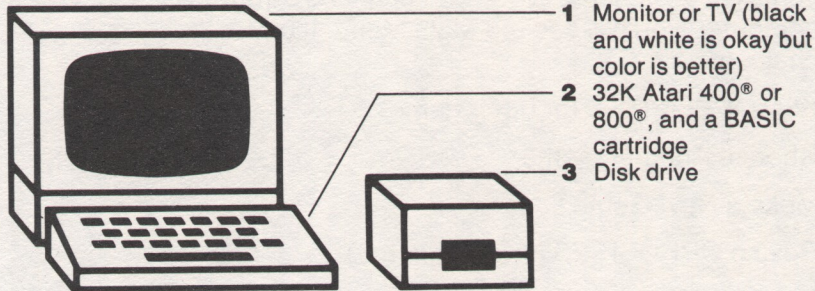


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Getting Started

Equipment You Need



Atari is the registered trademark of Atari, Inc., a Warner Communications Co.

How to Load *Square Pairs* Into Your Computer

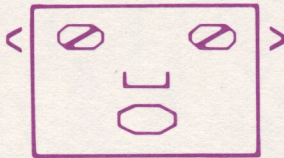
If the computer is on, turn it off.

- 1 Turn on the disk drive.
- 2 Wait until the ready light on the disk drive goes out and the drive stops whirring.
- 3 Open the disk drive door.
- 4 Hold the disk with your thumb on the label.
- 5 Carefully place the disk in the drive, with the label facing up.
- 6 Close the drive door.
- 7 Turn on the computer and the monitor (or TV).

The drive will whirl and in a short while you will see the *Square Pairs* title screen.

Using the Menus

Square Pairs has several different menus. Each menu gives you a list of choices. When you first load *Square Pairs* into the computer, you will see the Main Menu. It offers the following choices:



Play OPPOSITES (or other game)

Choose Another Game

Make a New Game

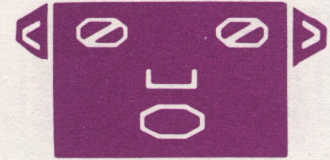
Revise OPPOSITES (or other game)

Use Disk Aids

One of the choices in the list is highlighted with a white bar. Use the SELECT key on the right of your keyboard to move the bar and highlight your choice. Then press START. At the bottom of each menu, you will see which keys you can use and what they will do.

You can play *Square Pairs* just by following the information on the screen and making menu choices. But here is an explanation of the game to help you through the first few times.

Playing the Game



Play the Current Game

When you load *Square Pairs*, it starts with a certain game shown at the top of the Main Menu. Try playing this game first, just to see how it works. Later you will learn how to select other games and make your own games.

Make sure the first choice in the Main Menu, Play the Game, is highlighted. Press START. You will be asked how many players there are. Type a number from 1 to 4 and press RETURN. If you want the computer to play, count it as a player.

Each player will then be asked to type his or her name. Press RETURN after each name. Type the names in the order you want to take turns. If the computer is playing, too, type ATARI for one of the players' names.

If you make a mistake, press DELETE/BACK SPACE (at the upper-right of your keyboard). This will erase one letter at a time.

If you have already played a game and want the same players for another game, just press START when the computer asks for the number of players.

When all the names are entered, you will see this message: ONE MOMENT PLEASE . . . You can then select a color. Just type in the number of your choice (don't press RETURN).



When the board appears, you will see your color. The choices are:

	BOARD	
1	blue	5 gray
2	green	6 purple
3	pink	7 rust
4	brown	8 turquoise
		9 red

If you don't press a number, the computer will choose one.

After the game board appears, the computer tells whose turn it is and that player's score. When it is your turn, choose the first box you want to uncover. Type its number and press RETURN. Choose another box, type its number, and press RETURN.

On the computer's turn, it will show the boxes it has chosen. Press RETURN to go on to the next turn.

If you find a match, you get another turn. Otherwise, it will be the next player's turn. Try to remember what's in the boxes, so you can find a match on your next turn. Press RETURN, and the computer will cover the boxes and be ready for the next player.

When all the matches are found, the game is over. The computer will show you what was in each box. Press RETURN, and it will give the score and announce the winner. Press RETURN again and the Main Menu appears.

NOTE: If you want to end the game before all the matches are found, hold down a SHIFT key while pressing ESC.

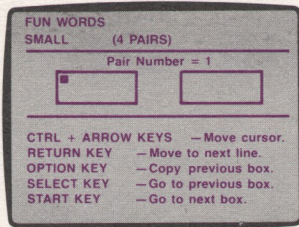
Select Another Game

You can choose to play any of the games on the disk. To select another game, take the second choice on the Main Menu. Then press START.

You now see the Choose a Game Menu. The menu lists the games on the disk alphabetically. It shows you six games at a time. To see more games, press the SPACE BAR or use the SELECT key to move past the last game on the list.

To select a game, use SELECT to highlight that game, then press START. The Main Menu will then reappear with your new choice shown at the top.

If you decide to keep the current game, press the OPTION key and you will go back to the Main Menu without changing the game.



Making Your Own Games

It's easy to use the Gamemaker™ to make your own *Square Pairs* games. To learn how it's done, follow along. Let's create a new game called Fun Words.

First, choose MAKE YOUR OWN GAME. Next, choose a small game board. Then type FUN WORDS for the name of your game and press RETURN.

At the top of the screen is the name and size of your game. Type your matches in the two boxes you see below.

Each box holds three lines, with up to 10 characters in each line. The white square in the left box is called a *cursor*. When you type a letter, it will appear where the cursor is and the cursor will move to the next position. The bottom of the screen tells you how to move the cursor by using these keys:

- CTRL and →: moves cursor to the right.
- CTRL and ←: moves cursor to the left.
- CTRL and ↑: moves cursor up.
- CTRL and ↓: moves cursor down.
- RETURN key: moves the cursor to the beginning of the next line. From the bottom line, it moves the cursor to the top line.
- OPTION key: makes the box the cursor is in an exact copy of the last box you filled in. This will only work if the cursor is in an empty box.

- SELECT key: moves the cursor back one box.
- START key: moves the cursor to the next box. You have to put something in the box before you can go to the next one.

Making a Sample Game

The game is called Fun Words. The game will have four pairs. The first pair is HURDY-GURDY. Type HURDY in the first box.

Press START to get to the next box. Type GURDY.

Press START again. The computer will show the boxes for the next pair. Type TUTTI in the first box and FRUTTI in the second box.

Type your third and fourth pairs, INKY-DINKY and HOTSY-TOTSY. Use START to move from box to box.

All Done?

Now you have all your matches filled in. Use START to move to the All Done Menu. You can choose to Save, Check, or Play Your Game.

SAVE YOUR GAME ON DISK: You can save your games on the *Square Pairs* program disk or a separate game disk. If you want to start a new game disk, see Use Disk Aids, page 14.

CHECK YOUR GAME: You can look through your game again, and make changes in the game or its title. You can move through the matches a pair at a time, using the START key.

PLAY YOUR GAME: Take this choice when you are ready to play your game.

HURDY

Revise a Game

You can revise your game to change the matches. This works the same way as when you checked your matched pairs.

Tips for Using the Gamemaker

Here are some useful things to know when you are making your own *Square Pairs* games.

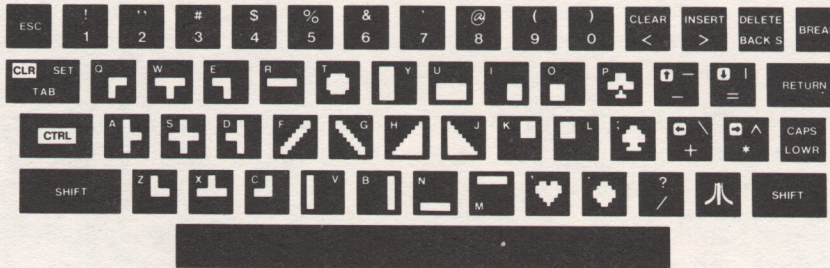
- Move the Cursor First: Use RETURN and the ARROW keys to move the cursor around in the box before you type. For example, if you want to center a word, first move the cursor to the correct space, then type.
- Move Words: You can move a word that you already typed. Move the cursor to the first letter of the word. Then hold down CTRL and press INSERT once for each space you want to move the word.
- Make Shapes and Patterns: You can insert any of the symbols shown on the diagram below. To do so, hold down CTRL and press the key that has the symbol you want.
- To Change or Erase a Letter: Place the cursor over the letter. Type the new letter or press the SPACE BAR to erase.

INKY

GURDY

DINKY

Control Graphics Keyboard



The following keys are also available, and work like they do in the standard Atari screen editor:

CLEAR (CTRL-<): Clears a box.

INSERT (CTRL->): Opens a space at the cursor by shifting the character under it and all characters after it to the right.

BACK S: The BACK SPACE key (unshifted) moves the cursor to the left and erases any character in that position.

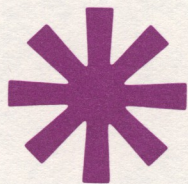
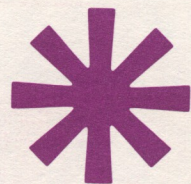
DELETE (CTRL-BACK S): Erases the character under the cursor and moves all characters after it back one space.

SHIFT-CAPS/LOWR: Sets the capitals-lock so that all letter keys will result in upper-case letters.

CTRL-CAPS/LOWR: Sets the graphics-lock so that all letter keys will result in the graphics character.

CAPS/LOWR (no SHIFT or CTRL): Turns off the capitals or graphics-lock.

If you want to stop working on the game, hold down SHIFT and press ESC. You can then play the game, but if you haven't filled in all your matches, some boxes will be empty.



Use Disk Aids

There are four choices on this menu.

SAVE THE CURRENT GAME ON DISK: This will let you save the game that is listed at the top of this menu. Use this choice if you made or revised a game and then played it without saving it.

Also use this choice to copy games from one disk to another. First, use the Choose a Game option from the Main Menu, and choose the game you want to copy. Then, change the disk in the drive, choose Use Disk Aids, and choose the Save Current Game on Disk option.

CHANGE STARTING GAME: When *Square Pairs* starts, it lists the current game. You can change this so that *Square Pairs* starts with any game you want.

First, select the Choose a Game option from the Main Menu, and choose the game you want as your starting game. Then choose Use Disk Aids, and choose the Change Starting Game option.

DELETE A GAME FROM DISK: This allows you to make room for more games on your disk. Be careful, though, because once you delete a game it is gone forever.

Do not delete games from the *Square Pairs* disk or game disk except by using this option.

FORMAT A NEW DISK: A disk can hold up to 50 games, and you can have as many game disks as you want. But before you can save games on a disk, it has to be formatted.

You can save games on the *Square Pairs* program disk (which is already formatted) or any disk which has already been formatted with DOS. You can also create a new game disk by using the Format a New Disk option. When you choose this option, the computer will give you the instructions you need.

Formatting erases everything on the disk, so be sure to use a new disk or one that doesn't have anything you want to keep.

Making Backup Copies of Game Disks

You can make a backup copy of a whole game disk by using the Duplicate Disk option of Atari DOS.

DOS will not allow you to make backup copies of games saved on the *Square Pairs* program disk or single games on a game disk. To copy these games on a backup disk, see the instructions in the Save the Current Game on Disk section, page 14.





Fun Games

Here are some ideas for *Square Pairs* matches.

Back-words

lollipop
gorilla

popillol
allirog

Space Talk

E.T.
Mork

Phone home
Nano nano

Kooky Books

Think Positive
I've Got a Secret

Shirley U. Can
R.U. Listening

English/French

hello
sun

bonjour
sol

Math Game

$2+4$
 $30-3$

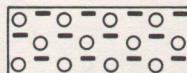
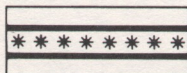
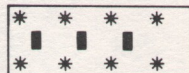
6
27

The Friend Game

Bobby
Susan

good guy
great dancer

Patterns





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