

For all 8-BIT Atari computers
(DISK) REQUIRES 48K and Atari Basic Cartridge for 400/800

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**HAVE FUN WHILE LEARNING
WITH**

SUPERFROGS FUNSPELLER

by
ED SABO JR

**SIX EDUCATIONAL GAMES
FOR ALL AGES**

**USE YOUR OWN WORDS OR THE
FIFTEEN WORD-SETS INCLUDED**

**EDUCATIONAL
SOFTWARE
BY**

**ULTRA
BASIC**



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**48K (DISK)
PRICE \$10.00**



INTRODUCTION

SUPERFROGS FUNSPELLER is a six game educational program for all ages. Preschoolers can use ABC-SEARCH to help them learn the alphabet. Other individuals may want to try ZYX-SEARCH (alphabet backwards), for a challenge. School children can type in their weekly spelling words and save them to disk, then use them with games 3 thru 6. Others will find the games fun and educational using the words from the 15 WORD-SETS included with the program or they can type in their own words also.

THE CREATOR

Although you never see him, THE CREATOR is always with you. He is in charge of all Games and Playfields. THE CREATOR is also the Official Time and Score-keeper.

SUPERFROGS

These normal looking frogs have Super Powers. They are invulnerable to everything. BE CAREFUL, their life-like movements make them difficult to control.

BLUE NASTY GRASS

These innocent looking creatures are intelligent. If your SUPERFROG attempts to run into one, the BLUE NASTY GRASS will sense this and zap your SUPERFROG with a violent electrical charge. This will stun your SUPERFROG temporarily, causing time loss.

NASTY TREES (Light Green)

Beware, the (TOPS) of these peaceful looking creatures are nasty. If your SUPERFROG runs into one, you'll know it! The NASTY TREES are always accompanied by BLUE NASTY GRASS.

OTHER OBJECTS

If your SUPERFROG runs into anything other than a NASTY TREE, BLUE NASTY GRASS, or if your joystick fire button is pressed your own color letters, he will make a croaky sound and lose three hops.

LOADING INSTRUCTIONS

You must have at least 48K of memory. Turn off your computer and all peripherals. If you have an Atari 400/800, insert the Atari Basic Cartridge into the proper cartridge slot. Turn on disk drive #1 and wait for the busy light to go out. When the busy light goes out, insert the SUPERFROGS FUNSPELLER disk with the label up. When you turn on your computer, the program will load. Loading is completed when the SUPERFROGS FUNSPELLER MENU (MAIN MENU) appears.

MAIN MENU INSTRUCTIONS

When the SUPERFROGS FUNSPELLER MENU appears, a SUPERFROG will give a short demo, displaying the names of each game. If you desire to abort the demo, press | SELECT |.

When the demo is completed or aborted, you can make your selections. Press | OPTION | to move the SUPERFROG down to the next option line. Hold down the | SHIFT | key and press | OPTION | to move the SUPERFROG up the option lines. Press | SELECT | to cycle through the games or options.

NOTE! Each time SUPERFROGS FUNSPELLER is loaded, the program automatically loads the last WORD-SET used. The title of the WORD-SET in memory is displayed towards the top of the menu. (See WORD-SET MENU, page 6). When games 3 thru 6 are in progress, the title of the WORD-SET in memory is displayed below the clock.

STARTING THE GAME

When you have made all your selections, press | START | to begin. THE CREATOR will set up the playfield, beam the SUPERFROGS down to the playfield, then begin the game. While a game is in progress, you can; press | SELECT | to return to the menu, press | START | to begin a new game, or press the | SPACE BAR | to pause the game. When the game is paused, "TIME-OUT" will be displayed on the bottom of the playfield. To resume play, press the | SPACE BAR | a second time.

..... GAME and PLAYER OPTION

<u>GAME</u>	<u>1 PLAYER</u>	<u>2 PLAYERS</u>
<u>(GAME#1) ABC-SEARCH</u>	X	X
<u>(GAME#2) ZYX-SEARCH</u>	X	X
<u>(GAME#3) SPELLING-1</u>	X	X
<u>(GAME#4) SPELLING-2</u>	X	X
<u>(GAME#5) TREETRAP-1</u>	X	X
<u>(GAME#6) TREETRAP-2</u>	X	X

NOTE! During a ONE PLAYER GAME in games 1 thru 4, the red number in the upper right hand corner of the playfield indicates the number of times you selected an incorrect letter.

..... NASTY TREE OPTION

There are two NASTY TREE OPTIONS to select from in games 1 thru 4, listed below. Games 5 and 6 always contain two NASTY TREES. The border always contains four DARK TREES, one in each corner.

4 NASTY TREES!

NO NASTY TREES!

..... PLAYFIELD OPTION

There are three different playfields to select from in Games 1 thru 4, listed below. Games 5 and 6 use a special playfield.

NO MAZE! There is no BLUE NASTY GRASS MAZE on the playfield. If NASTY TREES are used, they are placed randomly on the playfield.

PLACED MAZE! BLUE NASTY GRASS is placed in rows, always in the same location. If NASTY TREES are used, they are always in the same location.

RANDOM MAZE! BLUE NASTY GRASS is placed randomly in sets of 3. If NASTY TREES are used, they are placed randomly on the playfield.

..... DAY or NIGHT OPTION

DAY COLORS: Light colored background

NIGHT COLORS: Dark colored background

NOTE: Select the colors more suitable for your vision.

..... FUNCTION OPTION

PLAY GAME: This selection begins the game selected when | START | is pressed.

Below options are for games 3 thru 6 only!

WORD-SET MENU: This selection displays the WORD-SET MENU when | START | is pressed. (See WORD-SET MENU, page 6).

SCRAMBLE WORDS: This selection rearranges the WORD-SET when | START | is pressed. (See NOTES FOR GAMES 3 THRU 6, page 7).

ERROR NUMBERS

Below is a description of errors which may occur with selections from the WORD-SET MENU if your equipment or disk is used improperly.

138: The disk drive may be turned off, I/O cable may be disconnected, or there is no disk in the disk drive. To correct the error, make sure the disk drive is turned on with the SUPERFROGS FUNSPELLER disk inserted. Also make sure the I/O cable is properly connected.

144: There may be a write protect tab on the disk. To correct the error, make sure the SUPERFROGS FUNSPELLER disk is inserted in the disk drive with the write protect tab removed.

170: The wrong disk is in the disk drive. To correct the error, make sure the SUPERFROGS FUNSPELLER disk is inserted in the disk drive.

If any other errors occur, please refer to your DOS MANUAL.

WORD-SET MENU

The WORD-SET MENU contains four selections. To make a selection, press the number of the selection desired. Following is a description of each selection!

1. LOAD WORDS AND PLAY! This selection displays a list of all the WORD-SETS you can load for games 3 thru 6. An asterisk appears to the left of the WORD-SET already in memory. You can load one of your WORD-SETS which contain 20 words each or one of the 15 unchangeable WORD-SETS which contain 50 words each. To load a WORD-SET; type the number and letter which corresponds to the WORD-SET desired, then press the | RETURN | key or the | DELETE BK SP | key to make corrections. After the WORD-SET is loaded, the game you selected at the MAIN MENU will begin.

2. ADD A NEW WORD-SET! This selection is used to add your own WORD-SETS. Each of your WORD-SETS must contain 20 words. Each word must contain at least one consonant. Each word may contain up to 15 characters, one of which can be a space to form a double word phrase. Examples! CHRISTMAS EVE, DISK DRIVE, VIDEO GAME To correct the word you are typing, press the | DELETE BK SP | key. After you type in each word, press the | RETURN | key. If you desire to correct a word after you press | RETURN |, you must wait until you type in all 20 words. When all 20 words have been typed in, you can press | OPTION | to make corrections to the words. If all the words are correct, hold down the | SHIFT | key and press | SELECT | to save your words to disk. After your words are saved to the disk, the program displays the DISPLAY/EDIT/DELETE SET MENU. You are allowed to add 40 of your WORD-SETS to the disk. If you desire to add an additional WORD-SET after you have 40 WORD-SETS saved on disk, you must delete one of your old WORD-SETS first.

NOTE! Since the amount of spelling words a student receives varies, we found 20 words to work the best with our program. If you have less than 20 words, type additional words you wish to practice. If you have more than 20 words, type in 20 of your hardest words.

3. DISPLAY/EDIT/DELETE SET: This selection displays a list of all your WORD-SETS which contain 20 words each. Type the number and letter which corresponds to the WORD-SET desired, then press the | RETURN | key or the | DELETE BK SP | key to make corrections. After the WORD-SET is loaded, the words are displayed on the screen with a small menu. This menu contains four selections to choose from. Press the key which corresponds to the selection desired. Following is a description of each selection!

MENU: Returns to the WORD-SET MENU.

PLAY: Begins the game you selected at the MAIN MENU using the WORD-SET displayed on the screen.

EDIT: Allows you to make corrections to the WORD-SET displayed on the screen. Press | OPTION | to move the frog down to the next word. Hold down the | SHIFT | key and press | OPTION | to move the frog up to the next word. When the frog is next to the word you desire to correct, press the | DELETE BK SP | key. If you make corrections, don't forget to resave the WORD-SET to the disk.

DELETE: You can delete the WORD-SET displayed on the screen.

4. RETURN TO MAIN MENU: Returns to the MAIN MENU.

NOTES FOR GAMES 3 THRU 6

These games are played with ten words at a time. When a game is in progress, the group of ten words in use is indicated under the clock by "PART _ OF 2" or "PART _ OF 5" depending on which WORD-SET is loaded. If you start a new game before completing ten words, the new game will reuse the same ten words. To use all ten words the game must end. The next game you play will use the next ten new words. When you have used all of the words in a WORD-SET, THE CREATOR automatically rearranges the order that the words will appear. You can rearrange the words yourself with the SCRAMBLE SET option in the MAIN MENU.

Under your score there are two sets of numbers. The number closest to the center indicates what word you are on. The other number indicates the number of words you have completed correctly.

--- (GAME#1) ABC-SEARCH ---

In ABC-SEARCH, THE CREATOR randomly places the letters of the alphabet on the playfield, one set for each player in their color. The object of the game is to attain the highest score by collecting the letters in alphabetical order. To collect a letter, you must hold down your joystick fire button and run into the letter desired.

Each time you collect a correct letter, your SUPERFROG makes a pleasant sound. You receive 50 points, and the letter appears on your side of the playfield.

If you run into an incorrect letter with your fire button pressed, you lose 50 points. Your SUPERFROG makes an unpleasant sound and rocks back and forth 12 times, losing valuable time.

If using NASTY TREES in the game, avoid running into one. If your SUPERFROG runs into one, THE CREATOR will pause the game and transport your SUPERFROG to the top of the playfield. He deducts 250 points from your score then transports your SUPERFROG back in the game.

The game ends when one of the players collects all the letters in their alphabet.

--- (GAME#2) ZYX-SEARCH ---

ZYX-SEARCH is played the same as ABC-SEARCH, except in this game you must collect the letters in reverse alphabetical order starting with "Z" and ending with "A".

--- (GAME#3) SPELLING-1 ---

In SPELLING-1, THE CREATOR momentarily displays a word from the WORD-SET on the bottom of the playfield. Next, he randomly places the letters of that word plus three additional letters on the playfield for each player in their color. The object of the game is to attain the highest score by collecting the letters of the word in the correct order. To collect a letter, you must hold down your joystick fire button and run into the letter desired.

Each time you collect a correct letter, your SUPERFROG makes a pleasant sound. You receive 50 points, and the letter appears on your side of the playfield. One of the players must complete the current word before advancing to the next word.

If you run into an incorrect letter with your fire button pressed, you lose 50 points. Your SUPERFROG makes an unpleasant sound and rocks back and forth 12 times, losing valuable time.

If using NASTY TREES in the game, avoid running into one. If your SUPERFROG runs into one, THE CREATOR will pause the game and transport your SUPERFROG to the top of the playfield. He deducts 250 points from your score then transports your SUPERFROG back in the game.

When the group of ten words is used, the game ends. (See NOTES FOR GAMES 3 THRU 6, page 7).

--- (GAME#4) SPELLING-2 ---

SPELLING-2 is played the same as SPELLING-1 except, the word to be spelled is not displayed and no additional letters are used.

--- (GAME#5) TREETRAP-1 ---

In TREETRAP-1 your SUPERFROG is placed inside a TREETRAP. At the outside edge of the TREETRAP, a NASTY TREE stands waiting. The alphabet is on the playfield for each player, consonants are in the player's color and the vowels red. THE CREATOR randomly selects one of the ten words for each player. Then displays a space for each consonant and places the vowels in their proper locations for your word. The object of the game is to attain the greatest score by selecting the correct letters in your word. You must select letters from your alphabet using your joystick to move to the desired letter (4 directions; left, right, up, and down). The letter will flash on and off. To select the letter, press your joystick fire button.

Each time you select a correct letter, the letter is removed from your alphabet and placed in its correct location in your word. You receive up to 50 points each time the letter appears in your word. If you complete the word, you advance to the next word.

If you select an incorrect letter, THE CREATOR removes the letter from your alphabet and places it between your SUPERFROG and the arrow, forcing your SUPERFROG one step closer towards the NASTY TREE. Each incorrect selection reduces the point value you receive for correct letters in your current word by 10 points. On your fourth incorrect selection, your SUPERFROG is forced into the NASTY TREE. Then THE CREATOR transports your SUPERFROG to the top of the playfield and deducts 250 points from your score. In a TWO PLAYER game, your SUPERFROG remains on top of the playfield until the other player completes the current word or is forced into the NASTY TREE.

The game ends when one of the players completes ten words. In a TWO PLAYER game, if a player is forced into a NASTY TREE on his tenth (last) word, the other player has a chance to complete his current word before the game ends. (See NOTES FOR GAMES 3 THRU 6, page 7).

--- (GAME#6) TREETRAP-2 ---

TREETRAP-2 is played the same as TREETRAP-1 except, the entire alphabet is displayed in the player's color. The vowels are not placed in your word. You have five incorrect guesses before your SUPERFROG is forced into the NASTY TREE.

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SUPERFROGS FUNSPELLER™

6 EDUCATIONAL GAMES
1 OR 2 PLAYER OPTIONS
2 NASTY TREE OPTIONS
3 PLAYFIELD OPTIONS
DAY OR NIGHT COLORS

TYPE IN 40 OF YOUR OWN 20 WORD WORD-SETS AND SAVE THEM TO DISK, THEN HAVE FUN USING YOUR WORDS WITH GAMES 3 THRU 6.

ALSO INCLUDED ARE FIFTEEN 50 WORD WORD-SETS, SHOWN BELOW:

*US STATES, US CAPITOLS, US NICKNAMES
ANIMALS, ASTRONOMY, CALENDAR
COMPUTER, COUNTRIES, ELEMENTS
FOODS, HAND TOOLS, BOY'S NAMES
GIRL'S NAMES, SPORTS, VOCATIONS*

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