

# WORDMANIA ©1982

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## COLOR GRAPHICS

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Wordmania© is a challenging word game with many unique features.

Players may compete individually or in the two player mode. This program has been developed for ages 5 through adult and will offer a challenge even to the most quick witted player.

Wordmania© has been developed as an educational program in several respects, to improve typing abilities, word recognition, spelling, concentration and make learning fun.

## FEATURES

One or two players  
Auto-Level adjusting  
Options for time limits  
Bonus words

Graphic Timing Devices  
Over 1,000 words  
A million combinations  
Sound effects

## TIMING

There are three levels of time to select from:

Level 1 Scoring is high, response time very short

Level 2 Average - Good for a two player challenge

Level 3 Scoring is low and response time is long. However, this allows for beginners to become familiar with the game.

When the asterick appears at the end of the timing line, that player's turn is over for that sequence of play. The remaining player may continue until their time is up.

NOTE: If your response is fast enough on each level, your timing device will not move and maximum score for that word will be given.

## **KEYBOARD INPUT**

The backspace is not utilized. Letters not in the anagram will be ignored. Press the space bar to reset the anagram. When you find a combination of letters that are difficult, experiment with words by typing letters in a different order and then resetting with the space bar. Improper words will reset the anagram automatically allowing another try if time permits.

**NOTE:** There may be more than one word in the combination of letters. However, the computer will only accept the word programmed.

## **SCORING**

Score is derived by the level of play and response time of the player. Bonus words also include the number of words received and response time added for bonus score.

A score of 800 on level 1 is not unusual, but a fast response is required. Lower scores will result on the Atari® 400 due to type of keyboard.

## **AUTO-LEVEL ADJUST**

This feature works on response time. All players start at the base level of difficulty. The more experienced player will soon receive more difficult words. To continue at the same level when the last set is completed, select "same game" at the conclusion of that level.

## **WORD LIST**

Words have been chosen that are well within the vocabulary of the respective educational level of the player. All words are six letters or less and may be found in a standard Webster's dictionary with the exception of one surprise word. You will be surprised that at times even the simplest of words can be difficult.

NOTE: To start over once game has started, press “q” when “Press any key” appears.

### **FINAL WORDS:**

We here at Syncro know that some would have preferred a joystick input. However, that would not assist in the improvement of typing skills or thought concentration.

We sincerely hope you will have many hours of enjoyment with our program, Wordmania©.

NOTE: In the selection of the words for this program, care was maintained that no combination of letters would spell a word that may be offensive to some individuals. However, when using over 1,000 words there may have been a combination we missed. We apologize if this occurs as it was not our intent to allow this to happen.

## **LOADING INSTRUCTIONS**

### **DISK**

Install BASIC cartridge and minimum of 24K of memory. Disk will auto-boot.

### **CASSETTE**

Be sure BASIC cartridge is installed and a minimum of 16K of memory.

Check to see if tape is rewound and leader tape is showing in front. Press PLAY button on Cassette Deck, Type CLOAD and press RETURN. When READY appears type RUN. Logo will appear and music will play while program is loading. Don't forget to disengage tape deck when program is loaded.

**Other Adventures and Programs**  
by  
**Syncro Inc.**

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**Maze of Death** © 1981      16K Cassette      24K Disk  
A fast paced, action packed adventure pitting you against a mad scientist with intent to destroy a city. All color graphic.

**Mar Tesoro** © 1981      24K Cassette      32K Disk  
Rent a boat and crew with your initial capital and dive for sunken treasure. You can amass a fortune or be terminated by a shark or octopus. A color graphic adventure.

**Drac is Back** © 1981      24K Cassette      32K Disk  
A non-scrolling, non-graphic adventure with enlarged text. Multi-colored and sounds. Roam the 200 room castle of Drac, but you better have wooden stakes and silver bullets. Now, with added features and graphic chart option.

**Alien Hell** © 1981      16K Cassette      24 K Disk  
An all color graphic adventure. Solve the riddle for your escape. An adventure for the experienced adventurer.