

SPELLING GENIE

LEARNING

Four spelling games using preset lists
or your own



CONSUMER-WRITTEN PROGRAMS FOR

ATARI®

HOME COMPUTERS

APX

ATARI Program Exchange

SPELLING GENIE

by

Dale Disharoon

Program and manual contents © 1982 Dale Disharoon

Copyright notice. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)

800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

ATARI is a registered trademark of Atari, Inc. The following are trademarks of Atari, Inc: 400, 410, 800, 810, 820, 822, 825, 830, 850, 1200XL.

Limited Warranty on Media and Hardware Accessories. Atari, Inc. ("Atari") warrants to the original consumer purchaser that the media on which APX Computer Programs are recorded and any hardware accessories sold by APX shall be free from defects in material or workmanship for a period of thirty (30) days from the date of purchase. If you discover such a defect within the 30-day period, call APX for a return authorization number, and then return the product to APX along with proof of purchase date. We will repair or replace the product at our option. If you ship an APX product for in-warranty service, we suggest you package it securely with the problem indicated in writing and insure it for value, as Atari assumes no liability for loss or damage incurred during shipment.

This warranty shall not apply if the APX product has been damaged by accident, unreasonable use, use with any non-ATARI products, unauthorized service, or by other causes unrelated to defective materials or workmanship.

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty (30) days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

The provisions of the foregoing warranty are valid in the U.S. only. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Disclaimer of Warranty on APX Computer Programs. Most APX Computer Programs have been written by people not employed by Atari. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. In order to economically offer these programs to the widest number of people, APX Computer Programs are not rigorously tested by Atari and are sold on an "as is" basis without warranty of any kind. Any statements concerning the capabilities or utility of APX Computer Programs are not to be construed as express or implied warranties.

Atari shall have no liability or responsibility to the original consumer purchaser or any other person or entity with respect to any claim, loss, liability, or damage caused or alleged to be caused directly or indirectly by APX Computer Programs. This disclaimer includes, but is not limited to, any interruption of services, loss of business or anticipatory profits, and/or incidental or consequential damages resulting from the purchase, use, or operation of APX Computer Programs.

Some states do not allow the limitation or exclusion of implied warranties or of incidental or consequential damages, so the above limitations or exclusions concerning APX Computer Programs may not apply to you.

Contents

Introduction	1
Overview	1
Required accessories	1
Optional accessories	1
Getting started	2
Loading <i>Spelling Genie</i> into computer memory	2
The first display screen	3
The Genie's menu	4
Introduction	4
What the menu items mean	4
Selecting menu items	4
Word Bank	5
Typing your own list	6
Selecting one of <i>Spelling Genie</i> 's lists	6
Printing a word list	7
Returning to <i>Spelling Genie</i> 's menu	7
Storing word lists on diskette or cassette	8
If you have the diskette version of <i>Spelling Genie</i>	8
Saving a word list—both versions	8
Saving a word list to diskette	8
Saving a word list to cassette	9
Loading a word list into computer memory	9
Loading a word list from diskette	9
Loading a word list from cassette	9
The five game variations	10
Pop On	10
Mix Up	11
Vowels	11
Tip Off	12
Tournament	12

How to play the games	13
When you play alone	13
Entering words with the joystick controller	13
Entering words using the keyboard	13
Scoring	13
When you play with a friend	14
Selecting the two-player option	14
Selecting the number of words per game	14
Entering your names	14
Using your joysticks	14
Scoring	14
When you face hard words	15
If you want to quit a game before it ends	15

Overview

Spelling Genie is four different spelling games rolled into one. You can play the games by yourself or with a friend. You can enter your answers using the computer keyboard or a joystick controller, or a combination of the two.

Each game uses ten words. You can choose one of the *Spelling Genie*'s nine word lists, or you can type in your own lists, which you can save on diskette or cassette. Using your own lists lets you turn your weekly spelling assignment into a game!

The four games use your word list in different ways. Pop On flashes a word briefly. You repeat the spelling of the word. Mix Up displays a word scrambled up. You unscramble it, spelling it correctly. Vowels displays a word with a blank space in place of each vowel. You figure out what's missing and then spell the complete word. Tip Off displays the length of a word along with a one-letter clue. If you don't enter the correct spelling of the word within five or six seconds, the clue disappears and another letter displays. When you're ready to whip through all variations, you can choose the Tournament option, in which you play each game without stopping between games.

Required accessories

ATARI BASIC Language Cartridge

- Cassette version
16K RAM
ATARI 410 Program Recorder
- Diskette version
24K RAM
ATARI 810 Disk Drive

Optional accessories

- One ATARI Joystick Controller per player
- ATARI printer or equivalent printer

Getting started

Loading *Spelling Genie* into computer memory

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. If you plan to use the joystick option, plug player #1's joystick controller into the first controller jack of your computer console. Plug player #2's joystick into the second controller jack.
3. If you plan to have the spelling word lists printed, be sure to connect your ATARI printer to your system and turn it on.
4. *If you have the cassette version of Spelling Genie:*
 - a. Turn on your TV set.
 - b. Connect your program recorder to the computer and to a wall outlet.
 - c. Slide the *Spelling Genie* cassette in the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
 - d. Hold down the START key while you turn on the computer. Press the RETURN key two times to start the loading of the tape into computer memory.
 - e. When the tape finishes loading, the program will start automatically.

If you have the diskette version of Spelling Genie:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the *Spelling Genie* diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.



The first display screen

After the program loads into computer memory, the title and copyright notice display as the genie goes to work!

The Genie's menu

Introduction

Shortly after the genie finishes showing off, the menu of games and options displays. It looks like this:

```
THE GENIE'S MENU
==> WORD BANK
    POP ON
    VOWELS
    MIX UP
    TIP OFF
    TOURNAMENT
    HOW MANY? 10
    PLAYERS? 1
```

Figure 1 Game selection

What the menu items mean

POP ON, VOWELS, MIX UP, and TIP OFF are your game choices, and TOURNAMENT is the four-game option. Before playing a game, you must first go to the WORD BANK and select one of the word lists that comes with *Spelling Genie*, or type in your own ten words.

You use the HOW MANY? option only when you're playing with a friend. It refers to the number of words you want each game to run through. PLAYERS? refers to the number of players. (If you're playing by yourself, make sure "1" appears next to PLAYERS and then continue.) If you're playing with a friend, you have to set HOW MANY? to 2, as explained later. If you play with a friend, read the sections describing the HOW MANY? and PLAYERS? options before starting a game.

Selecting menu items

To select an item on the menu, you move the arrow to the game or option you want. You can move the arrow in two ways. You can press the OPTION key to move the arrow down. After pointing to the last item, the arrow begins again at the top of the list. Or, you can move the arrow down the list by pushing the joystick toward you and up the list by pushing the joystick away from you. Make sure that the red button is at your upper left and that you use the joystick plugged into the first controller jack.

Try both ways. Then, to signal the computer you want to activate a game or option, press either the SELECT key or the red joystick button. Since you must select a word list before you can play any of the games, move the arrow to WORD BANK and then press the SELECT key or the red joystick button.

WORD BANK

After you select Word Bank, a list numbered from one to ten displays, with dots you replace with letters, if you decide to use your own list of words. The screen looks like this:

1. ^.....

2.

3.

4.

5.

6.

7.

8.

9.

10.

YOUR WORD BANK

<ESC>	DISK
START	MENU
SELECT	WORDS
OPTION	PRINT

Figure 2 Word bank

You use the Word Bank option to do any of four things:

- save or load a word list on cassette or diskette
- type your own list of ten words
- select one of *Spelling Genie*'s word lists
- print an existing word list

Typing your own list

Enter your own list by typing one word on each of the ten lines. Use lowercase letters only, and don't use any punctuation marks (like , or ' or ").

After you type a word, press the RETURN key or the DOWN ARROW to drop down to the next line. You can move anywhere around the list without affecting the words by using the UP, DOWN, LEFT, and RIGHT ARROW keys. A blinking dot or letter (represented by a “^” in the figure above) indicates where you are on the list. Try it.

If you make a spelling mistake, you can erase letters by spacing or backspacing over them. To erase *all ten* words at once and start over, press the SHIFT and CLEAR keys at the same time.

You can return to the Word Bank screen at any time during a game, either to type a new list, or to change some of the words, or to correct a misspelled word. Just press the START key to return to the menu and then press SELECT to display your word list in the Word Bank.

Selecting one of *Spelling Genie's* lists

Spelling Genie comes with nine word lists. Each list has a theme. To choose one of these lists, press the SELECT key. The nine themes then display:

0		NONE
1		ANIMALS
2		BUGABOOS
3		FRUITS
4		VEGIES
5		YOUR BODY
6		INSIDE YOU
7		VEHICLES
8		HOME
9		THE EARTH

Figure 3 Word lists

The 0|NONE is there in case you decide you don't want to change the current word list after all. (When you press the zero key, the nine titles disappear and the first letter of the first word on the current list blinks, telling you that you can work on the list, if you want to.)

To choose any of *Spelling Genie's* word lists, press its number key. For example, to use the VEHICLES word list, press the 7 key. The computer takes a few seconds to choose ten words and then returns you immediately to the menu. It does this so you can play the games without knowing what the words are going to be. But if you want to know ahead of time, or if you want to change or print the list you selected, just return to the Word Bank from the menu.

Printing a word list

Printing a word list is easy if you have an ATARI printer connected to your system and turned on. Once you have a word list (either one you typed yourself or one you chose from *Spelling Genie*), press the OPTION key while in the WORD BANK. *Spelling Genie* then prints the current list. For example, a BUG-ABOOS word list prints like this:

```
* * * YOUR SPELLING WORDS * * *  
1. cricket.....  
2. gnat.....  
3. butterfly...  
4. flea.....  
5. moth.....  
6. fly.....  
7. wasp.....  
8. hornet.....  
9. bee.....  
10. aphid.....
```

Figure 4 Printed word list

If your printer isn't ready, the message "PRINTER?" displays to remind you to turn it on.

(Psst...if you press the OPTION key without specifying a word list, the printer prints a blank form, which you can use to write in your words!)

Returning to *Spelling Genie's* menu

When you finish using the Word Bank option, press the START key. *Spelling Genie* returns you to the menu and you can select a game or another option.

Storing word lists on cassette or diskette

If you have the diskette version of *Spelling Genie*

Because the *Spelling Genie* diskette is unnotched to protect the software against accidental erasure, you can't store your word lists on that diskette. Therefore, if you want to store your lists on diskette, you must use another diskette, which must be formatted. *Format your diskette before loading Spelling Genie into computer memory and creating your own word list.* To format a diskette, follow these steps.

1. Insert a diskette containing the Disk Operating System (DOS) II files in your disk drive.
2. Type DOS to display the DOS menu.
3. If you wish to save your word lists on another diskette, remove the DOS II diskette and insert the new diskette in your disk drive.
4. Type I to select option I, "Format Disk," on the DOS menu. (*Note.* When you select option I, all files currently on the diskette will be erased.)
5. Now turn to the "Getting Started" section of this manual to load *Spelling Genie* into computer memory. Once you create your own word list, you're ready to store in on your formatted diskette.

Saving a word list – both versions

To save a list of words you've entered, press the ESC key at the upper left corner of the keyboard. The message "SAVE OR LOAD" appears on the TV screen. Press the "S" key to SAVE your word list. The message "ENTER FILENAME" then appears.

Saving a word list to diskette

1. Insert your formatted diskette into your disk drive.
2. Type in a name for your word list. Begin the name with a letter and make the name no longer than eight letters. When you press the RETURN key, the program stores your word list on the diskette. (If you decide not to save your list after all, press the RETURN key without entering a name.)

Saving a word list to cassette

1. Make sure your program recorder is connected to your computer and to a wall outlet.
2. Insert a blank cassette into your program recorder and press REWIND to rewind the tape to the beginning.
3. Then press PLAY and RECORD on your program recorder. When *Spelling Genie* asks you to enter a filename, type C: . The letter "C" followed by a colon tells the Genie to save your list to the cassette. After entering C: , press the RETURN key.
4. You'll hear two beeps. Press the RETURN key again to store your word list on the cassette.
5. It's a good idea to write on the cassette the starting and ending tape counter numbers indicating the location of your file on the cassette (for example, "0 - 25 Ann's word list").

Loading a word list into computer memory

To load a list of words you've previously saved, press the ESC key. When the message "SAVE OR LOAD?" appears, press the "L" key for LOAD. The message "ENTER FILENAME" then appears.

Loading a word list from diskette

1. Insert the diskette containing your stored word list into the disk drive.
2. Type in the filename you used when you stored the word list on the diskette and press the RETURN key.
3. The word list should then load into the *Spelling Genie* Word Bank.

Loading a word list from cassette

1. Make sure your program recorder is connected to your computer and to a wall outlet.
2. Insert the cassette with your word list into the program recorder and press REWIND until the tape rewinds fully.
3. Then press PLAY on the program recorder to prepare the tape for loading into computer memory.

4. Type C: and press the RETURN key on the computer keyboard.
5. After a beep sounds, press the RETURN key again to load your word list into the *Spelling Genie* Word Bank.

The five game variations

You use the same methods to play all four games and to use the Tournament option. Before describing these methods, we'll look at the five game variations. Then pick a game to try out as you read about how to play.

POP ON

One at a time, a word from your current list flashes briefly on the screen, which looks like this (using a word from the BUGABOOS list):

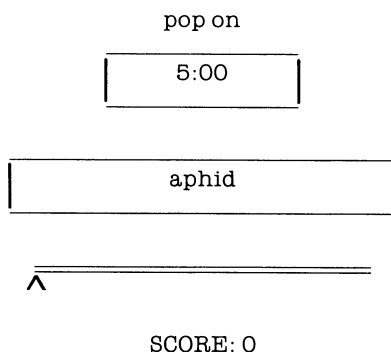


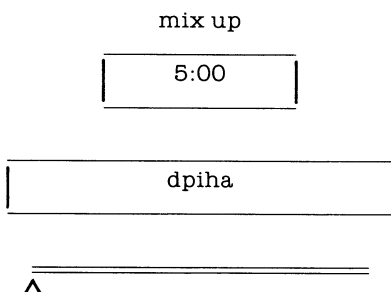
Figure 5 Pop On display screen

(The five-minute timer displays only when you play alone.) To score a point, you must spell the word correctly, entering the letters where the arrow is pointing. If you spell the word incorrectly and then press the RETURN key or the red joystick button to signal the end of your word, nothing happens. That's *Spelling Genie*'s way of telling you the word isn't spelled correctly, so try again.

If you don't catch the word the first time, don't worry. It flashes every five or six seconds.

MIX UP

One at a time, a word from your current list displays on the screen with the letters scrambled. For example, the word “aphid” might look like this:



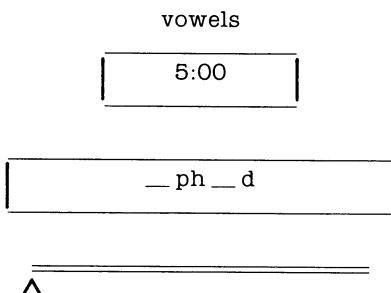
SCORE: 0

Figure 6 Mix Up display screen

(The five-minute timer displays only when you play alone.) To score a point, you must unscramble and spell the word correctly, entering the letters where the arrow is pointing. Just like Pop On, *Spelling Genie* won't accept your word if you spell it incorrectly.

VOWELS

One at a time, a word from your current list displays on the screen with blank spaces in place of the vowels a, e, i, o, and u. (Vowels are usually the trickiest part of spelling a word correctly). For example, the word “aphid” might look like this.



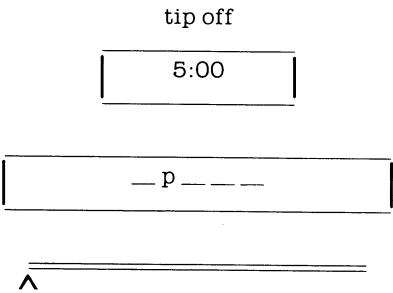
SCORE: 0

Figure 7 Vowels display screen

(The five-minute timer displays only when you play alone.) To score a point, you supply the missing vowels and spell the whole word correctly, entering the letters where the arrow is pointing. Just like Pop On, *Spelling Genie* won't accept your word if you spell it incorrectly.

TIP OFF

A line the length of one of your word bank words displays on the screen. One letter from your word displays in its correct position on the line. After a few seconds, that letter disappears and a different letter clue displays. For example, the word “aphid” might look like this:



SCORE: 0

Figure 8 Tip Off display screen

(The five-minute timer displays only when you play alone.) To score a point, you must guess the word and spell it correctly, entering the letters where the arrow is pointing. *Spelling Genie* won’t accept your word if you spell it incorrectly.

TOURNAMENT

The Tournament option automatically runs through all four games, one after the other. *Spelling Genie* always uses ten words for each game in Tournament play, and so a perfect score is forty.

How to play the games

When you play alone

You may use either the joystick controller plugged into the first jack, or the keyboard to enter ten, twenty, thirty, forty, or fifty words and pick your options, or you can use both! In each game, a small arrow beneath the word entry line shows your current position.

Entering words with the joystick controller. You can move left and right along the word line by pushing the joystick left and right. Now move the joystick toward you or away from you. Letters start appearing forward or backward through the alphabet. To spell a word with the joystick, push the joystick until the letter you want appears, and then move the arrow to the next letter space and repeat the first step. When you finish spelling the word, press the red trigger button to signal the end of the word.

If you spelled the word correctly, *Spelling Genie* whistles, awards you a point and continues the game. If you misspelled the word, *Spelling Genie* ignores your signal, and you should try again.

To correct a word, move to the letter you want to replace and cycle through the alphabet again until you reach the letter you want. You can move the arrow right or left without erasing letters by using the right arrow (—>) and left arrow (<—) keys on the computer keyboard.

Entering words using the keyboard. You can also enter words on the word entry line by typing the letters from the keyboard. As you type a letter, the arrow moves to the next space. When you're finished, press the RETURN key.

If you spelled the word correctly, *Spelling Genie* lets out a short whistle, awards you a point and continues the game. If you misspelled the word, *Spelling Genie* ignores your signal, and you should try again.

To correct a word, move to the incorrect letter(s) by backspacing and retype the letter(s). You can also move the arrow right or left without erasing letters by using the right arrow (—>) and left arrow (<—) keys on the computer keyboard.

Scoring. When you play along, the games display a countdown clock at the top of the screen. The clock is set for five minutes. You have five minutes to enter as many correct spelling words as possible. The clock stops automatically while the computer chooses, mixes, and otherwise scrambles the words. The game ends when either the five-minute timer runs out or when you've entered all fifty words correctly. A perfect score is fifty (except for Tournament, when it's forty).

When you play with a friend

Selecting the two-player option. When you play *Spelling Genie* with a friend, you must first use the PLAYERS? option to set the games for two players. Move the arrow down to PLAYERS? and then press the SELECT key or the red joystick button to display a 2. Now you can choose a game or another option. (If you want to play a game alone, go back to the PLAYERS? option and press the SELECT key again to display a 1.)

Selecting the number of words per game. *Spelling Genie* goes through ten words for each two-player game. However, you can change this number to twenty, thirty, forty, or fifty if you want. To do so, move the arrow on the *Spelling Genie* menu to the HOW MANY? option and then press the SELECT key or the red joystick button until the number you want displays. Now you can choose a game or another option. (You can change this number by going back to the HOW MANY? option and pressing the SELECT key or the red joystick button until your desired number appears.)

Entering your names. When you use the two-player option, *Spelling Genie* asks you to enter two names. At this point, if you only press the RETURN key, *Spelling Genie* assumes player 1 and player 2. Otherwise, you can use the keyboard to type in the name of the person using the first joystick and press the RETURN key. Then type in the name of the person using the second joystick and press the RETURN key again. For your chosen game, each player's name displays over a score area and a word entry line.

Using your joysticks. When you play with a friend, you both use joysticks to spell your words. Read about how to use the joysticks under "When you play alone."

Scoring. When you play with a friend, the games aren't timed and no countdown clock displays on the screen. You race against each other to be the first to enter a word correctly on your word entry line. A game ends when you've reached the number of words you chose in the HOW MANY? option.

When you face hard words

If you find a word too hard, you can tell *Spelling Genie* to skip it and go on to the next one by pressing the SELECT key. You might want to do this during a game of Mix Up, where the letters are scrambled.

If you want to quit a game before it ends

If you want to stop playing before a game is over, press the START key to return to the *Spelling Genie* menu.



ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP



ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]

SPELLING GENIE

by Dale Disharoon

- Turn your weekly spelling lists into games
- Use the nine lists included or add your own
- Play alone or with a friend

Spelling Genie uses a game approach for helping children master their spelling assignments. Kids will want to use this classroom-tested program again and again. And teachers and parents will appreciate the program's versatility. Along with nine spelling lists included in the program, you can add your own lists.

Spelling Genie uses four different approaches for mastering word recognition and spelling skills. In Pop On, a word flashes briefly and the child then types in the same

word. In Mix Up, all the letters of a word display in random order and the child types in the unscrambled word. In Vowels, a word displays with blanks in place of vowels, and the child types in the complete word. In Word Whizzer, ten words display in a column and a spinner displays opposite one of the words; the child activates the "whizzer" by typing the word opposite the spinner. *Spelling Genie* also has a tournament option for playing all four games consecutively. In each exercise, players can't go on to another word until typing the current one correctly, but the program helps in various ways to avoid discouragement. A child playing the games alone works against a countdown clock. Two children playing the games complete against each other for the winning score. Children can also print their spelling lists for further study.

Requires:

- ATARI BASIC Language Cartridge

Cassette

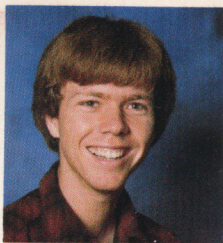
- (APX-10145)
- ATARI 410™ Program Recorder
- 16K RAM

Diskette

- (APX-20145)
- ATARI 810™ Disk Drive
- 24K RAM

Optional:

- One ATARI Joystick Controller per player
- ATARI printer or equivalent printer



About the author

Dale Disharoon

You can tell that the author of *Spelling Genie* knows a lot about how children learn. Dale Disharoon taught combination classes of kindergarten through second grade in a small school in Mendocino, California, for three years. When the school system bought an ATARI Home Computer, Dale began to write the imaginative programs that have delighted and educated children ever since. Dale's college studies prepared him to work in children's TV

programming, and he's led workshops in puppetry since then. He's co-author of a book on ATARI Pilot games, to be released soon. He and his wife, Ann, moved to Fairfield, Iowa, to pursue an interest in Transcendental Meditation at the Maharishi International University community, but they're now returning to their home state of California, where Dale is devoting full time to writing computer programs for children.

Errata

The instructions for the cassette version of SPELLING GENIE (on page 2 under "Getting Started") are not correct.

If you have the cassette version, please follow these instructions instead:

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. If you plan to use the joystick option, plug player #1's joystick controller into the first controller jack of your computer console. Plug player #2's joystick into the second controller jack.
3. If you plan to have the spelling word lists printed, be sure to connect your ATARI printer to your system and turn it on.
4. Turn on your computer and your TV set.
5. Slide the SPELLING GENIE cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
6. Type CLOAD on your computer and then press the return key two times. The tape will load into computer memory.
7. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.