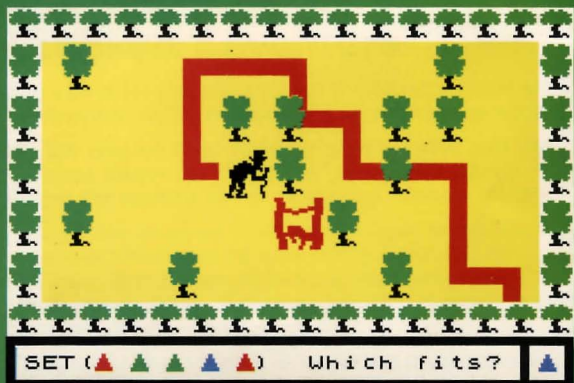


# Adventure Playground



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## **Adventure Playground**

The programs on this tape are designed for children from very early readers to about 9 years old.

They are fun to play and present a different game to the child each time.

Parents or teachers should be sure to read the brief educational notes.

## **Crooked Adventure**

The aim is for the child to get the crooked man with his crooked cat and mouse, to their crooked house.

On the way he must find the crooked stile and the crooked sixpence. There are four games which follow the scenes in the traditional nursery rhyme.

The games involved work on a simple 'press any key' principle which can be very easily operated by children. The games develop a wide variety of educational skills - planning, decision making, logical thinking, memory and strategy.

The parent should work through the program with the child initially. Between each of the four games there is a choice to be made of what to do next and young children may need help here for a few plays. After this children can be left to play on their own.

### **LOADING**

To LOAD the program, type LOAD"ca" or LOAD"". The program loads in several parts and is ready to play when the title page clears.

## RULES OF PLAY

There are four games to play. Between each, the STATE OF PLAY is shown giving the score reached so far and the objects (keys or glasses) which have been collected. There are four options and at this stage very young children might need help in deciding what to press. All the games themselves operate on an 'any key press' idea.

When the state of play is shown:

- Press
- [1]** To repeat the game. The child keeps what objects they have already collected.
  - [2]** To go on to the next game.
  - [S]** To go back to the very start and begin a completely new game.
  - [Q]** To quit.

In all games holding down **[CAPS/SHIFT]** and **[Z]** together act as an escape key. In games 1, 2 and 3 this makes the program move to the STATE OF PLAY at the end of the game being played. In game 4 the program goes back to game 1. This means that by using **[CAPS/SHIFT]** and **[Z]** it is possible to cycle through the games and select which to play. This might be needed to search for more keys or glasses.

**Glasses.** These are found in game 1 and help to see in later games. A particular colour of glasses help with a particular game. It is worth repeating game 1 until all the glasses - three pairs - are found. Glasses are picked up simply by landing on them.

**Keys.** There are two keys in game two, one in game three and two in game four. It is not possible to be sure which key will open the door of the crooked house. It is worth trying to find them all, so it is best to wait to finish a game until all the keys have been found. It is, however, difficult to manage this unless all the glasses have been found first!

## THE GAMES

### ONE: THE CROOKED STILE.

The aim is to get the crooked man to the crooked stile. Choose the direction to move by pressing any key when the required direction flashes.

After each move there is a small puzzle. A set of shapes is shown and additional shapes are shown in turn. Press any key when the shape shown is one which **belongs** to the set. A correct answer gives the child a brief reminder of where the stile is. There is no reminder when an incorrect answer is given.

After each move an extra tree is added as an obstacle. Don't bump into trees! Also don't forget that there are three hidden pairs of glasses which help in later games.

If the child takes a long time and gets completely blocked by trees, then press **[CAPS/SHIFT]** and **[Z]** together to escape.

### TWO: THE CROOKED SIXPENCE.

The aim is to find the crooked sixpence which is somewhere in the field around the stile. The game ends as soon as the sixpence is found.

Before each search a puzzle has to be solved. Down each side of the field is a row of trees, each tree has a secret colour. To see the secret colour press any key when the arrow points to the tree required. To solve the puzzle find the pair of trees with the same secret colour.

When a pair of trees has been found a light blue square moves over the field. Press any key when this flashing square is over the area to be searched.

Don't forget there are two keys also hidden in the field.



### THREE: THE CROOKED CAT AND MOUSE.

The aim is to guide the cat so that it catches the mouse, and the game ends when the cat lands on the same square as the mouse.

Before the cat can be moved a simple puzzle must be solved. In this game a **sequence** of shapes and colours is shown. The child must decide which comes **next** in the sequence. (Note this is unlike game 1 where the shapes form a set, and an additional shape belonging to the same set has to be found). Press any key when the correct answer is on view.

It is only possible to move the cat after a correct answer. Wait until the arrow shows the direction required, and then press any key. Hold the key down to move more than one square.

### FOUR: THE CROOKED HOUSE.

Man, cat and mouse must all be moved along the path into the crooked house. The game ends when this is done. If more keys are needed it may be better to escape and go looking for them at this stage.

Stop the moves counter when the number required is shown. This involves some practice! Then choose who you want to move by pressing any key when the arrow points to the required figure.

The red stars are traps. If the man, cat or mouse land on a red square they are returned to the start. The worst mistake is to let one figure land on top of another. Both get sent back to the start and a new red star is made on that square.

When this game is finished there is then the chance to see if any of the keys collected fit the door of the crooked house, and finish the game.

## The Queen Of Hearts

The knave of hearts has stolen the Queen's tarts and hidden them. The tarts must be found and taken back to the Queen's Palace. But beware! The Queen will be very cross if anyone enters her Palace without the tarts.

This game needs some reading skills to operate, but the form of words used on the screen is repetitive which encourages rapid learning of any words not already known. The game develops memory, reading and spelling skills, strategy and spatial concepts. The various locations fall into a map and at some stage it may occur to the child to make a map, and this will certainly help.

Apart from moving from place to place various obstacles may be met on the way which can only be overcome with certain objects. These are obtained from the locations using 'take', 'leave' and 'swap' commands.

Each time the game is played the locations and their contents are changed to make a different problem.

As in Crooked Adventure the parent or teacher should initially work through the game with the child.

## LOADING.

To LOAD the program, type LOAD"queen" or LOAD"". The program loads in several parts and is ready to play when the title page clears and the toy box appears.

## THE FLASHING ARROW.

From time to time the computer will give a message and a small flashing arrow appears near the bottom right of the screen. The flashing arrow is a reminder to press any key when the message has been read.

## RULES OF PLAY.

Find the Queen's tarts and then find her Palace. There are a number of different **locations** that could hold the tarts, and a number of **obstacles** that could get in the way.

## LOCATIONS.

Each location will be illustrated and in the bottom centre of the illustration may be one or two objects. These are described in the first line of text:

You can see: .....

The next line tells the child what he/she is currently holding:

You have: .....

After that the directions in which the child can go are shown:

Exits: .....

Finally the child is asked:

What do you want to do ?

## Possible Answers.

1. To take, leave, or swap an object type the chosen action, e.g. **take** - followed by **[ENTER]** . Then type the name of the object in response to the next question on the screen.

Note: Only two objects may be held at any one time, and each location may contain only two other moveable objects.

When objects are taken or left, the screen will change to show the new situation.

2. Exit. To move north, south, east or west type in one of the possible directions given, followed by **[ENTER]** . These directions can be abbreviated to n, s, e, or w.

## OBSTACLES

When the child tries to move between one location and another, then there may sometimes be something in the way. For example a message such as-

Aladdin is standing in the way.

Do you have a lamp for him to rub?

If the child has a lamp then typing **y** or **yes** followed by **[ENTER]** allows progress to the next location. Typing **n** or **no**, and then **[ENTER]** causes the text for the current location to be repeated.

The computer checks to see that the child is telling the truth.

The game ends when the Queen's Palace is entered with the tarts.

## **EDUCATIONAL NOTES.**

In these programs enough information has been given to enable parents to guide their children through the games.

Part of the value, however, may be in letting children figure out as much as possible for themselves, and so improve from experience learned.

The precise amount of help will depend very much on the age and abilities of the child. The parent will be in a good position to know just how much help and encouragement to give.

Remember the more you tell the more you will diminish the challenge of the program. On the other hand children who are too confused or frustrated will lose interest. As a general rule don't give too much away until you feel the child can make no further progress on their own. It is up to the parent or teacher to strike the right balance.

The games on this tape are not intended to be adventures in what has come to be the accepted meaning of the word. We call them explorations. They do however use many of the skills of more complex adventure games and can be played successfully by younger children.

Crooked Adventure needs very little reading skill to operate. The Queen of Hearts needs a more developed reading ability.



# The three bears house



You can see : boots, apple,  
You have : tarts,  
Exits : east, south, west,  
What do you want to do ?

# A giant boot



A witch is standing in your way.  
Do you have a broomstick so  
that she can fly away ?