# KIDWRITER™

## A Message to Parents

**K**IDWRITER is a software package that allows a child to easily create a colorful picture and write a story related to the picture, just like a page out of a storybook. Picture-story "pages" may be linked together to create a storybook of many pages. The picture-stories can be saved on disk and loaded again at a later time.

Great care has been taken to insure that KIDWRITER is easy for children to use with minimal or no supervision. The unique program design encourages the grade school-age child to express his or her creativity through words and pictures. We feel KIDWRITER will work well in the home and in the school for encouraging creative writing and design, and for just plain fun.

Jim and Jack Pejsa
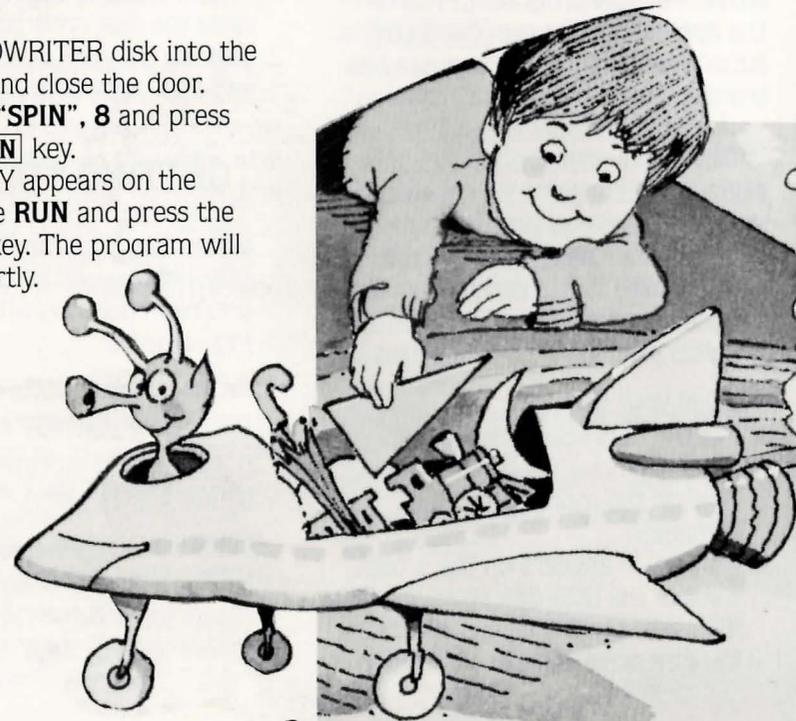
## LOADING THE PROGRAM:

### Commodore 64™

If you intend to print your picture-story, attach the printer to your computer before loading the KIDWRITER disk. KIDWRITER is designed to be compatible with the OKIMATE color printer and the COMMODORE MPS-801, MPS-803, and 1525 printers.

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the KIDWRITER disk into the disk drive and close the door.
4. Type **LOAD"SPIN", 8** and press the RETURN key.
5. Once READY appears on the screen, type **RUN** and press the RETURN key. The program will appear shortly.

### Commodore 128™

1. Turn on the disk drive and the monitor or television.
2. Depress the COMMODORE KEY (lower left) on the keyboard and turn on the computer.
3. The screen will display the words "*****COMMODORE 64*****".
4. Insert the Game Disk into the drive and follow the instructions above beginning with the **LOAD** command.

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## Apple

If you intend to print your picture-story, attach the printer to your computer prior to loading the KIDWRITER disk. KIDWRITER is designed to be compatible with IMAGEWRITER and SCRIBE printers.

1. Put the KIDWRITER disk in the disk drive.
2. Turn on the monitor and the computer.
3. Close the disk drive door.

NOTE: For this program to run on the Apple IIe, press the CAPS/LOC KEY. This will put the computer into the upper case mode.

## IBM

If you intend to print your picture-story, attach the printer to your computer before loading the KIDWRITER disk. KIDWRITER is designed to be compatible with Epson and IBM graphics printers.

To Load your Game:
1. Put the DOS disk into the disk drive and close the disk drive door.
2. Turn on the monitor and the computer.
3. When A > appears on the screen, remove the DOS disk from the disk drive and put the Game Disk into the disk drive and close the door.

4. Type **KDW** and press the ⏎ key.

To add DOS to your Game Disk:
You may add DOS 1.1 or higher (Disk Operating System) onto the Game Disk in order to make the game self-booting. You need to install DOS only once. If you have a PCjr, you may only use DOS 2.1. For additional help installing DOS refer to your computer manual.

Load your Game after adding DOS:
1. Place the Game Disk in drive A and close the disk drive door.
2. Turn on the computer. The program will load automatically.

## GETTING STARTED

When the program begins, the main menu will be displayed and you can choose one of the following options:

(M)ake a new picture-story (press the M key)

(L)oad an old picture-story (press the L key)

(D)irectory of picture-stories (press the D key)

(Q)uit for now (press the Q key)

# (M)AKE A NEW PICTURE-STORY

**Creating the Picture:**
Press M to make a new picture-story.
The menu that now appears on the screen allows you to change the background scene, look at the different objects, choose an object, erase the picture or begin writing your story.

After you have chosen a scene and the object you want, another menu will be displayed. This menu allows you to change the color and size of the object, and to move the object around the screen. When you are finished making your picture, press D to indicate that you are done.

**Objects:**
A picture is created using objects chosen from a pre-stored library. The objects can be moved around on the screen, and their size and color may be changed with a keystroke. When you have placed the maximum number of objects in the screen a message will appear instructing you to press D for done. Ninety-nine objects are available including pic-

tures of people, animals, trees, buildings, spaceships, toys, letters and numbers. A list of the objects available can be found at the end of this manual.

**Writing the Story—**
**The Wordprocessor:**
The lower part of the screen is the area where you will write your story using the wordprocessor. The wordprocessor program turns your computer into a powerful electronic typewriter. The wordprocessor has many features that allow you to correct typing errors, erase and retype parts of the story, and insert new parts into the story. The keys used to change or edit your story are described in the next section.

As you type in your story and get near the end of a line, just keep typing. If a word won't fit on the line, the wordprocessor will put it on the next line for you.

## Editing Keys:

Several keys will be used to change or edit what you have typed.

| COMMAND | FUNCTION | APPLE II/II+ | APPLE IIe/c | C64/128 | IBM |
|---|---|---|---|---|---|
| Cursor Down | Moves the cursor down one line. | CTR X | ↓ | CRSR ↓ | ↓ |
| Cursor Up | Moves the cursor up one line. | CTR E | ↑ | SHIFT CRSR ↓ | ↑ |
| Cursor Right | Moves the cursor right one space. | CTR D | → | CRSR → | → |
| Cursor Left | Moves the cursor left one space. | CTR S | ← | SHIFT CRSR → | ← |



| COMMAND | FUNCTION | APPLE II/II+ | APPLE IIe/c | C64/128 | IBM |
|---|---|---|---|---|---|
| Delete | Erases letter under cursor and moves letters behind cursor one space to the left. Repeat or hold down to erase words or even whole sentences. | ESC | ESC | INST DEL | DEL |
| Home | Moves the cursor to the upper left corner of the writing area. | CTR B | CTR B | CLR HOME | CTR B |
| Clear | Erases everything in the story area. | CTR N | CTR N | SHIFT CLR HOME | CTR N |

To insert letters or words into the middle of your story, move the cursor to the place where you want to insert and begin typing. The words that follow will automatically move to the right as you type.

Try erasing the screen and typing in a story. Practice using all of the editing keys until you know how to use them well.
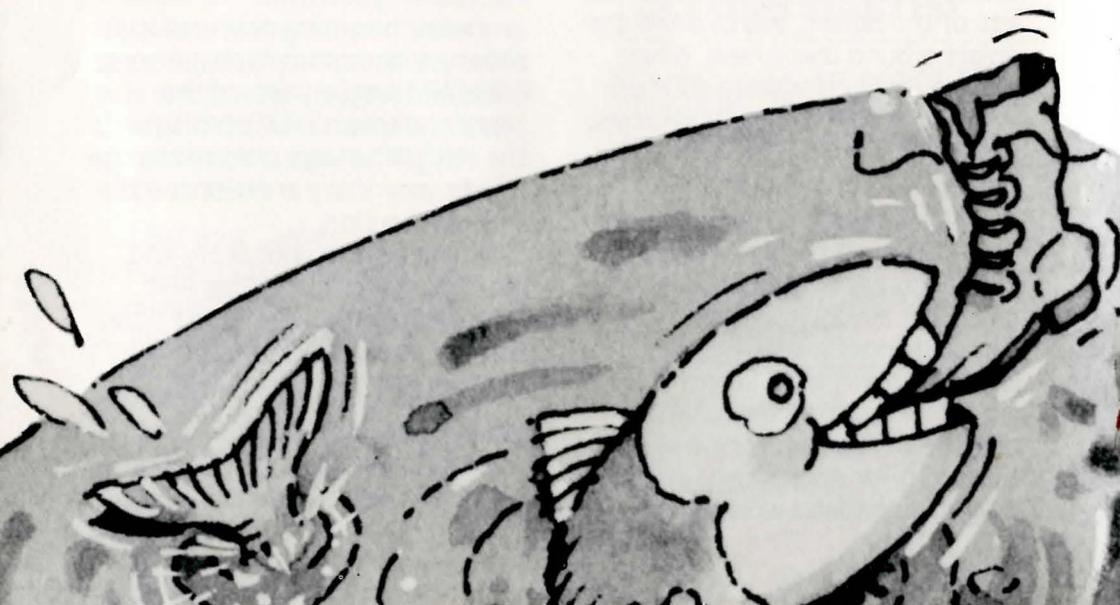
## Saving the Picture-Story on Disk:

When you have finished typing your story, press the ✱ key on the Commodore and IBM and the SHIFT ✱ keys on the Apple to indicate that the picture story has been completed. A new menu will appear which allows you to save your picture-story on disk. Press Y to save your picture-story. Follow the screen instructions to name your story.

After your picture-story has been saved, a new menu will appear. The program allows you to create a story having several 'pages', just like a storybook. If you want more than one page in your story, press Y for yes. The program will start over again to make the next page.

## (L)OAD AN OLD PICTURE-STORY

Press L to load a picture-story you have previously stored on disk.

Then type the name of your picture-story. After a few seconds the picture-story will be displayed on the screen.
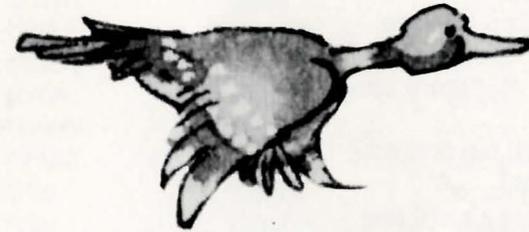
## (D)IRECTORY OF PICTURE-STORIES

Press D to see or to erase stories you have stored.

A new menu will appear that will allow you to:
Press S to see a list of stories you have stored
Press E to erase a story you have stored
Press B to go back to the main menu.

## To Print Your Picture-Story

1. To print an old story, press P on the Main Menu (see page 3). After pressing P, follow the printing instructions on the screen.
2. To print a story you have just completed, you must first save it by following the instructions for SAVING THE PICTURE-STORY ON DISK found on page 7 of your instruction manual.
3. Press P on the Main Menu to print your new picture-story.
4. Type the name of your story using less than 7 letters.
5. Press the RETURN key and your story will be printed.

NOTE: If you are using a black and white printer . . . make sure to select colors for the objects that will contrast with the color of the background. Or, choose a background color that will contrast with the color you have chosen for the objects.

# LIST OF OBJECTS

| | | |
|---|---|---|
| girl | house | locomotive |
| boy | barn | box car |
| boy | silo | caboose |
| boy | fence | tank car |
| girl | table | coach car |
| girl | chair | helicopter |
| dog | chair | jet |
| cat | swings | spaceship |
| duck | slide | shuttle |
| bird | wagon | saucer |
| rabbit | truck | lunar lander |
| birds | van | alien |
| flower | car | robot |
| cloud | bus | circle |
| tree | trailer | square |
| tree | tractor | square |
| umbrella | bike | open square |
| moon | snowmobile | triangle |
| snowman | sailboat | triangle |
| church | speedboat | diamond |
| store | ship | alphabet |
| building | fish | numbers |

**Jim** and **Jack Pejsa,** creators of KIDWRITER, are two brothers who specialize in software that is interactive, easy to use and encourages creativity in children.

Package and Instruction Booklet Illustration: Bill Morrison

**SPINNAKER** ™

We make learning fun.