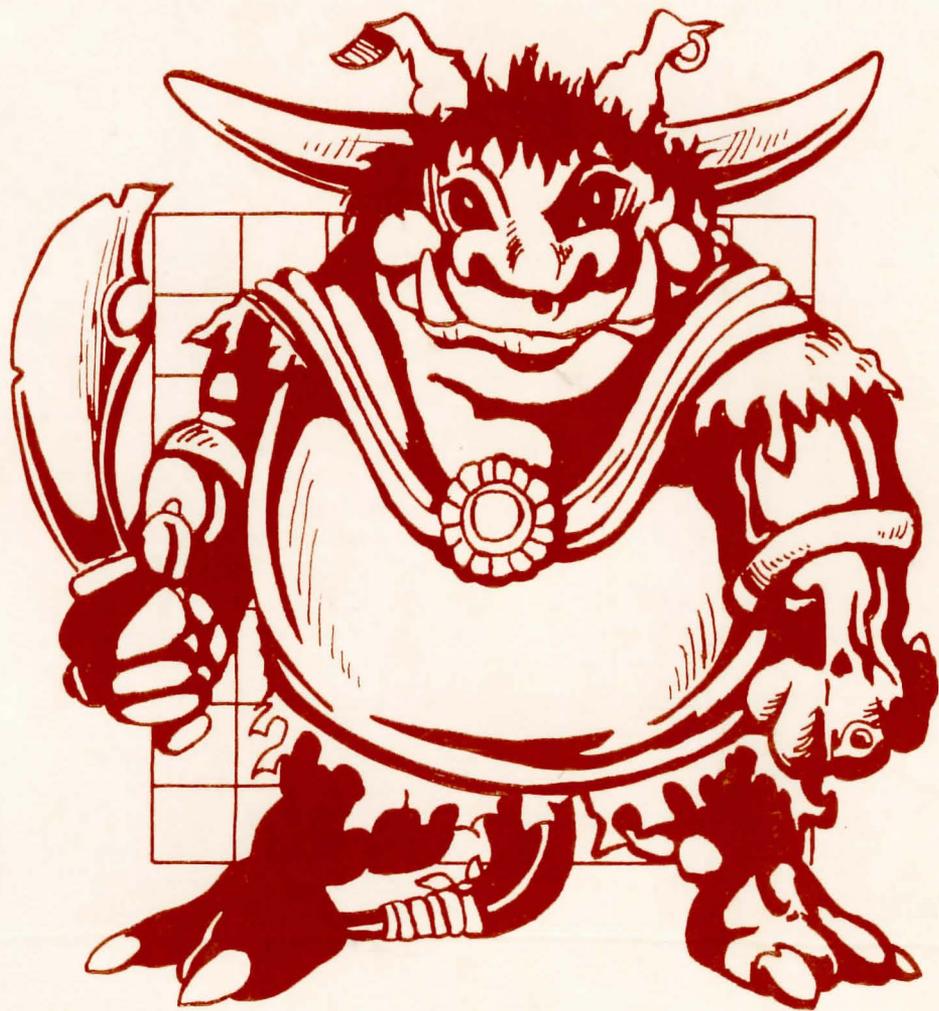


TROLL'S TALE™



TROLL'S TALE™

By selecting Troll's Tale™, you are providing your child with a quality learning experience. No help or supervision on your part is needed if your child can read at third grade level. The vocabulary is controlled, the instructions are on the disk, and no typing skills are required. The entire game is played with the space bar and return or enter key.

In the game, a wicked troll has stolen 16 treasures from the Dwarf King. The player must find the treasures and return them to the king. From time to time the player encounters the troll on guard. The player must then leave the scene and return to the search later when the troll has gone.

Troll's Tale is designed to help your child develop reading comprehension skills. These skills include identifying details, making inferences, predicting outcomes, and drawing conclusions.

The process of recalling stated facts, or identifying details, involves having your child pay attention to important details, remembering them, and relating them to the larger ideas of the author. Places where the treasures are hidden would fall into this category.

Making inferences is the ability to see implied ideas for which there is substantiating evidence and acting upon those ideas. When your child ascertains that certain actions involve magic movement and, (even though it has not been explained in the text) that care must be taken in the choices made, your child is demonstrating the ability to draw inferences.

Predicting outcomes is a skill wherein your child takes all the factors seen in the game up to a certain point and is able to make a needed selection. When approaching a magical ring, after already having experience with magic in the game, the player must be able to see what the consequences of an action might be. When your child does this successfully, the skill of predicting outcomes is being demonstrated.

To draw conclusions, your child must understand the relationship between the details and identify the central idea of the story. When your child understands the concept of looking for the treasures he or she is drawing conclusions about his or her role in the game.

It generally takes a long time for children to develop skill in mapping a region. They need lots of practice. To give your child a head start, we have enclosed a large outline map of the troll's territory. Your child can map the journey by labeling the circles (with words or drawings) and adding lines to connect them. Each time a treasure is found, your child can mark the location with a peel-off sticker. In addition, the compass decal will serve as a direction guide throughout the game. Simply peel it off and place it on the monitor near the screen.

Encourage your child to use the map and treasure stickers as an aid to remembering where he or she has been in the game. On subsequent adventures, encourage your child to make his or her own map. In this way map making, directionality, and note taking skills are increased.

APPLE LOADING INSTRUCTIONS

Program and Graphics by
Al Lowe, Margaret Lowe, Michael MacChesney and Rae Lynn MacChesney

Graphics Routines from Penguin Software's
Graphics Magician were written by
Mike Pelczarski, David Lubar, and Chris Jochumson

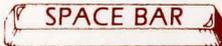
INTEGER APPLE WITH APPLESOFT LANGUAGE CARD

1. Insert DOS 3.3 Systems Master, label side up, into the drive and close the door.
2. Turn on power to the computer and monitor.
3. Remove the DOS Systems Master and insert Troll's Tale disk into the drive and close the door.
4. Type FP, press RETURN.
5. Type RUN HELLO, press RETURN.

APPLE II+, IIe, IIc

1. Insert the disk, label side up into the drive and close the door.
2. Turn on power to the computer and monitor.
3. Apple IIe and IIc users must have the Caps Lock on for the program to operate.

COMMANDS

To move the cursor press 

To enter a choice press 

To turn the sound ON or OFF press   (at the same time)

To find out how many treasures have been found press 

ATARI LOADING INSTRUCTIONS

Programmed by
Dave Scruton

Text and Graphics by
Mike MacChesney, Al Lowe, Margaret Lowe and Rae Lynn MacChesney

Graphics Routines from Penguin Software's
Graphics Magician were written by
Mike Pelczarski, David Lubar and Chris Jochumson

1. Remove all cartridges from the computers, except as noted in 2 below.
2. If you are using an Atari 400, 800 or 1200XL, your BASIC cartridge must be installed in the proper slot for this program to operate.
3. Turn on the power to the disk drive. When the red light goes out, insert your disk in the drive, label side up and close the door.
4. Turn on the power to the monitor and computer.

COMMANDS

To move the cursor press 

To enter a choice press 

To turn the sound ON or OFF press   (at the same time).

To find out how many treasures have been found press 

COMMODORE 64 LOADING INSTRUCTIONS

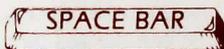
Program and Graphics by
Al Lowe

Text by
Mike MacChesney, Al Lowe, Margaret Lowe and Rae Lynn MacChesney

1. Turn on the power to the drive, monitor and then the computer.
2. Insert disk into the drive label side up and close the door.
3. When screen says "Ready," type LOAD"SIERRA",8,1 and press RETURN.

COMMANDS

To move the cursor press



To enter a choice press



To turn the sound ON or OFF press



To find out how many treasures have been found



IBM PC/PCjr LOADING INSTRUCTIONS

Programmed by
Peter Oliphant

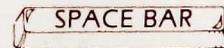
Graphics by
Doug MacNeill

Text by
Al Lowe, Margaret Lowe, Michael MacChesney and Rae Lynn MacChesney

1. Be sure all cartridges are removed from the computer (IBM PCjr only).
2. Place the disk in the disk drive, label side up and close the drive door.
3. Turn on the power to the monitor and the computer. When the disk is through loading, you may then remove the disk from the computer and put it away.

COMMANDS

To move the cursor press



To enter a choice, press



To turn the sound ON or OFF press



(at the same time)

To find out how many treasures have been found press



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