

Radio Shack

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# SHAPE MAKER

A shape-matching game  
and a drawing program for the  
Radio Shack Electronic Book.™

CAT. NO. 26-2542

**TANDY**™

COMPUTER  
PRODUCTS



# SHAPE MAKER

Parents' Guide

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## How to Use Shape Maker

Welcome to the wonderful world of SHAPE MAKER! SHAPE MAKER will let you and your children test your concentration as you identify and match geometric shapes. Then put your creative energy to work designing and creating colorful shapes of your own. Working with SHAPE MAKER will give preschoolers and elementary students, readers and non-readers alike, a simple introduction to computer literacy and a chance to flex their creative wings. Older children and adults can learn from and enjoy SHAPE MAKER, too.

### Required Equipment

- Color Computer with at least 16K RAM and Extended Color Basic
- Cassette player/recorder
- Electronic Book™
- SHAPE MAKER color pages one through ten (five sheets)
- SHAPE MAKER program cassette (Use side 1 for 16K RAM; side 2 for 32-64K RAM.)

### Getting to Know Shape Maker

#### FIRST:

1. Attach the Electronic Book to the right joystick port of the Color Computer, and insert pages one to ten into the Electronic Book binder.
2. Turn on the attached TRS-80 Color Video or any attached color television.
3. Plug in the cassette recorder and set the volume at 5. (If an error occurs, you may need to make a slight adjustment to the volume.)
4. Turn on the TRS-80 Color Computer.
5. Place the SHAPE MAKER cassette tape in the cassette recorder and press REWIND. When the tape is rewound, press STOP, and then PLAY.

6. Type **C L O A D** at the Color Computer keyboard and press **ENTER**.
7. When OK appears on the screen, type **R U N** and press **ENTER**.

#### NEXT:

1. After the copyright screen appears briefly, the question—"Do you want the scoreboard displayed until you respond?"—will appear on the screen.
2. If you press **Y** (YES) on the computer keyboard, you will be able to check your child's progress after each set of problems. The scoreboard will remain on the screen until you press **C** (for continue) on the keyboard to continue the program.
3. If you press **N** (NO) on the keyboard, the child will be able to repeat the activity without interruption. The program will automatically resume after the scoreboard is displayed.

#### THEN:

1. When Page 3 GO is displayed, you are ready to turn the operation of the computer over to your child and the Electronic Book.
2. Have your child turn to page 3 and press **GO**. If—after a while—no one presses **GO**, the computer will display the title screen. **GO** can still be pressed from this point.

### Using Page 3

Page 3 is where the action starts. At this point children can decide whether they want to be Shape Masters or Super Shape Makers. Shape Masters try to identify and match pairs of geometric shapes; Super Shape Makers design and create shapes of their own.

Page 3 is used to select one of these two activities. Your child will come back to the menu on page 3 whenever he or she wants to choose a different activity.

When **GO** is pressed on page 3, the words *Press Key* are displayed on the screen.

- If **SHAPE MASTER** is pressed Page 5 Go will appear on the screen.
- If **SUPER SHAPE MAKER** is pressed, Page 7 Go will appear on the screen.

In either case, children should turn to the designated page and press **GO** on that page. If no activity is selected the computer will show a demonstration program.

### Using Page 5 (Shape Master):

On page 5, you will find all the keys needed to play Shape Master.

The computer will show you—for just a few seconds—a grid filled with shapes. There are two of each kind of shape, and your task is to remember where each pair are located within the grid. If you get stuck, ask for help. The computer will show you all the shapes again—but look fast! You will see them for only a short time. To begin:

1. Press **GO**, and you will be asked to choose
  - A. A TIME level: Press **TIME** to determine how much help you will receive during the course of the game. Whenever you press **HELP** to see the correct placement of all the shapes on the screen, they will appear only for the length of time you select here. Maximum time is 4 seconds (TIME level 1); minimum is one-half a second (TIME level 4). Beginners should start with level 1 and gradually work their way up to level 4.
  - B. A DIFFICULTY level: This will determine how complicated the shapes are. For simple shapes, select Level 1. For more complex shapes, press **LEVEL** one or two times.

- C. A PLAYERS number: One or two can play. Press **PLAYERS** to select solo or competitive play.
2. After you have selected your Time, Difficulty levels, and the number of Players, press **GO** again to start the game.
  3. The program will now scramble eight pairs of shapes and display them on the screen in 16 separate boxes. Study the shapes and try to remember as many matches as possible when the shapes disappear.
  4. To master the shapes, you must fill the empty boxes from memory or by trial and error.
    - A. First decide on two boxes that you think contain a pair.
    - B. Next press the location finder keys ( **1\A** , **2\B** , **3\C** , and **4\D** ) to see if you are right. When the letters A, B, C and D are displayed on the screen, press a key to choose a column. When the numbers 1, 2, 3 and 4 are displayed, press a key to choose a row. To see the shape in the upper right corner, for example, press **4\D** when the letters are on the screen, and then **1\A** when the numbers are on the screen.
    - C. With the first shape displayed, use the location finder keys to look for a match.
    - D. If the second shape matches the first, both shapes will remain on the screen, and you can look for another pair.
    - E. If no match is found, both shapes disappear, and you can try again.
  5. At any point in the game, press **HELP** to see the correct placement of the shapes before making another guess. (Using **HELP** lowers your score slightly.)

6. If two children are playing together, they alternate in selecting boxes and trying to find matches. Players are identified by the numbers 1 and 2 at the bottom of the screen.
7. When all eight pairs of shapes have been matched, the score is displayed. The score is expressed as a percent and represents the number of correct matches (8) divided by the number of attempted matches plus the number of times **HELP** was pressed.
8. After the scoreboard is displayed, you are returned to the Menu screen. You can choose new time or difficulty levels, or press **RESTART** to return to page 3.

### Using Page 7 (Super Shape Maker)

On page 7, you will find all the keys needed to play Super Shape Maker. (You may also use page 9 to make changes in the shapes you create.) Super Shape Maker lets you design and make shapes of your own by writing a short "program" for the computer to follow. You can use several different colors for backgrounds and lines. You can also save a shape you have created and load it back into the computer for later changes.

To begin:

1. Press **GO** , and you will see a cursor in the middle of the screen. The cursor shows you where your shape will begin.
2. Create a design by pressing a series of direction keys ( **↑** **↗** **→** **↘** **↓** **↙** **←** or **↖** ). Arrows will appear at the bottom of the screen to show you your program as it grows.
3. When you have finished our program, press **DRAW** , and you will see your creation on the screen.
4. If you wish to add to your shape, simply write a new program and press **DRAW** again.
5. If you wish to change the color of the cursor and the line it draws, press **LINE** .

6. If you wish to erase the last direction arrow in a program, press **ERASE** .
7. If you wish to change the background color, or to save a shape, press **CHANGE** . Page 9 GO will appear on the screen.
8. If you wish to return to the Menu on page 3, press **RESTART** .

### Using Page 9 (Super Shape Maker: Change Page)

Page 9 is used by pressing **CHANGE** on page 7, then **GO** on page 9. Page 9 allows you to change background colors or use the cassette to store or load shapes.

To begin:

1. Press **GO** . You can then make the following changes:
  - Press **NEW SCREEN** : to change the background color, clear the screen, and return the cursor to starting position.
  - Press **CLEAR** : to erase all lines and leave the cursor at its last position.
2. To return to page 7, press **RETURN** . Then resume your shape-making by pressing **GO** on page 7.
3. To save a shape you have created, you will need a blank tape of your own. Press **STORE SHAPE** , and then follow the directions on the screen. When the cassette is rewound and PLAY and RECORD have been pushed, press **STORE SHAPE** again.
4. To load a previously stored shape, press **LOAD SHAPE** , and follow the directions on the screen. When the cassette is rewound and PLAY has been pushed, press **LOAD SHAPE** again. The stored shape will appear on the screen. Press **RETURN** (as in Step 2), and you will be back on page 7, ready for another round of shape-making.

# The Educational Value of Shape Maker

When we hear the words "back to basics" we automatically think of the "three R's" — reading, writing, and arithmetic. The three R's have long been recognized as fundamental to education. Even before children learn to read, write, and do simple math, however, they must learn to recognize, identify, and imitate shapes. Shape recognition is one of the most basic of the basic skills.

In order to be successful in mastering the basic skills, children must spend a lot of time, especially during pre-school years, developing visual perception, visual memory and recall, and a sense of sequence and direction. They must also refine gross motor and eye-hand coordination.

Letters and numbers are all variations of basic geometric shapes. All reading and math readiness programs begin with shape recognition. SHAPE MASTER (a shape-matching activity) supports this early step in the readiness process and expands it to include some very sophisticated visual memory and recall exercises. The different levels of play allow children to measure their own progress as they master one level and move on to another, and they provide a challenge to pre-schoolers and their adult competitors alike.

SUPER SHAPE MAKER (which children can use to draw shapes) provides an artistic outlet for creative play, while it introduces children to an important computer literacy concept. As they give commands to the computer, they will gain a beginning understanding of how computers operate, and they will begin to realize the importance of clear directions to the computer — in "programs." The computer will move its cursor only when and where it is told to. It will draw exactly what it is told to draw, and it can be only as creative or artistic as the person who is programming it.

## **As your children work with SHAPE MAKER and the Electronic Book, they will improve their:**

- visual memory and recall skills.
- visual perception.
- sense of sequence and direction.
- gross motor skills.
- eye-hand coordination.
- reading skills.
- writing skills.
- math skills.
- understanding of how computers work.
- ability to work with computers.

## **They will also learn that:**

- computers can be programmed to compete with human beings.
- computers can be used to help children learn.
- computers need someone to program them.
- computers can make learning fun.
- basic geometric shapes are the beginning of reading, writing, and arithmetic.

## **And they will discover that:**

- they can use a computer to create shapes and drawings.
- they can tell a computer what to draw.
- the computer will do only what it is told to do.
- they can correct mistakes or change their minds by changing their instructions to the computer.