



Word Wizard

Cat. No. 26-2544

TANDYTM
**COMPUTER
PRODUCTS**

A Fast-Action Spelling Game
for the Radio Shack Electronic BookTM



Word Wizard

Parents' Guide

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How to Use Word Wizard

Word Wizard is a fantasy game designed to help children learn spelling while having fun with the computer. Read them the following story to prepare them for their adventures in word wizardry:

In a land far away, there lives a kind and good wizard. The wizard and his people live in a beautiful world of castles, forests, hills and valleys. Every day the wizard looks out of the biggest castle, high on a hill, to see a peaceful scene below.

But one day as the wizard looks out over the land, he sees a frightening sight. An evil wizard from another land has sent his magic spaceships to attack the good wizard and his people.

To save his land from the evil invaders, the wizard must destroy the attacking ships. Fortunately, he knows just the way!

Each attacking ship has a secret magic code word that gives it power. If the wizard can unscramble the secret code, his spell will make the attacker disappear.

Required Equipment

- Color Computer with at least 16K RAM and Extended Color Basic
- Cassette player/recorder
- Electronic Book™
- WORD WIZARD color pages one through eight (four sheets)
- WORD WIZARD program cassette (use side 1 for 16K RAM; side 2 for 32-64K Ram.)

(Instructions in italics, like this one, apply only to side 1 of the tape, used with 16K RAM Color Computers .)

Getting to Know Word Wizard

FIRST:

1. Attach the Electronic Book to the right joystick port of the Color Computer, and insert pages one to eight 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 WORD WIZARD 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 in word wizardry. 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 game without interruption. The program will automatically resume after the scoreboard is displayed.

4. After a few seconds, the screen will turn either orange or green. Adjust the color on your television so that whichever color you see is clear and bright. Then press **O** for orange or **G** for green.

THEN:

1. You now have some options. You can play WORD WIZARD using the word lists included on the program tape. (Continue with step 2, below.) Or you can create a word list tape of your own, and play WORD WIZARD using the words you supply. (Skip ahead to step 3.)
2. *To play using the supplied words:*
 - A. Press **P** on the keyboard when the words *Select Key* appear.
 - B. Be sure the program tape (the one that came with this guide) is in the tape player and that the PLAY button is pressed. *16K RAM only:* Then press **ENTER** on the keyboard.
 - C. The WORD WIZARD program will load. The words *Load Word List Cassette* are a final reminder about step B. It might be a good idea to double check that PLAY is pressed on the tape player.
 - D. When you see the Word Wizard's castles and the words *Level 1* and *Page 3 Go*, turn to page 3 of the Electronic Book insert pages.
 - E. Skip ahead to step 5.
3. *To create and save a word list of your own:*
 - A. You must have a blank tape cassette if you want to save your new word list.

- B. Press **C** on the keyboard when the words *Select Key* appear.
 - C. Follow the instructions on screen to replace the program tape with your own tape cassette. (If your cassette has a clear or colored leader, advance the tape until the leader disappears from view.)
 - D. Follow the instructions on screen to type in your word list at the keyboard. There are 12 words in a list, and each word must be no more than 12 letters long. After you have typed in 12 words, you will have a chance to make changes or corrections.
 - E. When you see *Select Key* on screen, press **S** on the keyboard. (Press **P** only if you do not want to save or use the words you have entered.)
 - F. Make sure that your own blank cassette is in the tape player and that RECORD and PLAY are pressed.
 - G. Give your word list a name, type it in, and press **ENTER**. The computer will copy your list onto the cassette.
 - H. Then you can create another word list (go back to the beginning of step 3) or play WORD WIZARD (continue with step 4).
4. *To play Word Wizard using your own word list(s).*
 - A. When you see *Select Key* on screen, press **P** on the keyboard.
 - B. *16K RAM only: Place the program tape back into the tape player, be sure the PLAY button is pressed, and press **ENTER** on the keyboard.*
 - C. *16K RAM only: The WORD WIZARD program will load. When the loading is complete, the words LOAD WORD LIST CASSETTE will appear for a few seconds. Put your own word list cassette back into the tape player.*
 - D. Press the PLAY button on the tape player before continuing.
 5. *To Play Word Wizard*
 - A. Press **LEVEL** to change the level of difficulty. This determines the speed with which the game moves. Start at Level 1 until you learn to play the game.
 - B. Press **GO** to begin. The object of the game is to unscramble the secret code words of the 12 attacking space ships.
 - C. The computer will read the next list of words from the program tape or from your own word list tape. The program tape contains over 70 lists of words, starting with easy 3-letter words up to words of 7 letters. You can load a new set of words by pressing **NEW WORDS** when *Page 3 Go* is displayed. You can press **NEW WORDS** over and over to move ahead to a more difficult list. Each list of words will be displayed for a few seconds before the action begins.
 - D. The attacking space ships will arrive in 3 waves of 4 ships. Select one of the four ships in the first wave by pressing **SHIP**. At the bottom center of the screen, you will see its code displayed.
 - E. You must unscramble the code to destroy the ship. You can make the ship disappear when you identify and spell the code word correctly.
 - F. Press **LETTER** to move the cursor from letter to letter. Press **YES** to select a letter and move it to the bottom of the screen. Continue to select letters, and spell the word correctly.
 - G. Other keys you can use are:
 - ERASE**: To change the last letter you selected.
- NEW TRY**: To start a word all over again. Press this key when you see the words "try again."
- HELP**: To see the twelve code words for this round.
- H. When you have correctly identified a ship's secret code, the ship will disappear. If a ship reaches the area just above your castles, it will attack.
- IMPORTANT:**
To destroy a ship, you must find its exact code. If the scrambled letters are O L O T, two answers may be possible (tool and loot), but only one is correct. If you choose the incorrect word, you will be told to try again.
- I. After each attack round (three waves of four ships, or twelve words), the scoreboard will be displayed, and you will see how many ships you have destroyed and a score based on your speed and accuracy. The longer the words, the more quickly you decode them, and the higher the level you are playing at, the more points you can score. If the ships attack your castles, you may lose points.
 - J. If you pressed **Y** (YES) in response to the scoreboard questions at the beginning, the scoreboard will be displayed until you restart the program by pressing **C** on the keyboard.
 - K. If you pressed **N** (NO) at the beginning, you can start a new round by pressing **GO** for the same words or **NEW WORDS** to load 12 new words from the program tape or from a tape you have prepared.
 - L. If you reach the end of the tape, you may insert a tape of your own or rewind the program tape until a complete list can be loaded.

The Educational Value of Word Wizard

WORD WIZARD is designed to help children reinforce basic spelling skills by working with words in a game-like environment at the computer.

WORD WIZARD is designed to help take some of the drudgery out of learning to spell. By working to unscramble the code words in the WORD WIZARD fantasy game, your children will begin to strengthen their spelling skills. They will begin to discover that spelling is often a matter of patterns. Certain letter combinations ("ch," "th," "ph," "sh," "ing," etc.) seem to go together, and words can be grouped into word families.

As a child masters a word list at level 1 and proceeds to faster and faster levels, the skills he or she is practicing change from spelling to word recognition and eye-hand coordination.

At the highest level, it may in fact be impossible to unscramble all the words in the time allowed. A child will have to choose which words to attempt, based on how close each attacking ship is to the base, how fast each is descending, and the difficulty of the various words.

This practice—in quickly determining how much work is to be done and inventing a plan for accomplishing as much as possible—helps to develop time and task management skills that are essential in all areas of schooling.

You and your child can change or add to the word lists as often as you like, to accommodate weekly school spelling lists or spelling demons.

As your children work with WORD WIZARD, and the Electronic Book they will improve their:

- visual memory and recall skills.
- phonic analysis skills.
- sight vocabulary.
- understanding of spelling patterns and word families.
- eye-hand coordination.
- reading and writing skills.

They will learn that:

- computers can store and display words.
- computers can make learning fun.

And they will discover that:

- they can memorize words without even trying.
- they can master some of the more difficult spelling rules by using them rather than just studying them.
- they can create lists of spelling words to challenge others.
- they can master one level of difficulty and then move on to more challenging levels.