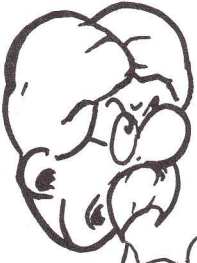


The Village



INSTRUCTION MANUAL

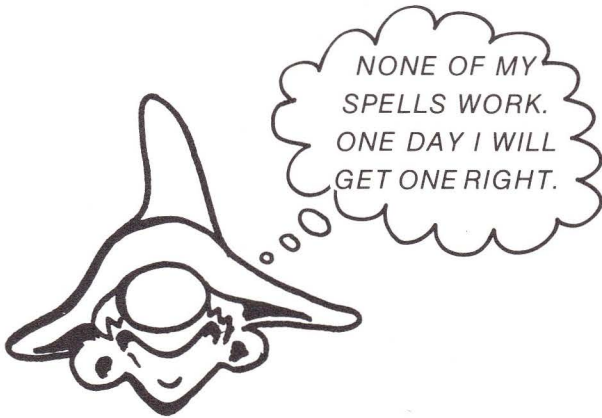


1. Contact your local teacher and find out the way that handwriting is taught.
2. Point out any differences between the style of letters used in the school and those in the program and Reading Books.
3. Play a version of "I-Spy" using words from "The Village of Spellwell".
4. Make a "Mr. Frazer's Wordbank" book. Open an account by depositing words learned. Arrange it alphabetically, "Aa" words on page 1, "Bb" words on page 2, and so on.
5. Make up your own strips of words for the worksheet.
6. Make a set of playing cards, cut from cereal packets, write two sets of words on one side and play word snap.
7. Use "Wordbird Hangman" and "Floss's Maze" to introduce spelling and to help with recognising words. These programs are included in the next stage of the series.

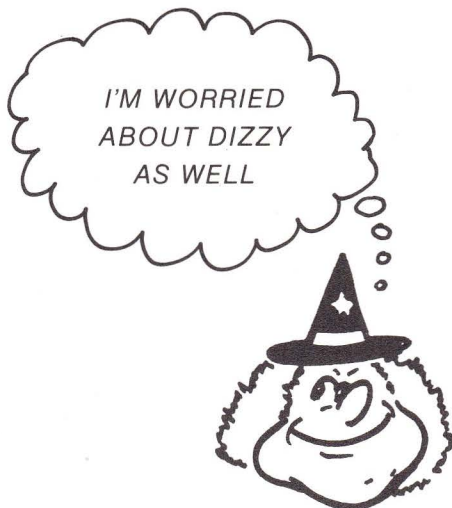


WHY NOT . . .
BE QUIET. GO AWAY.
PLANT SOME
VEGETABLES. READ
SOME POETRY.
SHUT UP.

Contents



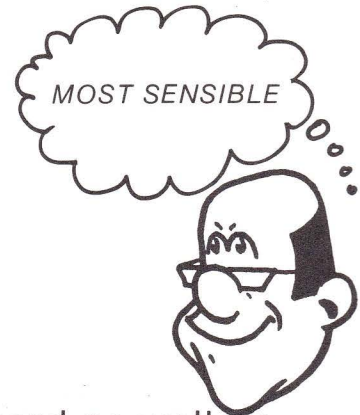
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First of all Mums and Dads

What to do first . . .

1. Listen to the introductory tape with your child. This tape introduces the names of the people and places in "The Village of Spellwell".
2. Use the jigsaw pieces to match the names of the people and places to their pictures. Play some of the games suggested in the section "Why not?".
3. Spread out the Map of the Village, and guess who might live where.
4. Use the computer program and the "Electronic Book". Explore the Village, and place the people on the Map as you find out where they live.
5. Listen to the story of the "Nasty Nigel", one of the people in "Spellwell". Read the book to your child as often as you wish, and suggest that it is taken to read in bed. Get your child to guess the words in the Star shapes.
6. Repeat the above as often as you like, and whenever your child wants to.
7. Cut out the parts of the worksheet, and assemble it. Let your child move the strips up and down, and read the sentences so formed.



Setting up the equipment . . .

You will need to use the computer keyboard as well as the "Electronic Book", although your child will only use the "Electronic Book" to begin with. Below is a suggestion for positioning the equipment.



Loading the Program

Follow the instructions on the inlay card of the program tape.

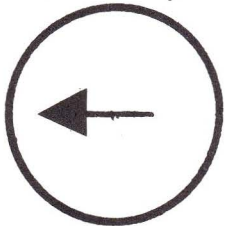
Off we go

You should already have:

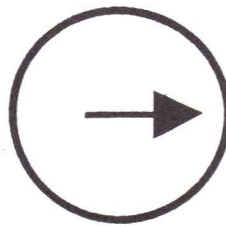
1. Stored language by selecting 1, 2, 3, 4. (Page 5)
2. Pressed 6 to begin the program.
3. Have a blank black screen. BBC versions display "Press START"

Control is now passed to the Book. Press the 'Start' switch on Page 1. "Start" or a similar message will appear on the screen, accompanied by an arrow pointing to the right, and five rising notes. Turn over the page.

It is worth noting that an arrow to the right accompanied by 5 rising notes, means turn one page on. An arrow to the left accompanied by five falling notes means 'turn back a page'.



5 falling notes
"Turn back a page".

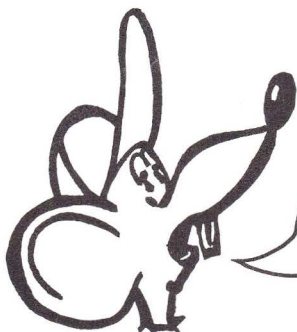


5 rising notes
"Next page".

N.B. One of these must be pressed before a page is turned otherwise the computer will not understand which page is interactive.

Now you may explore which areas of the page are interactive. To turn over a page, or turn back a page, simply press the appropriate arrow symbols. Continue through the book, identifying who lives where, and matching the characters and places to their positions on the Map provided.

To get back to Page 1, press all the left arrows, turning one page of the book each time. When you reach Page 1 press the "Finish" switch.



ANY SPARE
LETTERS MIN?
I'M STARVING

SUCH AN
INTERESTING
CREATURE. THE
LETTER RAT ...
BUT STUPID!



Off we go

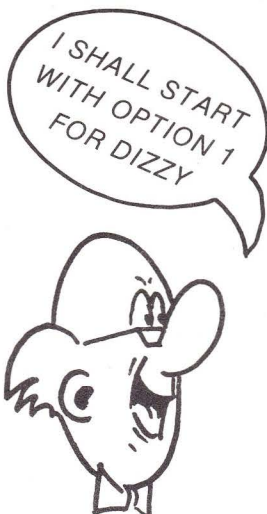
You will now be back to the “CHOICE OF LANGUAGE” menu. You may wish to repeat the program using the same language (Option 6), or you may wish to select new language, by pressing 1, 2, 3, or 4. You may also wish to change some or all of the language and save it for yourself. To do all these things refer to “CHOICE OF LANGUAGE” on Page 5, to change language options, or to “VIEW MODE”, on Page 6, to replace and save language.

Choice of Language

The “CHOICE OF LANGUAGE” menu allows you to choose the level of language presented on the screen, Option 1 being the easiest and Option 4 being the hardest. If you are using a 16K TRS80 Extended Basic Colour Computer, refer to the inlay card which explains “loading from Cassette Tape”, to see how to store different language options into your program. Each new selection of language will require that selection to be loaded from tape.

For larger memory computers the procedure is very much easier and quicker. To select a different language option, merely press the appropriate number. Selection of that option is confirmed at the top right of the screen, after the words CHOICE OF LANGUAGE.

To begin using the book again after changing the language, select Option 6.



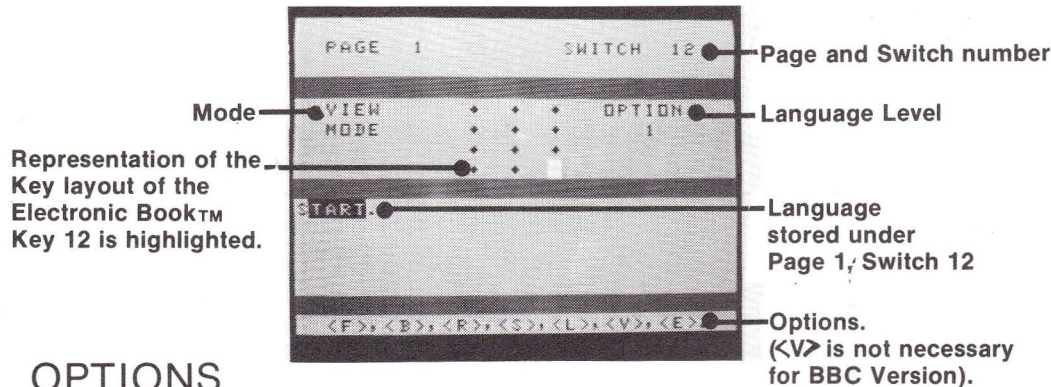
No language is stored until you decide. Therefore it is no good trying to begin the program (Option 6) until you have selected the language level. For information about the language stored for each level, refer to APPENDIX B on Page 8.

Option 5 takes you to the VIEW MODE, and this is explained next on Page 6.

View Mode

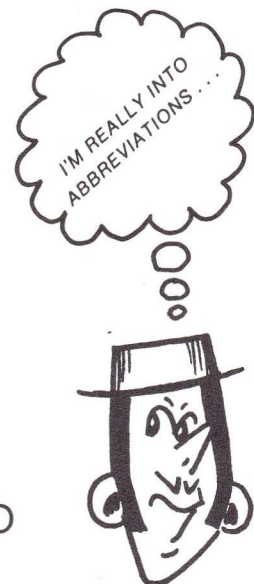
This allows you to:

1. Change language for one or more switches.
2. Insert spaces to centre the language.
3. Save or load any of the language which you have produced.
4. Preview the language, as it will appear when using the Electronic Book™



OPTIONS

- <F> Advance <F>orward through the switches. When all switches on one page have been displayed, the next page's switches are shown. See Appendix A for the switches used on each page.
- ackwards through the switches, the reverse of <F>.
- <R> <R>eplace the language shown for that particular Page and switch, indicated at the top of the screen. On the Tandy Colour Computer, to use lower case, hold down the <SHIFT> Key and press Zero (0). For the BBC, press the CAPS LOCK Key. **DO NOT FORGET TO RETURN TO UPPER CASE** after finishing your <R>eplacement. Press <ENTER> to store the change. For 16K machines, the only punctuation available is a full stop, comma and an apostrophe. The full keyboard range is available to all other users.



- <S> <S>ave any changes made to the tape or disk. <S>aving the information is very similar whether using tape or disk. You should save changes to a new blank tape or a blank formatted disk. For cassette tape users, zero the counter before <S>aving, as this will enable you to find your data file much more easily. Make a note of the filename that you use.

A filename is merely the name of the file that you are going to <S>ave. The name of the file, or filename must be between 1 and 7 characters long, with no spaces. Refer to the appropriate users manual for more information.

- <L> <L>oad a data file. Ensure that you have the correct disk or tape. The filename is the name which you gave to the file when <S>aving it.
If you <L>oad a file without having selected language options 1, 2, 3 or 4, then a zero will be displayed under the word OPTION in VIEW MODE.

- <V> <V>iew the language as it will appear on the screen, when using the Electronic Book . After a short delay you are returned to VIEW MODE. This is not applicable to the BBC Version.

- <E> <E>xit VIEW MODE to CHOICE OF LANGUAGE.

See Page 5



YOU CAN SAVE
ME SOME WORDS ...
I NEED THEM!

NASTY NIGEL
CERTAINLY NEEDS
WORDS ...
LIKE 'PLEASE'
AND 'THANK YOU'!

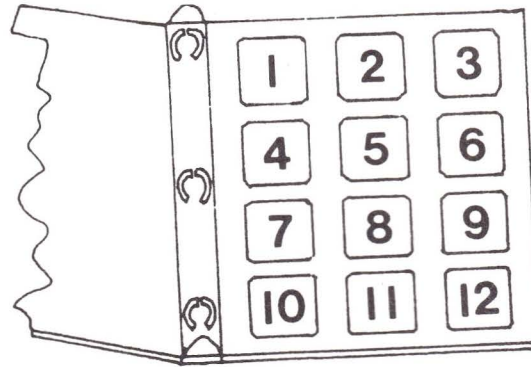


Appendix A

Switches Used Page Switch

1	10*, 12
2	1, 5, 6, 7, 9
3	2, 3, 4, 8, 10, 12
4	1, 6, 7, 9, 11
5	2, 5, 8, 10
6	1, 6, 7, 11
7	3, 8, 9

Diagram of "Electronic Book" . . .



* Although this is an active switch, no language is stored for it, so it is not displayed in VIEW MODE.

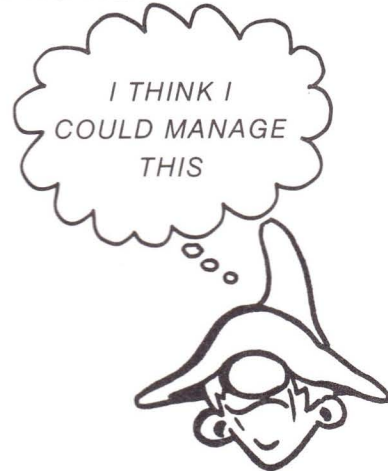
Appendix B

Language for Option 1

P.S.

- 1.12 Start.
- 2.1 The Village of Spellwell.
- 2.5 The Museum.
- 2.6 Next page.
- 2.7 Turn back a page.
- 2.9 Min lives here.
- 3.2 Floss lives here.
- 3.3 Next page.
- 3.4 Turn back a page.
- 3.8 Wiz lives here.
- 3.10 Liz lives here.
- 3.12 Dizzy lives here.
- 4.1 Turn back a page.
- 4.6 Sid lives here.
- 4.7 The Well.
- 4.9 Next page.
- 4.11 The Wordbank. Mr. Frazer lives here.
- 5.2 Growit lives here.
- 5.5 Next page.
- 5.8 Dr. Watt lives here.
- 5.10 Turn back a page.
- 6.1 Turn pack a page.
- 6.6 Wally lives here.
- 6.7 Nasty Nigel lives here.
- 6.11 Next page.
- 7.3 The Wordmine.
- 7.8 Turn back a page.
- 7.9 The Word Scrapyard.

P = page number
S = Switch number



Appendix B

Language for Option 2

P.S.

P = page number

1.12 Start.

S = Switch number

2.1 I went into Spellwell.

2.5 I went to the Museum.

2.6 Next page.

2.7 Turn back a page.

2.9 I went to see Min.

3.2 I went to see Two Across Floss.

3.3 Next page.

3.4 Turn back a page.

3.8 I went to see Wiz.

3.10 I went to see Liz.

3.12 I went to see Dizzy.

4.1 Turn back a page.

4.6 I went to see Shorthand Sid.

4.7 I went to the Well of Knowledge.

4.9 Next page.

4.11 I went to see Mr. Frazer at the Wordbank.

5.2 I went to see Growit the Poet.

5.5 Next page.

5.8 I went to see Dr. Watt.

5.10 Turn back a page.

6.1 Turn back a page.

6.6 I went to see Wally the Wordsmith.

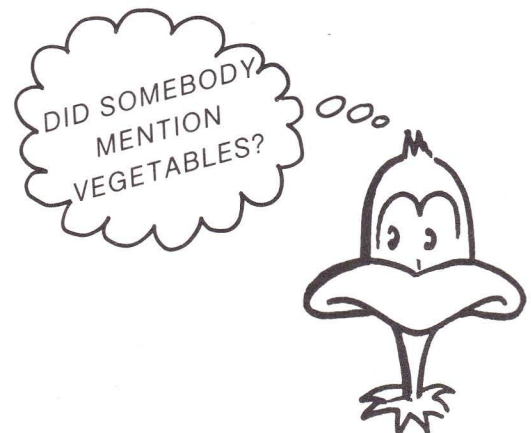
6.7 I went to see Nasty Nigel.

6.11 Next page.

7.3 I went to the Wordmine.

7.8 Turn back a page.

7.9 I went to the Word Scrapyard.



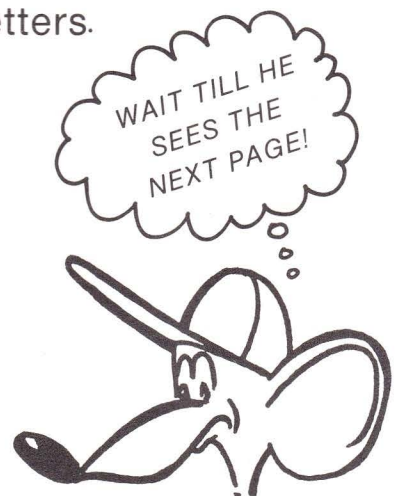
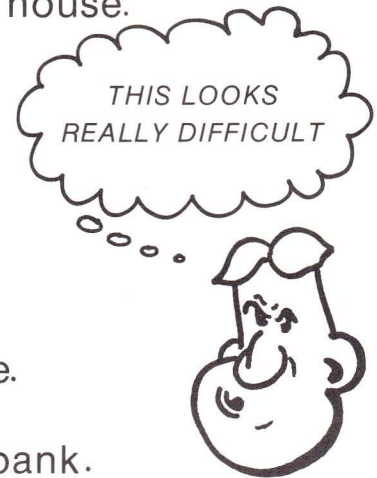
Appendix B

Language for Option 3

P.S.

- 1.12 Start on the next page.
- 2.1 I went into the Village of Spellwell.
- 2.5 I went into the Museum.
- 2.6 Next page.
- 2.7 Turn back a page.
- 2.9 I walked over to see Min.
- 3.2 Floss has a pretty garden around her house.
- 3.3 Next page.
- 3.4 Turn back a page.
- 3.8 Wiz lives between Liz and Dizzy.
- 3.10 Liz lives near to Wiz.
- 3.12 Dizzy lives close to Wiz.
- 4.1 Turn back a page.
- 4.6 Sid was out when I went to see him.
- 4.7 I looked inside the Well of Knowledge.
- 4.9 Next page.
- 4.11 There was a sign on top of the Wordbank.
- 5.2 Growit the Poet has a lot of vegetables in his garden.
- 5.5 Next page.
- 5.8 Dr. Watt was making a lot of noise inside his house.
- 5.10 Turn back a page.
- 6.1 Turn back a page.
- 6.6 I walked over to see Wally the Wordsmith.
- 6.7 It was very dirty inside this house. Nasty Nigel lives here.
- 6.11 Next page.
- 7.3 It is dark inside the Wordmine.
- 7.8 Turn back a page.
- 7.9 The Word Scrapyard is full of old letters.

P = page number
S = switch number



Language Option 4

P.S.

P = page number

S = switch number

1.12 Start.

2.1 This is the Village of Spellwell.

2.5 This is the Museum of Ancient words and phrases
Growit the Poet spends a lot of time here.

2.6 Next page.

2.7 Turn back a page.

2.9 Min lives in this house. She is in charge of
the Wordmine.

3.2 This is where Floss lives. Her nickname is
Two Across Floss.

3.3 Next page.

3.4 Turn back a page.

3.8 Wiz is more powerful than Liz. She looks after
both Liz and Dizzy.

3.10 Liz lives in this house. She is a good witch.

3.12 This is where Dizzy lives. He gets very confused
and is only a young wizard.

4.1 Turn back a page.

4.6 Sid likes to shorten words so he is called Shorthand Sid.

4.7 The Well of Knowledge has many secrets.

4.9 Next page.

4.11 Mr. Frazer runs the Wordbank. You can open
an account with him.

5.2 This house belongs to Growit the Poet. He is
called Growit because he loves to grow things.

5.5 Next page.

5.8 Dr. Watt is always doing something
He is kind but a little strange.

5.10 Turn back a page.

6.1 Turn back a page.

6.6 Wally the Wordsmith works very
hard and he is always busy.

6.7 Nasty Nigel tries to be as unpleasant as he can.

6.11 Next page.

7.3 The Wordmine has all sorts of caves inside.

7.8 Turn back a page.

7.9 The Word Scrapyard is where all the faulty or
worn out words are broken up.

THERE'S A
LOT OF
INFORMATION
HERE

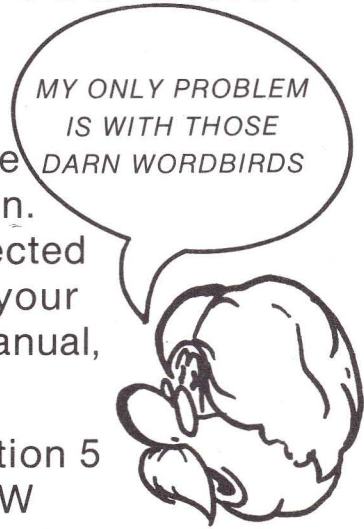


I WONDER WHAT
IT'S LIKE IN
THE WORDMINE



Any Problems?

Problem		Suggested Solution
1. Program will not load properly.	1.1	Is the volume set correctly? Adjust the volume and try again.
	1.2	Are the leads connected correctly? Refer to your Colour Computer manual, or user manual.
2. No language is shown in VIEW MODE.	2.1	Did you choose Option 5 first? <E>xit the VIEW MODE and select 1 - 4.
	2.2	Have you <R>eplaced the language? i.e. <R> then <ENTER>. Type <R> and replace again.
3. Nothing happens in VIEW MODE when I press the keys.	3.1	You are probably in lower case. Hold down the <SHIFT> key and press zero. Now try again. For BBC press the "caps lock".
4. Electronic Book will not work.	4.1	Is it connected? Connect it to the right joystick port if not or to the analogue port on the BBC.
	4.2	Did you select options 1 - 4 before beginning the program? Press switch 10 on the book and select 1 - 4 if you did not.
	4.3	Is the switch pressed supposed to react? See Appendix A.
	4.4	Did you press the same switch twice? Press another switch and try again.



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