

# THE WELL

## OF KNOWLEDGE



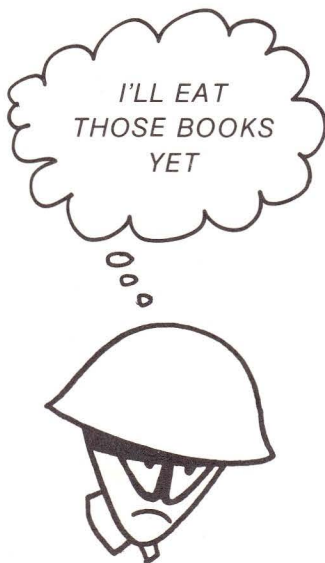
INSTRUCTION MANUAL



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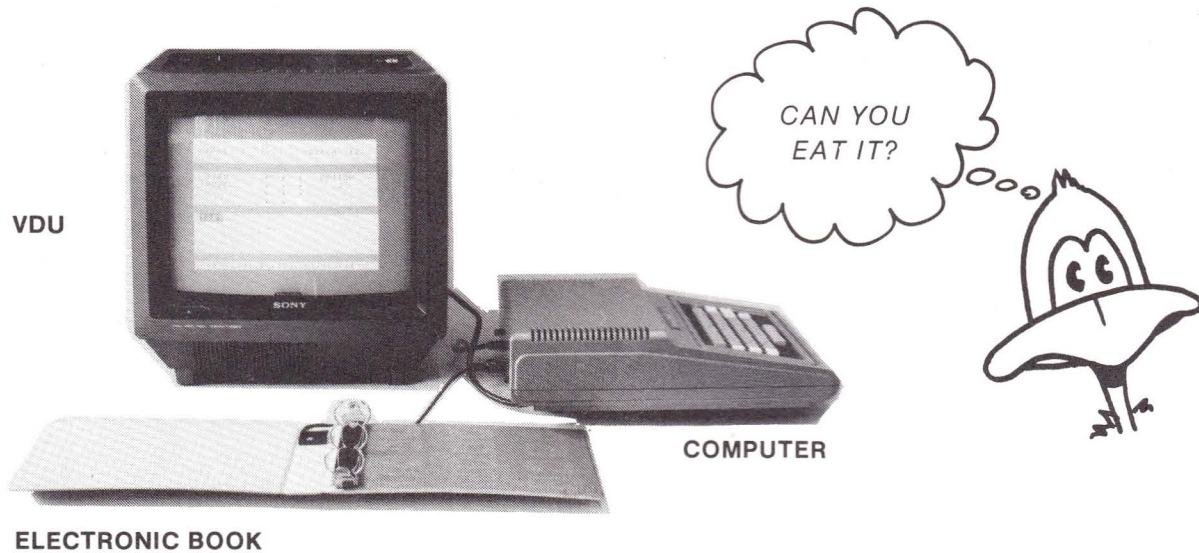
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# Setting up the Equipment

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.

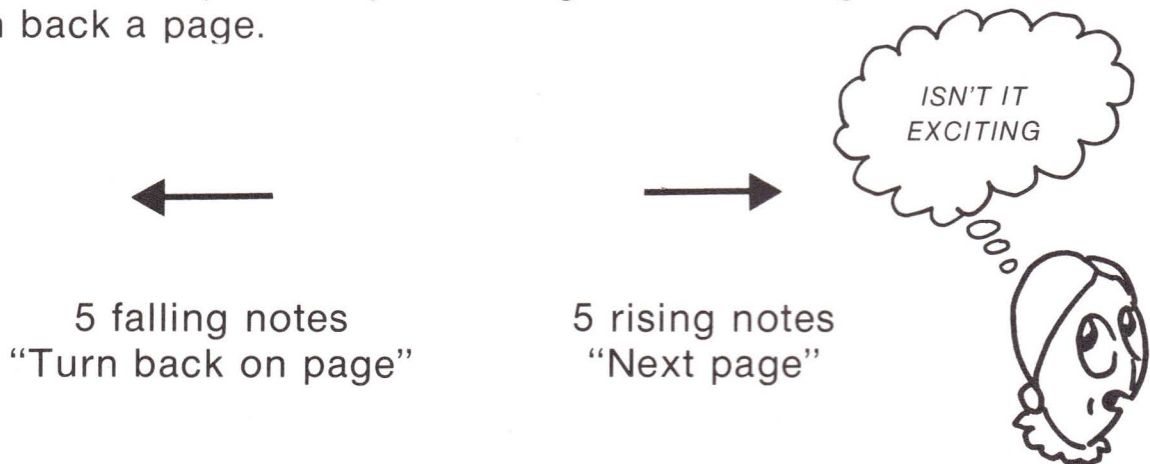
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# Off we go

You should already have:

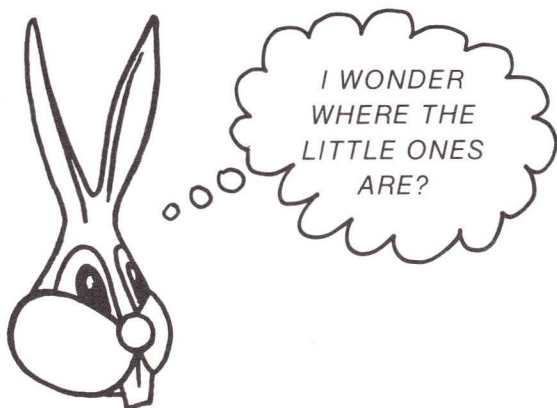
1. Stored language by selecting 1, 2, 3.
2. Pressed 5 from "CHOICE OF LANGUAGE" to begin the program.
3. Have a blank black screen. BBC version displays "Press START".

Control is now passed to the Electronic Book. Check that it is connected to the right joystick port, and press the "Start" circle on the title page. A message such as "Next page" will appear, accompanied by an arrow pointing to the right, and five rising notes. This means turn over a page. An arrow pointing to the left accompanied by a message, and 5 falling notes, means turn back a page.



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

You are now free to explore. Some areas will be interactive, but not all. (See Appendix A). To get back to the page 1, press all the Left arrows then the Finish circle on page 1 to return to the "CHOICE OF LANGUAGE".



You may now repeat the program, choose a different level of language, change language for one or all of the switches or save or load language. The VIEW MODE explains how on page 4.



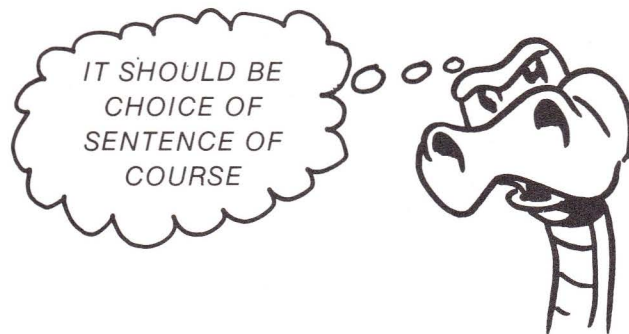
# Choice of Language

The "CHOICE OF LANGUAGE" menu allows you to select the level of language presented on the screen, Option 1 being the easiest and Option 3 the hardest. For 16K cassette users, refer to "loading from cassette tape", on cassette card inlay to see how to do this. Basically each new selection of language will require that selection to be loaded from tape.

For 32K cassette users either Tandy or BBC, or disk versions, merely press 1, 2 or 3 for the language to be immediately stored. Selection is confirmed by the number appearing at the top of the screen, after "CHOICE OF LANGUAGE".

Option 5 allows you to begin using the Electronic Book™,

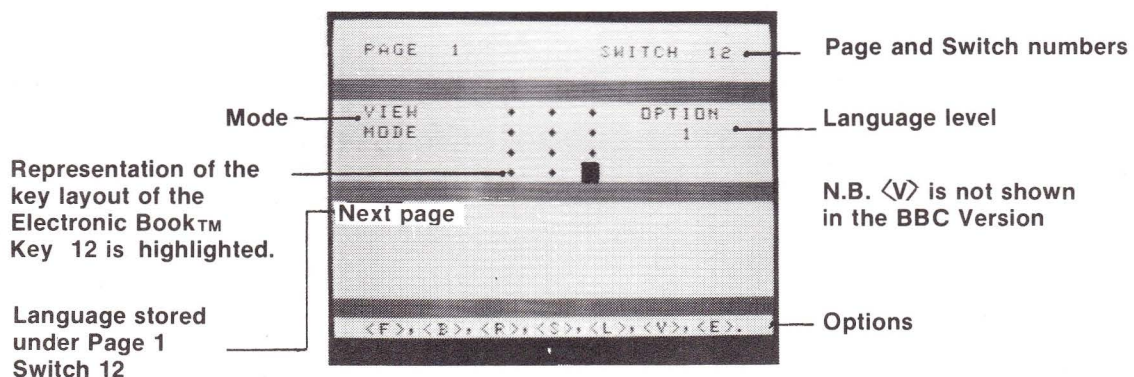
Option 4 takes you to the VIEW MODE.



## View Mode

This allows you to:

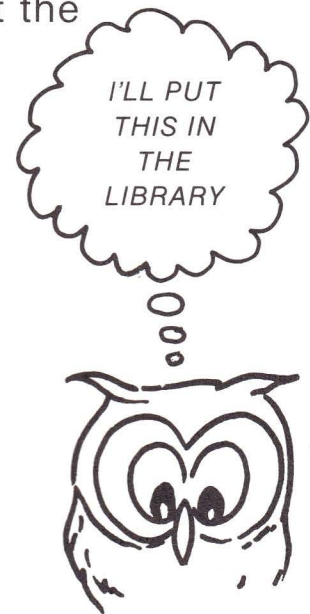
1. Change language for one or more switches.
2. Insert spaces to centre the language.
3. Save or load any of the language which you have produced.
4. Preview the language, as it will appear when using the Electronic Book™





## THE OPTIONS

- <F> Advance <F>orward through the switches. When all switches on one page are shown the next page's switches begin. See Appendix A.
- <B> <B>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. For Tandy versions, to use lower case, hold down the <SHIFT> Key and press Zero (0). Lower case is displayed as an inverse capital letter. Use the "Caps Lock" for the BBC. DO NOT FORGET TO RETURN TO UPPER CASE, after finishing your <R>eplacement. Press <ENTER> to store the change. For 16K cassette users, the only punctuation available is a full stop, comma and an apostrophe. No numerals are available. The full keyboard character set is available for 32k uses.
- <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 <S>ave changes to a new blank tape or a blank formatted disk. For cassette tape users, zero the counter before saving, and do not forget to wind on past the tape leader. Make a note of the filename that you use, and the number on the tape counter. A filename is merely the name of the file that you are going to <S>ave. It must be between 1 and 8 characters with no spaces. Refer to the appropriate users manual for more information. Use 7 characters maximum for the BBC version.





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# View Mode

- <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, or 3, 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. N.B. this is not necessary for BBC Version.
- <E> <E>xit VIEW MODE to CHOICE OF LANGUAGE.
- See page 4.

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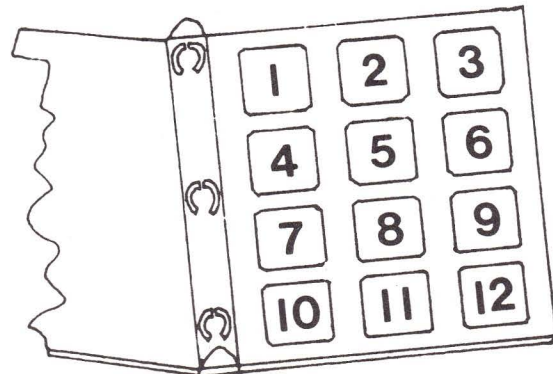
# Appendix A

## Diagram of Electronic Book™ . . .

### Switches Used

#### Page Switch

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



\* This switch is active, but no language is stored for it.



# Appendix B

## Language for Option 1

P.S.

P = Page number

S = Switch number

- 1.10 Return to Menu.
- 1.12 Next page.
- 2.1 Turn back a page.
- 2.5 The main tower.
- 2.6 The bridge.
- 2.8 The lookout tower.
- 2.9 Soldier ants live here.
- 2.10 The entrance tower.
- 2.12 Next page.
- 3.1 A wordbird.
- 3.3 Next page.
- 3.4 Turn back a page.
- 3.5 Katy beetle.
- 3.6 The little ones.
- 3.10 The books.
- 3.11 Sam spider.
- 3.12 The pencils.
- 4.3 A sentence snake.
- 4.5 A letter rat.
- 4.7 Turn back a page.
- 4.8 Next page.
- 4.11 Annie rabbit.
- 4.12 A little one.
- 5.2 The safe.
- 5.5 Turn back a page.
- 5.6 The entrance.
- 5.7 The bag.
- 5.9 Next page.
- 5.10 Nasty Nigel's boot.
- 5.12 The secret passage.
- 6.1 Turn pack a page.
- 6.2 The books.
- 6.3 The books.
- 6.5 A step ladder.
- 6.6 A step ladder.
- 6.7 The wooden steps.
- 6.8 The entrance.
- 6.9 Middleton the wise owl.
- 6.11 Max the bookworm.





## Language for Option 2

P = Page number

S = Switch number

- 1.10 Return to Menu.  
 1.12 Next page.  
 2.1 Turn back a page.  
 2.5 This is the main tower.  
 2.6 This is the bridge.  
 2.8 This is the lookout tower.  
 2.9 The soldier ants guard the castle.  
 2.10 This is the entrance tower.  
 2.12 Next page.  
 3.1 This is a wordbird.  
 3.3 Next page.  
 3.4 Turn back a page.  
 3.5 This is Katy beetle.  
 3.6 These are the little ones.  
 3.10 These are the books.  
 3.11 This is Sam spider.  
 3.12 These are the pencils.  
 4.3 This is a sentence snake.  
 4.5 This is a letter rat.  
 4.7 Turn back a page.  
 4.8 Next page.  
 4.11 This is Annie rabbit.  
 4.12 This is a little one.  
 5.2 This is a safe.  
 5.5 Turn back a page.  
 5.6 This is the entrance.  
 5.7 This is Nasty Nigel's bag.  
 5.9 Next page.  
 5.10 This is Nasty Nigel's dirty boot.  
 5.12 This is Nasty Nigel's secret passage.  
 6.1 Turn back a page.  
 6.2 These are the books in the library.  
 6.3 These are the books in the library.  
 6.5 This is a step ladder.  
 6.6 This is a step ladder.  
 6.7 These are the wooden steps.  
 6.8 This is the entrance.  
 6.9 This is Middleton the wise owl.  
 6.11 This is Max the bookworm.





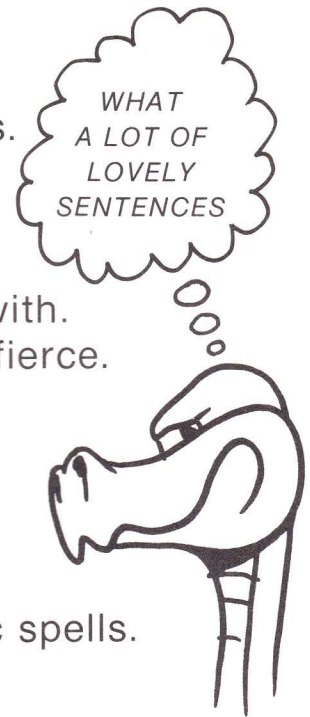
# Appendix B

## Language for Option 3

P = Page number

S = Switch number

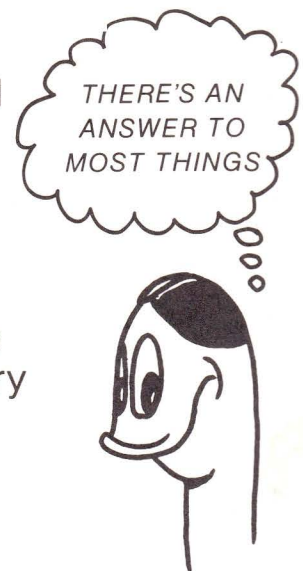
- P.S.
- 1.10 Return to Menu.
  - 1.12 Turn over before the terrible termites get in.
  - 2.1 Turn back a page.
  - 2.5 This is the main tower in the castle.
  - 2.6 The bridge is the only way into the Well.
  - 2.8 Soldier ants use this tower to search for the terrible termites.
  - 2.9 The soldier ants guard against the terrible termites.
  - 2.10 This tower is used to guard the entrance to the castle.
  - 2.12 Next page.
  - 3.1 The Wordbird is very upset.
  - 3.3 Next page.
  - 3.4 Turn back a page.
  - 3.5 Katy beetle reads stories to the little ones.
  - 3.6 The little ones listen to the stories.
  - 3.10 Sam spider has written these books.
  - 3.11 Sam spider writes all the stories.
  - 3.12 Sam spider uses lots of pencils to write with.
  - 4.3 The sentence snake only pretends to be fierce.
  - 4.5 The letter rat is running away.
  - 4.7 Turn back a page.
  - 4.8 Next page.
  - 4.11 Annie rabbit is running away.
  - 4.12 The little one is running down a hole.
  - 5.2 The safe is where Liz keeps all her magic spells.
  - 5.5 Turn back a page.
  - 5.6 This is the entrance to the library.
  - 5.7 Nasty Nigel is carrying a bag of books which he has stolen.
  - 5.9 Next page.
  - 5.10 Nasty Nigel needs a new pair of boots.
  - 5.12 The Secret passage leads to Nasty Nigel's house.
  - 6.1 Turn back a page.
  - 6.2 These books are about real stories.
  - 6.3 These books are about made up stories.
  - 6.5 This step ladder is for reaching the real stories.
  - 6.6 This step ladder is for reaching the made up stories.
  - 6.7 The wooden steps lead to the books in the library.
  - 6.8 This is the entrance to the library.
  - 6.9 Middleton the wise owl looks after all the books in the library.
  - 6.11 Max reads every book in the library.





# Any Problems?

<b>Problem</b>	<b>Suggested Solution</b>
1. Program will not load	1.1 Is the volume set correctly? Adjust the volume and try again.
	1.2 Are the leads connected correctly? Refer to your users manual.
2. No language is stored in VIEW MODE	2.1 Did you choose Option 4 first? <E>xit the VIEW MODE and select 1,2 or 3
	2.2 Have you <R>eplaced the language with nothing? Press <R> and <R>eplace again.
3. Nothing happens in VIEW MODE when I press a key.	3.1 You are probably in lower case mode on the key board. Hold the <SHIFT> and zero together. Try again. For BBC — press “Caps Lock”.
4. Electronic Book™ will not work.	4.1 Is it connected? Connect to the right joystick port if not, or for BBC to the Analogue port.
	4.2 Is the switch pressed supposed to react? See Appendix A.
	4.3 Did you press the same switch twice in succession? Press another switch and try again.
5. Keep getting an I/O ERROR when loading data. (not applicable for BBC).	5.1 You are probably trying to load a data file halfway through. Rewind the tape so that there is silence <u>before</u> the data, which has been recorded.





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