

# KINDER COMP™

GREAT!



## LOADING THE PROGRAM

### Cartridge:

1. Plug the joystick into the left jack on the back of the computer.
2. Turn the television set on and tune it to channel 3 or 4.
3. Insert the cartridge in the slot on the right side of the computer.
4. Turn on the computer and the title screen will appear.

Note: Make sure the computer is off before inserting or removing the cartridge.

## TITLE PAGE

Each time you begin to play KINDERCOMP a list of program choices will appear on the screen. You choose which game you want to play by pressing a number from 1 to 6.

- |          |                 |          |                 |
|----------|-----------------|----------|-----------------|
| <b>1</b> | <b>Draw</b>     | <b>4</b> | <b>Sequence</b> |
| <b>2</b> | <b>Scribble</b> | <b>5</b> | <b>Letters</b>  |
| <b>3</b> | <b>Names</b>    | <b>6</b> | <b>Match</b>    |

### Returning To The Title Page

Press **BREAK** to return to the title page.

## DRAW



With this program you can make colorful drawings by using the joystick.

Press **C** to change all colors.

Press **F** to fill an area with color.

Press **S** to draw slowly.

Press **Q** to draw quickly.

Press **B** to begin drawing.

Press **CLEAR** to erase your drawing.

Press the joystick button to change the color you are using.

## SCRIBBLE



Touch a key and a character will repeat for a full line. To have added fun with SCRIBBLE press the **SHIFT** key and make interesting patterns using # \$ % & \* & , ! Or press **SHIFT O** and watch all the keys change. Press **SHIFT O** again to return the keys to their original state.

## NAMES

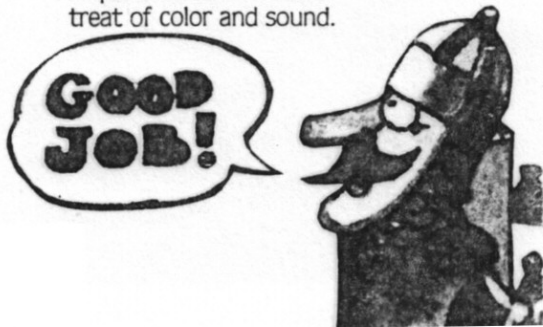


Type in a name, press **ENTER**, and watch it run all over the screen. In NAMES, it is fun to type in short phrases such as "I LOVE MOM" or "TOM IS SMART".

## SEQUENCE



Several numbers in numerical order are presented. You have to fill in the last number in the sequence. When you successfully complete a sequence you will be rewarded. After five correct sequences there is a brief treat of color and sound.



## LETTERS



A letter will appear on the screen. Press the letter on the keyboard that matches the letter on the screen.

## MATCH



A pattern will appear in a box. Three patterns will appear beside the number 1, 2, and 3. One of these patterns matches the pattern in the box. Type the number that represents the right answer. Five correct matches will reward you with color and sound.