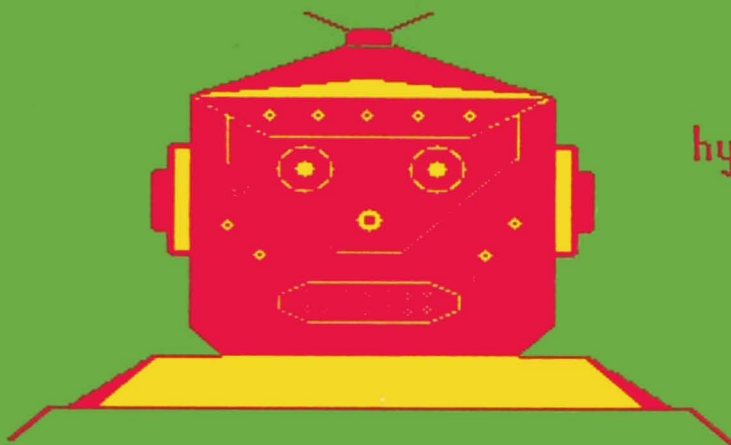air

arbre

house

MICO

route

maison

restaurant

hypnotize

road

ROBOT

école

school

rhinocéros

tree

Attention children and teenagers! I am a robot programmed to help you learn the spelling of the 4000 words that I have memorized or words that you have seen in school.

By constructing me and by becoming a letter hunter, you will learn word spelling. But beware! Hunting will be challenging, the letters have laid out traps. . .

TERMS AND CONDITIONS OF SALE AND LICENSE OF RADIO SHACK COMPUTER EQUIPMENT AND SOFTWARE
PURCHASED FROM A RADIO SHACK COMPANY-OWNED COMPUTER CENTRE RETAIL STORE OR FROM A
RADIO SHACK DEALER AT ITS AUTHORIZED LOCATION

LIMITED WARRANTY

I. CUSTOMER OBLIGATIONS

A. The terms and conditions of this Warranty are applicable as between RADIO SHACK and CUSTOMER to either a sale of the Equipment and or Software License to CUSTOMER or to a transaction whereby RADIO SHACK sells or conveys such Equipment to a third party for lease to CUSTOMER.

B. The limitations of liability and Warranty provisions herein shall inure to the benefit of RADIO SHACK. the author. owner and or licensor of the Software and any manufacturer of the Equipment sold by Radio Shack.

II. RADIO SHACK LIMITED WARRANTIES AND CONDITIONS OF SALE

A. For a period of ninety (90) calendar days from the date of the Radio Shack sales document received upon purchase of the Equipment, RADIO SHACK warrants to the original CUSTOMER that the Equipment and the medium upon which the Software is stored is free from manufacturing defects. THIS WARRANTY IS ONLY APPLICABLE TO PURCHASES OF RADIO SHACK EQUIPMENT BY THE ORIGINAL CUSTOMER FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTRES. RETAIL STORES AND FROM RADIO SHACK DEALERS AT ITS AUTHORIZED LOCATION. The warranty is void if the Equipment's case or cabinet has been opened. or if the Equipment of Software has been subjected to improper or abnormal use. If a manufacturing defect is discovered during the stated warranty period. the defective Equipment must be returned to a Radio Shack Computer Centre. a Radio Shack retail store. participating Radio Shack dealer for repair. along with a copy of the sales document or lease agreement. The original CUSTOMER'S sole and exclusive remedy in the event of a defect is limited to the correction of the defect by repair, replacement, or refund of the purchase price. at RADIO SHACK'S election and sole expense. RADIO SHACK has no obligation to replace or repair expendable items.

B. RADIO SHACK makes no warranty as to the design. capability. capacity. or suitability for use of the Software. except as provided in this paragraph. Software is licensed on an "AS IS" basis. without warranty. The original CUSTOMER'S exclusive remedy. in the event of a Software manufacturing defect. is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Centre. a Radio Shack retail store. participating Radio Shack dealer along with the sales document.

C. Except as provided herein no employee. agent. or other person is authorized to give any warranties of any nature on behalf of RADIO SHACK.

D. Except as provided herein. **RADIO SHACK MAKES NO WARRANTIES. INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.**

III. LIMITATION OF LIABILITY

A. EXCEPT AS PROVIDED HEREIN. RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY. LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "EQUIPMENT" OR "SOFTWARE" SOLD. LEASED. LICENSED OR FURNISHED BY RADIO SHACK. INCLUDING. BUT NOT LIMITED TO. ANY INTERRUPTION OF SERVICE. LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OR OPERATION OF THE "EQUIPMENT" OR "SOFTWARE". IN NO EVENT SHALL RADIO SHACK BE LIABLE FOR LOSS OF PROFITS, OR ANY INDIRECT. SPECIAL. OR CONSEQUENTIAL DAMAGES ARISING OUT OF ANY BREACH OF THIS WARRANTY OR IN ANY MANNER ARISING OUT OF OR CONNECTED WITH THE SALE. LEASE. LICENSE. USE OR ANTICIPATED USE OF THE "EQUIPMENT" OR "SOFTWARE".

NOTWITHSTANDING THE ABOVE LIMITATIONS AND WARRANTIES. RADIO SHACK'S LIABILITY HEREUNDER FOR DAMAGES INCURRED BY CUSTOMER OR OTHERS SHALL NOT EXCEED THE AMOUNT PAID BY CUSTOMER FOR THE PARTICULAR "EQUIPMENT" OR "SOFTWARE" INVOLVED.

B. RADIO SHACK shall not be liable for any damages caused by delay in delivering or furnishing Equipment and or Software.

C. No action arising out of any claimed breach of this Warranty or transactions under this Warranty may be brought more than two (2) years after the cause of action has accrued or more than four (4) years after the date of the Radio Shack sales document for the Equipment or Software. whichever first occurs.

IV. RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive. paid-up license to use the RADIO SHACK Software on **one** computer, subject to the following provisions:

A. Except as otherwise provided in this Software License. applicable copyright laws shall apply to the Software.

B. Title to the medium on which the Software is recorded (cassette and/ or diskette) or stored (ROM) is transferred to CUSTOMER. but not title to the Software.

C. CUSTOMER may use Software on one host computer and access that Software through one or more terminals if the Software permits this function.

D. CUSTOMER shall not use. make. manufacture. or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.

E. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software. but only to the extent the Software allows a backup copy to be made. However. for TRSDOS Software. CUSTOMER is permitted to make a limited number of additional copies for CUSTOMER'S own use.

F. CUSTOMER may resell or distribute unmodified copies of the Software provided CUSTOMER has purchased one copy of the Software for each one sold or distributed. The provisions of this Software License shall also be applicable to third parties receiving copies of the Software from CUSTOMER.

G. All copyright notices shall be retained on all copies of the Software.

V. APPLICABILITY OF WARRANTY

A. The terms and conditions of this Warranty are applicable as between RADIO SHACK and CUSTOMER to either a sale of the Equipment and or Software License to CUSTOMER or to a transaction whereby RADIO SHACK sells or conveys such Equipment to a third party for lease to CUSTOMER.

B. The limitations of liability and Warranty provisions herein shall inure to the benefit of RADIO SHACK. the author. owner and or licensor of the Software and any manufacturer of the Equipment sold by Radio Shack.

VI. PROVINCE LAW RIGHTS

The warranties granted herein give the **original** CUSTOMER specific legal rights. and the **original** CUSTOMER may have other rights which vary from province to province.

MICO ROBOT
PROGRAM AND USER'S INSTRUCTION MANUAL
BY MARCEL EMOND

TABLE OF CONTENTS

Mico Robot

Introduction

Mico Robot is an educational game that helps children age 7 and older develop their spelling abilities. It can be played by one child using the 2000 words already included, and the game features a bilingual option to learn the spelling of these words in a second language (French). In addition, you can create your own personal word file.

System requirements

To use Mico Robot, you must have:

• A TRS-80 Colour Computer with Extended Colour Basic (and a minimum of 32K memory)

• One joystick (Radio Shack's Deluxe Joystick is recommended, but is not necessary)

• A cassette recorder and interface cable

OR

• Colour Disk Drive #0

Learning with Mico Robot

Mico Robot is really a combination of two games: a familiar child's letter-guessing game, and a new original game called "Letter-Hunting".

The program contains a vocabulary of 2000 words in seven categories: objects, animal kingdom, vegetable life, nouns, verbs, adverbs and adjectives. You can also create a file of your own words, which can be bilingual if you choose.

The first object of the game is to construct a robot by finding the missing letters of the word displayed on the screen. Each player starts the game with a reserve of six spare parts, which are displayed across the top of the screen. Across the centre of the screen is the first letter of the hidden word, followed by a number of red boxes, representing the remaining letters. (In the bilingual option, an English word appears across the screen, and below it the first letter of its French equivalent followed by a number of red boxes).

The player then chooses a letter. If it is in the hidden word, that letter is revealed in its proper place and a part of the robot is constructed. If the letter chosen is not in the word, the player loses one of the six spare parts and the chosen letter takes its place on the screen.

The goal is to find all the letters of the word before all the spare parts are used up. Extra points are scored for each spare part left over.

Then it's on to "Letter-Hunting". If you have completed the robot, the letters of the word just discovered appear one by one on the screen and you are asked to select the level of difficulty you wish to try. Red boxes appear here and there, each one containing one of the letters in the word. A moving pawn also appears on the screen. Using the joystick you must move the pawn up to the first letter and hit the red box that houses it by pressing the red "fire" botton on the joystick. The letters must be caught in their correct order.

When the right letter is hit, it leaves the red box and the player is awarded points. But if the box does not contain the correct letter, the letter will fire back at your pawn, and you will lose points. Before shooting, carefully look at the letter in the box, since letters will switch boxes during the game (just one of the little traps!).

When the word has been completed, or the time allowed for the game runs out, the results are displayed on the screen.

Mico Robot in the classroom

Many students find learning to spell a difficult or boring chore. Using Mico Robot as a learning tool makes spelling interesting and fun.

For students

To be an effective learning tool, a computer program must first of all be captivating enough to hold the student's attention and to motivate her/him to learn. Mico Robot makes maximum use of a game as a motivational source while incorporating sound teaching principles:

• in order to construct the robot, the student must use the power of deduction. The number of letters and boxes serve as necessary basic clues to the identity of the hidden word. The game improves students' logic, memory and powers of observation.

• to allow students to verify their assumptions, the computer immediately tells them if a chosen letter is or is not contained in the word.

• to promote accurate spelling, "Letter-Hunting" encourages students to mentally spell the words and immediately signals if the spelling is correct or incorrect.

• to encourage learning, a bonus of 10,000 points is awarded at game's end if the student can correctly spell the word just used in the game, on the first try. If not, the computer offers a second chance, and a 5,000 point bonus.

Succeeding in the game is directly linked to spelling abilities. In order to get the highest score, a student must learn to spell the words presented.

For teachers

Mico Robot's flexibility makes it a tool well adapted to the needs of teachers. It enables a teacher to:

- easily and rapidly create a file bank containing words appropriate to a particular curriculum

- group words according to different topics that will be covered in class

- individualize the learning process to meet each student's personal rate of progress

- help master spelling in a second language

- use the program as an incentive or in free or extra-curricular activities to reinforce spelling or to explore the 2000 English and 2000 French words contained in Mico Robot.

Operating instructions for the cassette version

The program consists of two cassettes: the first contains the master program "Mico Robot", and the second contains the 4000 words.

1) Place the keyboard overlay that comes with Mico Robot on the top row of computer keyboard (above the row of numbers). The overlay indicates which key (1 to 0) must be pushed to get French accented characters to play the bilingual options.

2) Connect your cassette recorder to the computer (see your owner's manual for proper connections).

3) Connect joystick to the RIGHT JOYSTK port on the back of the computer.

4) Turn on the computer and your television. You should see to "OK" prompt appear on the screen.

5) Mico Robot offers instructions in English or French. Place the program tape in the cassette recorder with the appropriate side up.

6) Adjust the volume level of the cassette recorder (a setting of "5" is recommended, but may vary from recorder to recorder).

7) Rewind the tape completely. After the tape is totally rewound, press the "PLAY" button on the recorder.

8) Type CLOADM on the keyboard and press [ENTER]. The computer will search for and load the program. When the program has been loaded, it will automatically begin running.

9) As the program begins, use the volume control on the TV to adjust the sound level.

The title page identifying Mico Robot appears on the screen for a few seconds.

Operating instructions for the diskette version

IMPORTANT: Before using Mico Robot, make a
backup copy of the program diskette.
Please refer to your Color Computer
Disk Owner's Manual for detailed
format and backup instructions.
Always use the backup copy when
playing Mico Robot.

1) Place the keyboard overlay that comes with Mico Robot on the top row of computer keyboard (above the row of numbers). The overlay indicates which key (1 to 0) must be pushed to get French accented characters to play the bilingual options.

2) Connect your disk drive to the computer (follow the instructions in your disk operating manual).

3) Connect joystick to the RIGHT JOYSTK port on the back of the computer.

4) When the message "OK" appears on the screen, insert the diskette into the disk drive.

5) Type RUN "ROBOT" and press [ENTER].

6) The following message will appear on screen:

<p align="center">1 ENGLISH
2 FRANÇAIS</p>

Press "1" for the English version or "2" for the French version.

7) The title page identifying Mico Robot appears on the screen. To begin the game immediately, press [x], or just wait for the title page to disappear on it own.

8) As the program begins, use the volume control on the TV to adjust the sound level.

Speed

Mico Robot offers two choices of working speed: fast and normal. Fast speed affects only the following:

• When you choose "Creating a file", you can type words into a file faster.

• In "Letter-Hunting", you can move the pawn faster using the joystick.

IMPORTANT   The speed option is not compatible with some versions of the Colour Computer. If you choose this option and find the program does not operate properly when creating a file or playing "Letter-Hunting", you must turn off the computer and begin again using the normal speed option. (Remove your diskette from the disk drive before turning off the computer.)

The main menu

The main menu displays the following:

OPTIONS

1 'MICO' WORDS
2 TWO PLAYERS
3 HOME WORK
4 YOUR WORDS

SELECT 1 2 3 4

Option 1: 'Mico' words

This option allows one or several players to play any number of games using the 2000 words vocabulary contained in Mico Robot. If more than one player uses the program, the computer will display the results of the nine players with the highest score when the game is over.

Language

You may now choose to play the unilingual or bilingual game. In the unilingual game, the first letter of the English word that you must discover is displayed. In a bilingual game, the English word is completely displayed, and below it the computer displays the first letter of the French translation for the English word shown.

Note: It is possible that one word may have several different translations, but Mico Robot gives only one. The first letter of the French word is your best clue.

Choice of word category

You must now choose a category from which the computer will select words used in your game. The 4000 words in Mico Robot are grouped as follows:

NAME OF GROUP	ENGLISH WORDS	FRENCH WORDS
1. OBJECT	400	400
2. ANIMAL KINGDOM	100	100
3. VEGETABLE LIFE	100	100
4. NOUN	500	500
5. VERB	500	500
6. ADVERB	100	100
7. ADJECTIVE	300	300

With the diskette version, once you have made your choice, type your name (a maximum of 12 letters). To correct an error, press the left arrow key. When your name is correct, press [ENTER] and the game begins.

With the cassette version, the following message will appear on screen:

INSERT THE CASSETTE
MICO ROBOT VOCABULARY
ON THE SIDE X

REWIND THE TAPE COMPLETELY

PRESS 'PLAY' ON THE RECORDER

[ENTER]

Insert the cassette with Mico Robot vocabulary in your cassette recorder. The message on the screen tells you whether to load side A or B, according to the group of words chosen. When the cassette has been properly inserted, rewind it completely and press 'PLAY' on the cassette recorder. Then press [ENTER] on the computer keyboard and the screen should show the message:

I AM NOW LOADING THE FILE
file's name

This message remains on screen until the computer has finished loading the file. When the loading is over, type your name (a maximum of 12 letters). To correct an error, press the left arrow key. When your name is correct, press [ENTER] and the game begins.

Error messages

• If you have not inserted the cassette on the right side, or if the recorder volume is not high enough, the tape will unwind completely and the message "I am now loading the file" will remain on screen. You must then change sides of the cassette or raise the volume on the recorder. You can cancel the file's loading by pressing the "RESET" button, at the back of the computer. This will take you back to the main menu and will let you start over.

• The following message may appear on screen:

INPUT ERROR

THE COMPUTER CAN'T READ THE
CONTENT OF YOUR CASSETTE

[ENTER]

It is likely that the cassette recorder volume is not properly adjusted. Rewind the tape and adjust the volume. Press [ENTER] and the computer will restart loading of the file. Or press the "RESET" button to take you back to the main menu and start over.

Option 2: two players

This option allows two players to test each other's vocabulary. Each player must find the word chosen by their opponent. Each player in turn types their name (a maximum of 12 letters). To correct an error, press the left arrow key. When the name is spelled correctly, press [ENTER].

The computer asks player #1 to look away while player #2 types in any word (a minimum of 3 letters, and a maximum of 12). To correct an error, press the left arrow key. When the word is spelled correctly, press [ENTER]. As a last check, the computer will display the word. Press [ENTER] again if the word is correct, or the left arrow to make a correction. The game begins and player #1 must find the word chosen by her/his opponent.

Option 3: home work

Many teachers send students home with lists of words to learn. The home work option gives students a chance to practice those words.

To play, type your name (a maximum of 12 letters). Press the left arrow key to correct an error, or press [ENTER] when it is spelled properly. Now you must decide on the number of words that will be presented (5, 10, 15 or 20). The following message appears on screen:

WORD 1
?

Type the first word. It must contain a minimum of 3 letters and a maximum of 12. To correct an error, press the left arrow key, or when properly spelled, press [ENTER]. You continue with the second word until all words have been entered.

With the home work option, the game begins directly with "Letter-Hunting". You only have to choose the level of difficulty to play the game.

Option 4: your words

This option enables you to play a game of Mico Robot with words you have chosen yourself. The screen displays:

> 1 TO CREATE A NEW FILE
> 2 TO USE A FILE ALREADY CREATED
>
> SELECT 1   2

To create a new file, press [1]. To play a game with a file you have already created, press [2].

1. Creating a new file

This enables you to add your own words, group them according to your needs and save them permanently on a disk or cassette. You can choose between fast and normal speeds. Fast speed is recommended for those who are able to type well.

BEFORE CREATING A FILE, BE SURE TO HAVE A DISK ALREADY FORMATTED. PLEASE REFER TO THE SECTION OF YOUR COLOR COMPUTER DISK SYSTEM MANUAL ENTITLED "FORMATTING A DISK".

Name of the file

Since a disk or a cassette can hold several files, a different file name must be used to identify each file separately. A file name can have a maximum of 8 symbols (a space is considered a symbol). The screen displays:

> PRINT THE NAME OF THE FILE
>
> — — — — — — — —

Type the name of the file. To correct an error, press the left arrow key. When the file name is spelled correctly, press [ENTER].

Language

You can create a unilingual or bilingual file. In a bilingual file (French/English), you write a French word, and the next word must be the English translation of that word. The screen displays:

YOUR FILE IS

1 UNILINGUAL
2 BILINGUAL

Press [1] to create a unilingual file or [2] for a bilingual file.

Number of words in the file

A file can contain a maximum of 50 words and the total number of words must be an even number. Type the number of words that you wish to have on file. Press the left arrow key to correct an error or [ENTER] when you have finished.

When using the bilingual option, the number of words to be entered is the total of both the English and French words. If you have 10 English words and their French translation, enter [20] as the number of words. The screen will then display:

BILINGUAL FILE

THE WORD'S NUMBER WILL BE FOLLOWED
BY THE LETTER F OR E

F TO ENTER THE FRENCH WORD
E TO ENTER THE ENGLISH WORD

Entering words in the file

You must now type the words that you wish to enter in the file. The screen displays:

WORD 1
?

Type in the first word (minimum of 3 letters, maximum of 12). To correct an error, press the left arrow key, and press [ENTER] when you are don‹

Let us say you have chosen the word "HOUSE". The following message appears:

YOUR WORD IS
HOUSE

ENTER
OR
← TO CORRECT

If you want to change that word, press the left arrow key. To go on to the second word, press [ENTER]. If your file is bilingual, the letter F or E will follow the word's number:

WORD 1 F
?

The letter F tells you to type in a French word. When that has been entered, the following message appears:

WORD 2 E
?

You must now write the second word, and this must be the English translation of Word 1. Type all the words, and save the file on a disk or cassette.

Saving the file on disk

The following message will appear on screen:

TO SAVE YOU FILE
INSERT YOUR DISK

[ENTER]

You remove the Mico Robot disk, insert one of your own (already formatted) and press [ENTER]. The screen displays:

FILE'S NAME   (name of your file)
LANGUAGE   (unilingual or bilingual)
NUMBER OF WORDS (number of words contained in the file)

and the computer saves your file on disk. If file's saving was done without any errors, the following message will appear:

SAVE ANOTHER COPY?   Y / N

You should keep a backup copy of each of your files. Mico Robot makes this very easy. Just press [Y] (Y for Yes). The computer will then tell you to insert your disk: you remove your first disk and insert a new one (already formatted). The computer saves your file on the disk, your copy is done! When prompted for another copy, press [N] (N for No). You may now create another file or return to the main menu.

Messages

Four situations can prevent the computer from correctly entering the file on disk. For each of these situations, the computer will display a message on the screen.

• If you try to save a file on a disk already full, you receive the following message:

<div align="center">

THE DISK IS FULL

PLEASE USE ANOTHER DISK
TO SAVE YOUR FILE

[ENTER]

</div>

You just have to use a new disk (already formatted) to be able to save your file.

• If you use a disk that is write protected (with tape at the right-hand corner), you will receive the following message:

<div align="center">

YOUR DISK IS WRITE PROTECTED

PLEASE USE ANOTHER DISK
TO SAVE YOUR FILE

[ENTER]

</div>

To save your file, you must then change disk or remove the protecting tape.

• If the disk in use already contains a file with the same name as the one that you wish to save, you will receive the following message:

ON YOUR DISK, THERE IS ALREADY
A FILE NAMED   name

DO YOU WANT TO OVERWRITE THE
FILE?   Y / N

If the file contained on the disk is no longer usefull, press [Y] to overwrite the file. But if you wish to keep the file on the disk, press [N]. To save your new file, you can either change its name or change disk.

• The fourth message concerns input errors:

<div align="center">

INPUT ERROR

THE COMPUTER CAN'T READ
THE CONTENT OF YOUR DISK
PLEASE CHANGE DISK

[ENTER]

</div>

This message indicates that the computer cannot read the content of your disk in order to save the file. You must change the disk to save your file. (For further information, please refer to the section of your Color Computer Disk System manual entitled "I/O ERROR".)

Saving the file on cassette

The following message will appear on screen:

<div align="center">

TO SAVE YOUR FILE
INSERT YOUR CASSETTE IN THE
CASSETTE RECORDER

MAKE SURE TO ADVANCE THE TAPE
PAST THE LEADER OR AFTHER THE
LAST FILE ON TAPE

PRESS 'PLAY' AND 'RECORD'

[ENTER]

</div>

You remove the Mico Robot cassette and insert one of your own. If you are using a new cassette, be sure you have advanced the tape past the leader. If you are using a cassette that already holds one or more files, be sure to advance the tape past these files, to avoid recording the new file over one of them. When the tape is in place, press 'PLAY' and 'RECORD' on the cassette recorder and press [ENTER]. The screen displays:

FILE'S NAME   (name of your file)
LANGUAGE   (unilingual or bilingual)
NUMBER OF WORDS   (number of words contained in
                              the file)

and the computer saves your file on the cassette. When completed, the following message appears:

SAVE ANOTHER COPY?   Y / N

You should keep a backup copy of each of your files. You can make this copy on the same cassette or use another one (this is preferable). Mico Robot makes this very easy. Just press [Y] (Y for Yes). If you are using another cassette, insert it in the recorder and press [ENTER], or to save another copy on the same cassette, just press [ENTER]. The computer saves your backup copy on cassette. When prompted for another copy, press [N] (N for No). You may now create another file or return to the main menu.

2. To use a file already created

This option allows you to play a game of Mico Robot with the words contained in one of your personal files. The screen displays:

PRINT THE NAME OF THE FILE

— — — — — — — —

Type the name of the file you wish to use and press [ENTER] when it is spelled correctly. You will then see:

YOUR FILE IS

1 UNILINGUAL
2 BILINGUAL

If you are using a unilingual file, press [1], or for a bilingual file, press [2].

With the diskette version, the screen displays:

YOUR FILE
INSERT YOUR DISK
[ENTER]

Insert the disk containing the file that you wish to use and press [ENTER]. The game will begin when computer has finished reading the file.

With the cassette version, the screen displays:

TO USE A FILE

INSERT YOUR CASSETTE IN THE
CASSETTE RECORDER

IMPORTANT: POSITION THE TAPE
BEFORE THE START OF YOUR FILE

PRESS 'PLAY' ON THE RECORDER

[ENTER]

Insert the cassette containing the file you wish to use into the recorder. The tape must be positioned **before** the start of the file you want to use, or if you don't know where it is on the tape, rewind the tape completely and the computer will automatically locate it for you. Adjust the volume on the recorder, press 'PLAY' on the recorder and [ENTER] on the computer keyboard. The following message appears on screen:

I AM NOW LOADING THE FILE

file's name

This message remains on screen until the computer has finished loading the file. When the loading is over, the game begins.

Messages for the diskette version

When using your files, two messages can appear on the screen:

• If the file that you want to use is not on the disk, you will receive the following message:

name   IS NOT ON THE DISK

[ENTER]

• The second message concerns input errors:

INPUT ERROR

THE COMPUTER CAN'T READ
THE CONTENT OF YOUR DISK

PLEASE CHANGE DISK

[ENTER]

The computer cannot correctly read the content of the file that you have chosen (please consult section "I/O ERROR" in your Color Computer Disk System manual). You must then remove this disk and use your backup copy.

After each of these two messages, press [ENTER]. This will return you to the main menu (page 6).

Messages for the cassette version

When using your own files, two situations may occur:

• If the file that you wish to use is not on the cassette that you have inserted in the recorder, or if the recorder volume is not high enough, the tape will unwind completely and the message "I am now loading the file" will remain on screen. You must then either remove the cassette and insert the one that holds the file or raise the volume on the recorder. You can cancel the file's loading by pressing the "RESET" button, at the back of the computer. This will take you back to the main menu and will let you start over.

• The second situation concerns input errors. The following message may appear on screen:

INPUT ERROR

THE COMPUTER CAN'T READ THE
CONTENT OF YOUR CASSETTE

[ENTER]

It is likely that the cassette recorder volume is not properly adjusted. Rewind the tape and adjust the volume. Press [ENTER] and the computer will restart loading the file. If you continue to get the same message, try using the backup copy of the file. Or press the "RESET" button to take you back to the main menu and start over.

The game begins

At the top of the screen, six spare parts for the robot appear. Below that, the computer displays the first letter of the word followed by red boxes. Let's use this example: the word chosen by the computer is "HOUSE". The screen displays five boxes, the first containing the letter "H". You must find the other four letters to complete construction of the robot. Suppose the player chooses the letter "T". Since this letter is not part of the word "HOUSE", a spare part disappears, and the letter "T" takes its place.
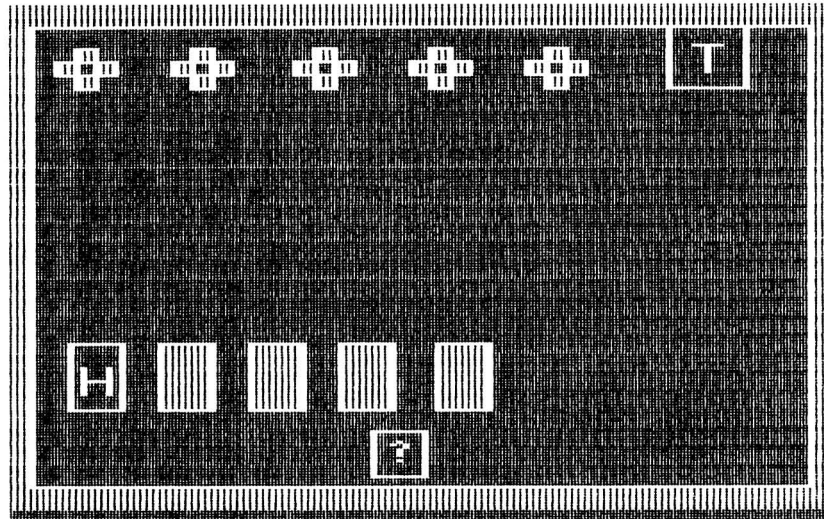

Now let's say the player chooses the letter "S". This letter is the fourth letter of the hidden word, so it appears in the fourth red box and a part of the robot will be constructed.
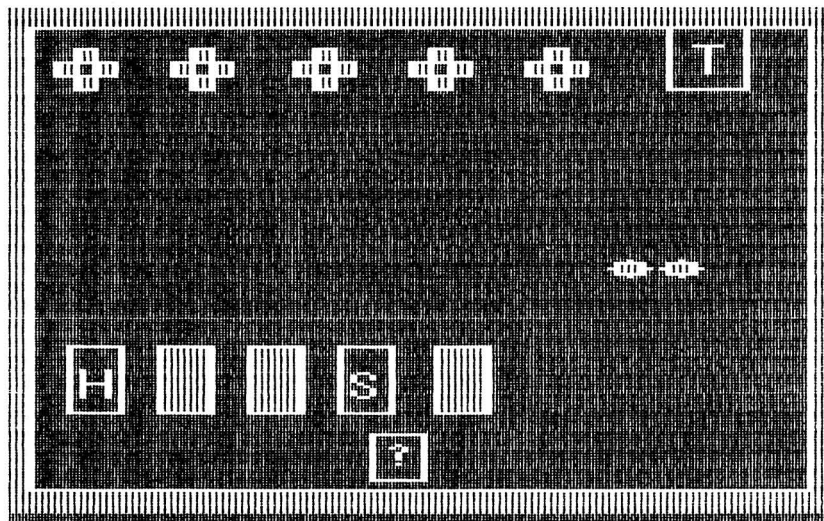
You must choose letters untill you have completely constructed the robot or have used up all the spare parts. If you have completed the robot, you win points for each spare part saved. If you still have all six spare parts, you are awarded a 1000 point bonus. Next the robot makes the letter of the word appear one by one. If on the other hand you have used up all the spare parts, the robot disintegrates itself.

Bilingual game

In a bilingual game, the English word appears on screen and the first letter of the French translation for that word. In the example, the word "HOUSE" appears in the center of the screen and below that six red boxes, the first containing the letter "M".
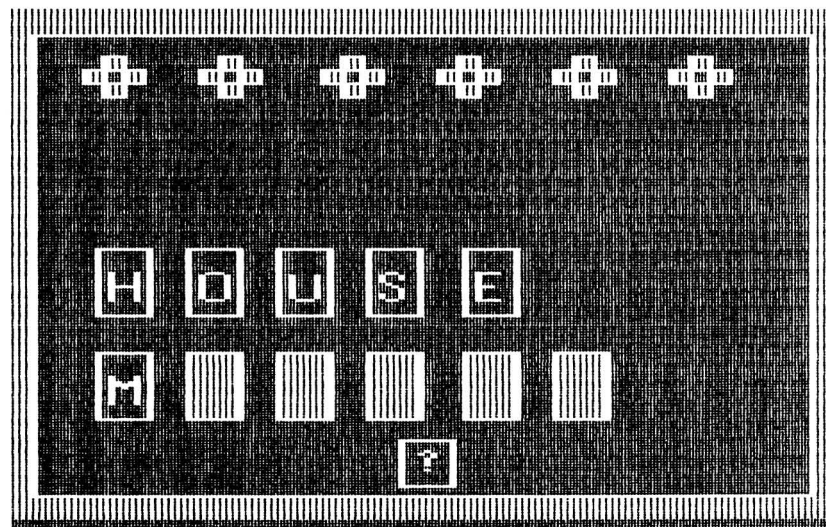
You must find the French word beginning with the letter "M" that is the translation for "HOUSE".

Letter-Hunting

If you have chosen the home work option, the robot gives you the letters of the word and you immediately begin the game of "Letter-Hunting".

"Letter-Hunting" offers nine levels of difficulty from beginner (1) to expert (9). The level of difficulty determines the speed at which the letters switch boxes during the game, the speed at which the pawn moves across the screen, and the time allowed to play the game. The higher the level, the faster the letters move, and the shorter time you have to succeed. Choose the level that best suits you by pressing any key from 1 to 9.

The letters of the word appear here and there on the screen, and when they are all in place, a pawn appears near one of them.

Using the joystick, you must move your pawn near the box containing the first letter of the word (in our example, the letter "H"). When you get near, fire on the box by pushing the red button on the joystick. If you hit the right letter, it will disappear from the box and reappear at the top of the screen. You then win points and must pursue the second letter of the word.

Using the joystick

The pawn moves continuously except when it reaches the borders of the screen. Hold the joystick in your hand with the red fire button pointing forward. To move the pawn toward the top of the screen, push the joystick completely forward. To move the pawn toward the bottom of the screen, pull the joystick completely back toward yourself. To move right, push the joystick right, and to move left, push the joystick left.

To shoot, press the red button. The pawn always shoots in the direction it is moving: if the pawn is moving toward the top of the screen the aim will be toward the top of the screen, and so on.

Pawn movements

The level of difficulty determines the speed at which the pawn moves across the screen — the higher the level, the faster the pawn moves.

While moving across the screen, your pawn leaves a trail behind it. If you recross this trail, you lose points, unless you shoot a hole in the trail first, allowing you to pass through.

The red boxes

A pawn cannot enter a red box. If you try to enter one, the box changes colour and causes your pawn to bounce back and lose points. You must change direction at once, otherwise the pawn will continue to bounce back against the red box, making you lose even more points.

If you shoot at a red box that does not contain the right letter for your word, the letter will momentarily disappear from the box and fire at your pawn. This will cause you to lose points. Before shooting, be shure the box you are near contains the right letter (remember they change places throughout the game without warning).

Time allowed for the game

The computer displays 64 red dots across the bottom of the screen. Each time a letter switches boxes, the computer "beeps" and one of the red dots turns yellow. You must catch the letters of the word before all the dots turn yellow. The time allowed is determined by the level of difficulty you have chosen.

Bonus

When "Letter-Hunting" is over, the screen displays:

THE WORD WAS
?

You must write the word used in "Letter-Hunting". To correct an error, use the left arrow key. When the word is spelled the way you want it, press [ENTER]. The screen then shows:

YOUR WORD IS
word

ENTER
OR
← TO CORRECT

You press the left arrow to make a correction, or just press [ENTER]. If you have spelled the word correctly on your first try you win a bonus of 10000 points! If not, the computer gives you a second chance... If you spell it right this time, you get a 5000 point bonus. A perfect game, where all six spare parts have been saved, no points were lost during the letter hunt, and the word was spelled correctly on the first try gives a total of 20000 points.

Giving the results

Results are displayed on the screen, and will vary depending on which option was originally chosen.

• Option 1 and 4

The names of the nine players who have scored the highest are displayed on the screen:

TODAY'S CHAMPIONS

1	NAME	1	20000	LEVEL 9
2	NAME	2	20000	LEVEL 8
3	NAME	3	20000	LEVEL 7
4	NAME	4	20000	LEVEL 6
5	NAME	5	20000	LEVEL 5
6	NAME	6	20000	LEVEL 4
7	NAME	7	20000	LEVEL 3
8	NAME	8	20000	LEVEL 2
9	NAME	9	20000	LEVEL 1

The screen displays the order of the winners, the player's name, results, and the level of difficulty chosen. If you want your name to appear on the screen, you must be among the top nine players!

• Option 2

Results of the game show both player's names and the number of points scored.

POINTS

PLAYER #1   18000
PLAYER #2   12000

If several games have been played, the computer will automatically compile the points of each game.

• Option 3

With the home work option, the results are presented in two different ways. After "Letter-Hunting" each one of the words in the home work, the screen displays:

YOUR SCORE   name
THIS GAME   12000
TOTAL   38000

The computer writes the name of the player and the points gained in the game just ended. The "TOTAL" indicates the number of points total for all the games played. When the past word of the home work has been completed, the screen displays:

BRAVO   name
THE HOME WORK IS COMPLETED
YOUR SCORE   62000

The result is the total number of points scored for that session of home work.

To play a new game

Below the scoreboard, the following messages appear on the screen:

[C] TO CONTINUE
[N] FOR A NEW OPTION

If you wish to keep the same option and continue the game, press [C]. If you wish to change options, press [N], and this will take you back to the main menu. The results are erased from the computer's memory and you can start a new game.

Reset button

Pressing the reset button at the rear of the computer will have two effects:

• While creating a file: it will erase all the words contained in the file you were creating and allow you to start a new file.

• While playing a game: it will erase all results and words from the computer memory and take you back to the main menu.

Do not press the reset button while the computer is reading or printing information on disk: it could destroy information stored on disk.

RADIO SHACK DIVISION, TANDY ELECTRONICS LIMITED

CANADA: BARRIE, ONTARIO L4M 4W5
U.S.A.: FORT WORTH, TEXAS 76102

TANDY CORPORATION

AUSTRALIA	R.U.	BELGIUM
91 KURRAJONG AVENUE MOUNT DRUITT, N.S.W. 2770	BILSTON ROAD, WEDNESBURY WEST MIDLANDS WS10 7JN	PARC INDUSTRIEL DE NANINNE 5140 NANINNE

PRINTED IN CANADA