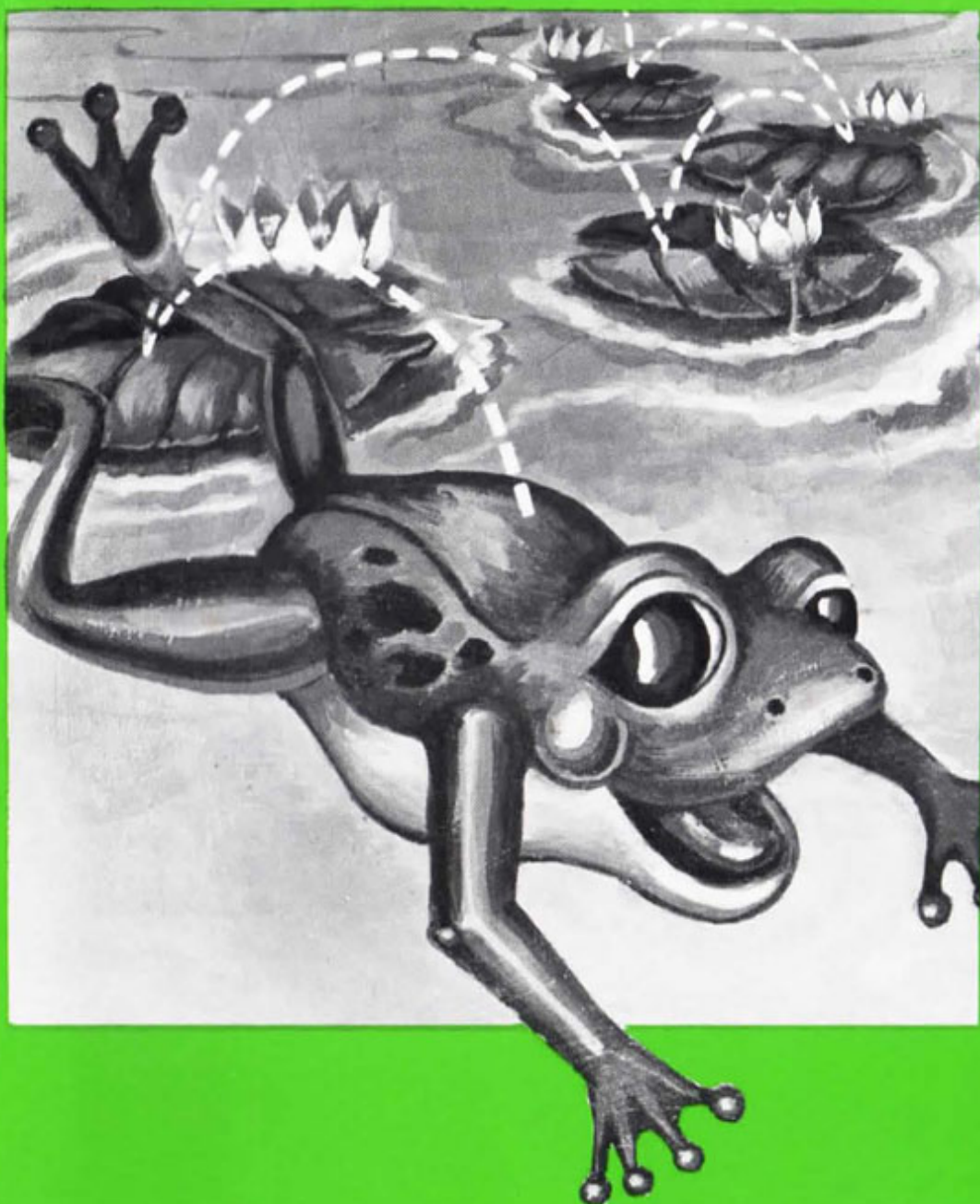


THE POND



NOTE TO PARENTS

HERE'S HOW THE POND HELPS KIDS LEARN:

- **Thinking Skills.**

THE POND gives practice in solving problems by forming and testing hypotheses.

- **School-Related Skills.**

THE POND builds pattern recognition skills associated with math, science, language, music, art.

- **Computer-Related Skills.**

THE POND takes kids through basic programming steps: formulating and entering data, running programs.

GETTING STARTED

- 1.** Insert your Atari BASIC language cartridge into the cartridge slot.
- 2.** Turn on the disk drive and the television or monitor.
- 3.** Insert THE POND diskette with the label facing up and the exposed oval entering the drive first. Close the latch on the disk drive.
- 4.** Turn on the power to the computer.
- 5.** A title screen appears and then a list of choices. Select the item you want on the menu using the ← or → keys. Press RETURN to start the game.

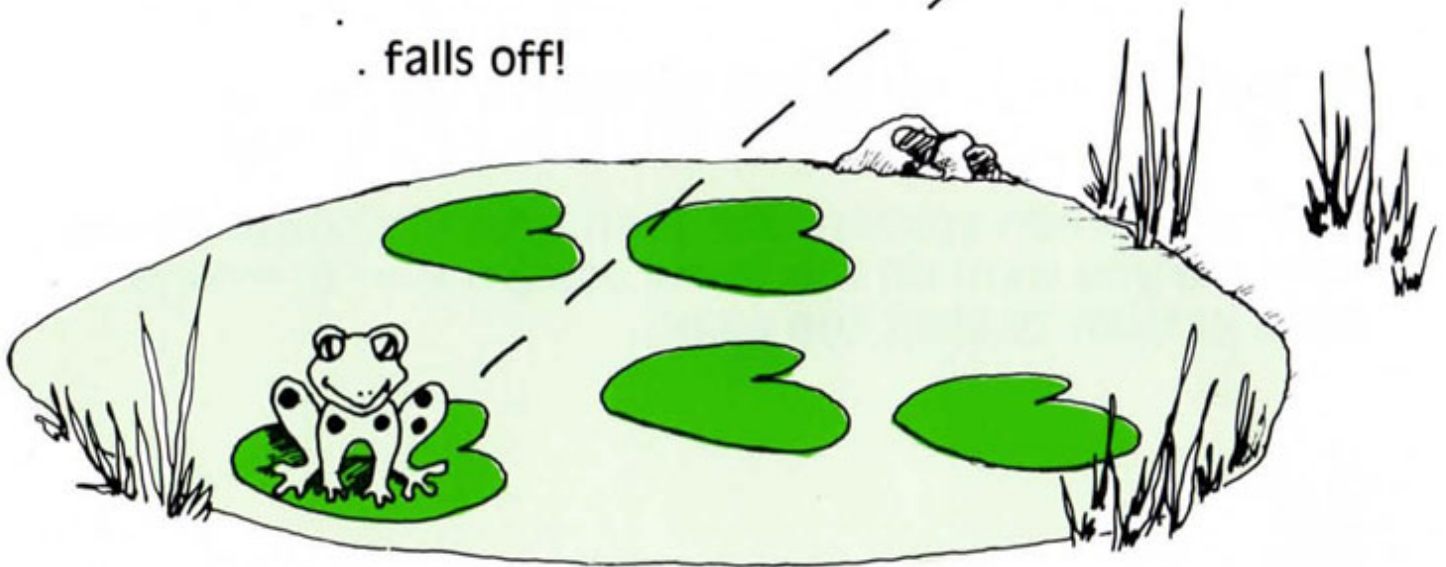
YOUR FROG HATES THE WATER!

That's why it hangs out on lily pads.

Instead of swimming, your frog happily hops from one green pad to another, except when it .

The frog needs YOU in order to stay dry. How do you do it? By finding pathways of lily pads the frog can follow without being dunked.

. falls off!

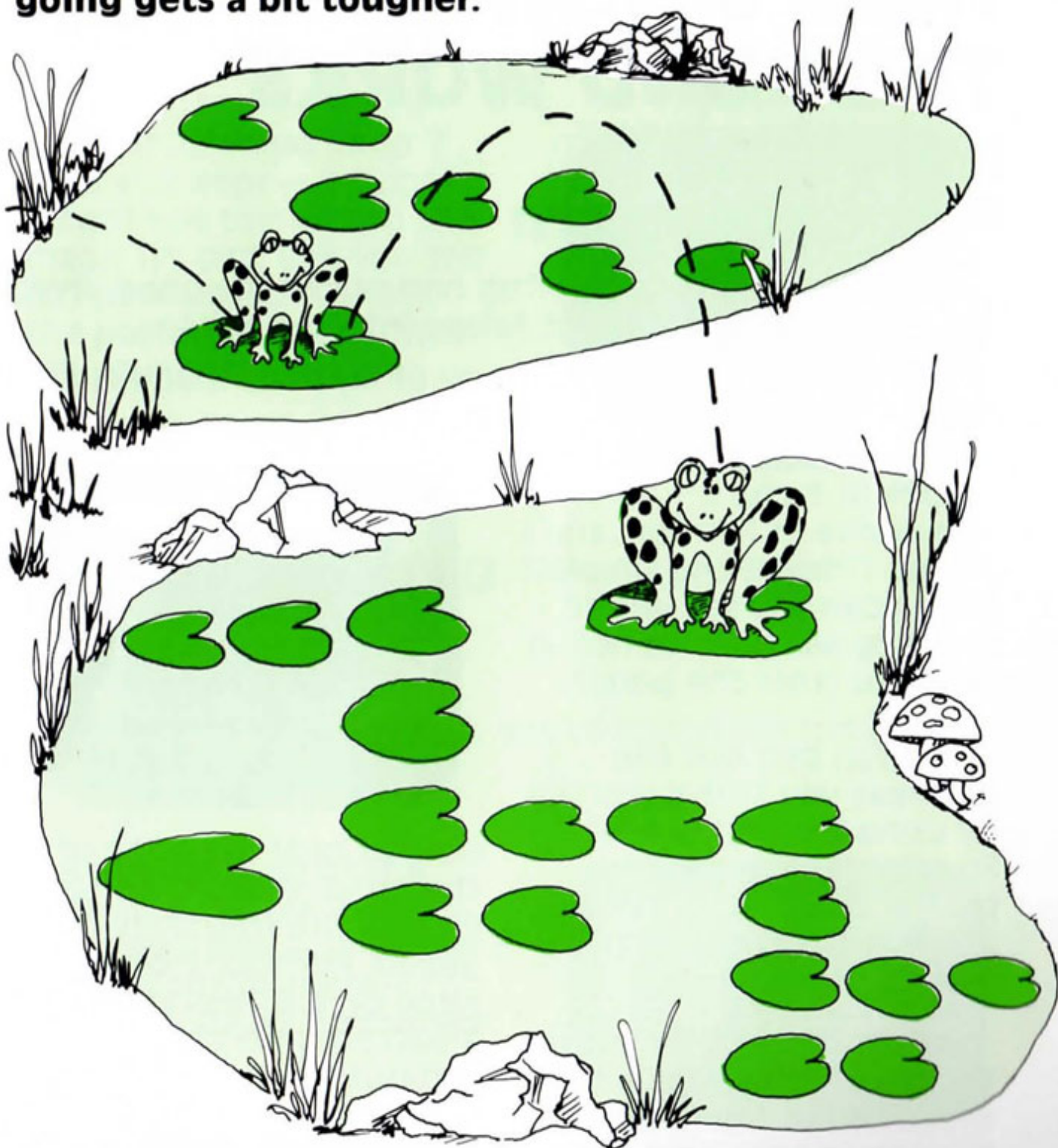


- **Meet your friend, the frog, on one of Farmer Jane's Ponds, where the pathways are pretty simple.**

Hidden pathways will challenge your wits. Tricky decisions will pile on the pressure.

Your friend, the frog, will never give up. And all YOU want to do is keep playing gripped by lily pad fever, having the time of your life!

- Then hop over to Billy Bob's Ponds, where the going gets a bit tougher.



- By the time you land on The Twister Ponds, you'll be battling hard every step of the way.

Got the picture? Good!

On your mark . . . Get set . . . GRIBBET!

HERE'S HOW THE POND WORKS

Finding The Pathway Pattern

Your goal is to help this frog hop across the pond, from lily pad to lily pad, without falling into the water.

To do it, first find the pathway of lily pads that will take the happy hopper safely across.

PICTURE 1

Look at Picture 1. It shows one of Farmer Jane's Ponds. (They're the simplest ones.) Can you see where the frog will have to hop in order to cross the pond?

You can test out the pathway you THINK you see by using the → ↓ ↑ ← keys. To order a → hop, press the → arrow. To order a ↑ hop, press the ↑ arrow and so on.

But watch out! Press the WRONG arrow and the frog will splash in the water and then swim back onto the lily pad.

As you and your friend explore the pond, you will notice a different colored



lily pad near the edge of the pond. That's the magic lily pad the frog is trying to get to. But your frog can't jump on it unless you enter a pattern into the computer.

Remember, use your EYES to find the pathway pattern. And if you like, use the ARROWS to have your green friend test out the pattern you THINK you see.

OK . . . Let's look for a pattern. Can you see the pattern in Picture 2?

PICTURE 2

The frog would jump 2 hops ↓, 2 hops →, 2 hops ↓, 2 hops → all the way to the magic lily pad. Can you see a repeating part? That's the pattern, 2 ↓, 2 →. Now, tell your frog.



Telling The Frog Where To Hop

Now, to let your frog know you've found the pattern:

- Press the START key.

At the bottom of the screen, you'll see a group of arrows with a small box around one of them. Picture 3 shows what they look like.

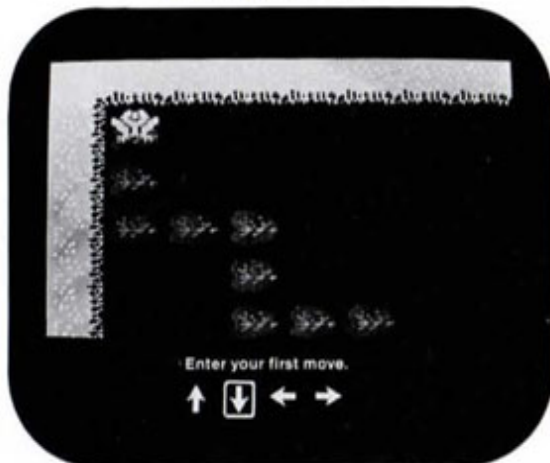
PICTURE 3



You'll use the → ← keys to move that little box to where you want it. Remember the hopping orders you want to give? (Hop ↓ two times. Then hop → two times.)

To tell your friendly frog to hop ↓ use the → ← keys to move the box over the ↓ arrow on your screen.

PICTURE 4



Picture 4 shows what the bottom of your screen will look like when the box is on the ↓ arrow.

Now it's time to give Froggy the message. Here's how:

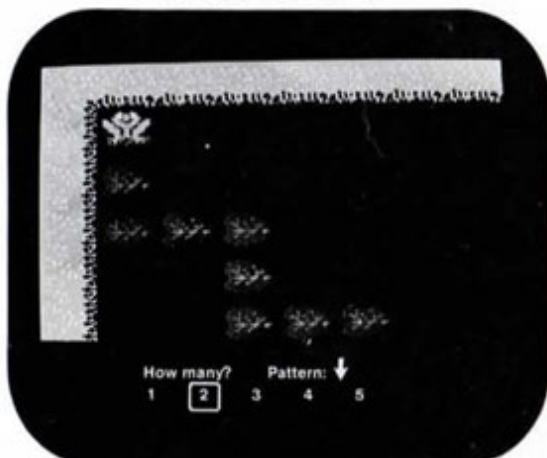
- Press RETURN.

At this point, the frog knows you ordered it to hop ↓. But, it does not know how far. So, as shown in Picture 5, the message on the screen asks you HOW MANY TIMES to hop ↓.

PICTURE 5



PICTURE 6



You want your pond pal to hop ↓ 2 TIMES. Move the box to the number 2.

Give Frog this message by:

- Press RETURN.

(Be sure to do this EVERY TIME you give a hopping order. Otherwise, the frog won't get the message!)

To give the rest of your hopping orders for this pathway pattern, use the → ← keys to move the box. Tell the lovable creature to hop →, and then to hop 2 TIMES in that direction.

The frog now has all the orders it needs. Your brave little buddy will be ready to hop ↓ 2 TIMES, and then → 2 TIMES.

Ready? TIME TO TURN THE CRITTER LOOSE! To do that, move the box to GO, as shown in Picture 7. Then:

- Press RETURN, then press START to watch the frog jump.

Now the frog will repeat the pathway pattern you've just spelled out: ↓ 2, → 2, ↓ 2, → 2 . . . until it lands safely on the magic lily pad.

What if you give the bold bouncer a wrong pathway to follow? EEK!

IF IT LANDS IN THE WATER, it swims sadly back to the beginning and you can try again.

IF IT JUMPS ONTO THE GRASS, you are asked to try again.

PICTURE 7



IF THE PATTERN CANNOT BEGIN TO REPEAT ITSELF, the frog can't jump on the magic pad. In other words, if the frog can't finish one full set of hops and then begin that set again before arriving at the magic pad—the game cannot be completed.

A NOTE ABOUT THE WORD ERASE.

It's over on the right in Picture 8.

If you've given a **WRONG ORDER**, use the $\rightarrow \leftarrow$ keys to move the box to the word **ERASE**. Then:

- Press **RETURN**.

That will **WIPE OUT** your last order. Then, you replace that order with the one you **REALLY** want to give.

Watch Out For Extra Lily Pads!

EXTRA lily pads make the pathway pattern harder to find.

Look at Picture 9. It shows one of Billy Bob's Ponds (they're the second level). See all those lily pads floating around? See how much harder it is to find the pathway?

PICTURE 8



PICTURE 9



PICTURE 10



Now look at Picture 10. See how the pathway pattern fits in among the extra pads? As shown, the pathway pattern is: ↓ 2, → 2.

6 Levels Of Difficulty

So far, we've seen examples of puzzles from Farmer Jane's Ponds and Billy Bob's Ponds. In each, we found a TWO-STEP pattern pathway. (Each pathway pattern included two steps: one ↓ move, and one → move.)

In Pictures 11-14, you'll check out other levels.

Each of these pictures shows you a hidden pathway pattern. Of course, when YOU try THE POND, you'll be finding these patterns for yourself.

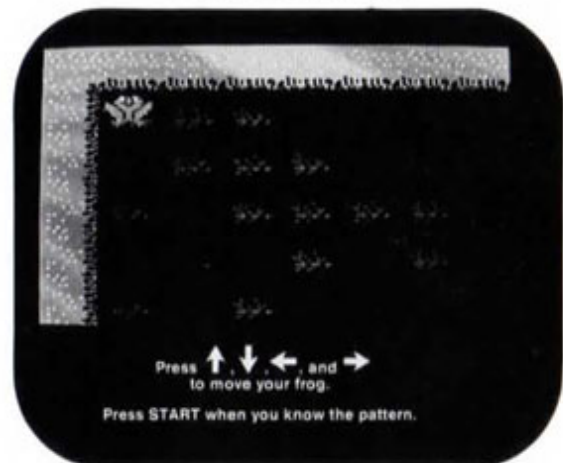
PICTURE 11

Picture 11 shows Level 3 - The Puzzle Ponds. As shown, this pathway pattern has THREE STEPS: ↓ 1, → 1, and ↓ 2.



Picture 12 shows Level 4 — The Lost Ponds. It has a **THREE-STEP** pattern with **EXTRA LILY PADS** to challenge your mind.

PICTURE 12



PICTURE 13



Picture 13 shows Level 5 — The Maze Ponds. This pattern has **FOUR STEPS**. What are they?

NOTE: Sometimes, you must see a part of the pond not shown on the screen to figure out the pathway pattern. That's a good time to have the frog explore by using your $\downarrow \uparrow \rightarrow \leftarrow$ keys. Use these keys to bring the rest of the pond into view.

PICTURE 14

Picture 14 shows Level 6 — The Twister Ponds. It's a **FOUR-STEP** pattern with extra lily pads.



Here's How To See Pathway Patterns At A Glance

- Press the OPTION key. Look fast! The pattern will stand out.

This feature will be very helpful during practice. And they'll help you win The Game, especially on the upper level ponds!

How To Practice

When you start THE POND this printed message will appear:

If you want to practice, press the number 1 on your keyboard. Now, choose the pond you want to practice.

It's a good idea to begin practicing on Farmer Jane's Ponds. Also, try to be sure you've completed at least one puzzle with froggy starting out in each of the four corners of the screen—on all of the levels you practice. (In the first



pond of each level, the frog will appear at the upper left corner of the screen. After that, it may turn up in any corner.)

After you give the frog a set of hopping orders, you'll be asked if you want to try the same puzzle again.

If you gave the right orders and got the frog to the magic lily pad, you'll probably want to move on to another puzzle.

If you gave the wrong orders, you may want to do the same puzzle again and try to find the problem.

If you want to stop any puzzle in the middle:

- Hold the Control key and press the E key.

That will send you back to the printed message that begins the program.

PLEASE REMEMBER: It's a very good idea to master all six levels . . . BEFORE you play The Game!

How To Play The Game

You can play alone or with another player. If you choose a two-player game, you'll take turns. First one player tries a puzzle, then the other does.

To win the game, you must complete three puzzles at each of the six sets (levels) of ponds. (You may choose the puzzle you want to start with.)

HERE ARE THE RULES:

You start the game at the first level with 20 points.

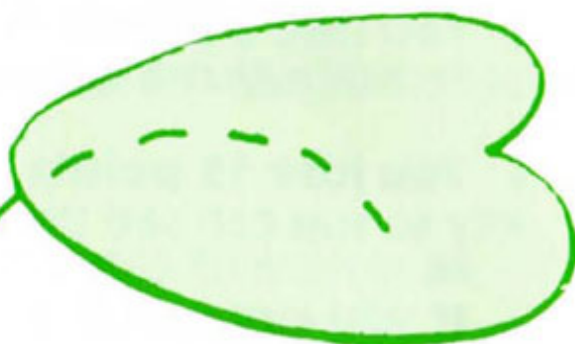
- **You lose 1 point** each time you use the arrow key to have the frog do some exploring.
- **You lose 5 points** each time you give wrong hopping orders (enter the wrong pattern).
- **You lose 15 points** each time you press the OPTION key so you can see the pattern stand out.
- **If you run out of points**, you must press the START key and give the best hopping orders you can. If they are wrong, you go back to the start of the game. In a two-player game, it's the other player's turn.
- **You get 20 new points** every time you move up a level. You add these new points to the points you still have left. For example, if you complete Farmer Jane's Pond (Level 1) with 10 points left, you add these 10 points to 20 new ones—and start Billy Bob's Pond (Level 2) with 30 points.

If you complete your three Twister Ponds (Level 6),
HOLD ON TO YOUR HAT . . .

The frog has something to show you!

OTHER THINGS TO THINK ABOUT . . . WHEN YOU PLAY THE POND

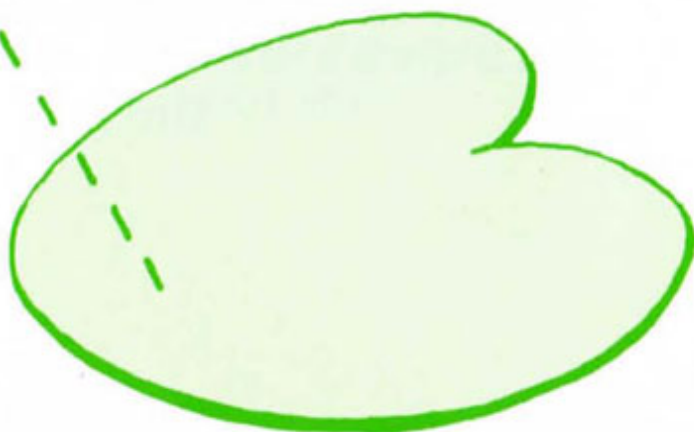
- Play this mini-game whenever you like: give yourself a certain number of moves to find the pattern on the screen. Can you do it? Try playing this version with friends.



- Answer this question by checking THE POND out carefully: what's the greatest number of pads that can fit in a single pathway pattern?



- Figure out the highest number of points a player could possibly have at the end of a game. Put that number where you can see it . . . and see how close you can come.



• Can you make a two-step pattern like this into a four-step pattern? $\downarrow 2 \quad \downarrow 2$

Here's how: $\downarrow 1 \quad \downarrow 1 \rightarrow 1 \rightarrow 1$

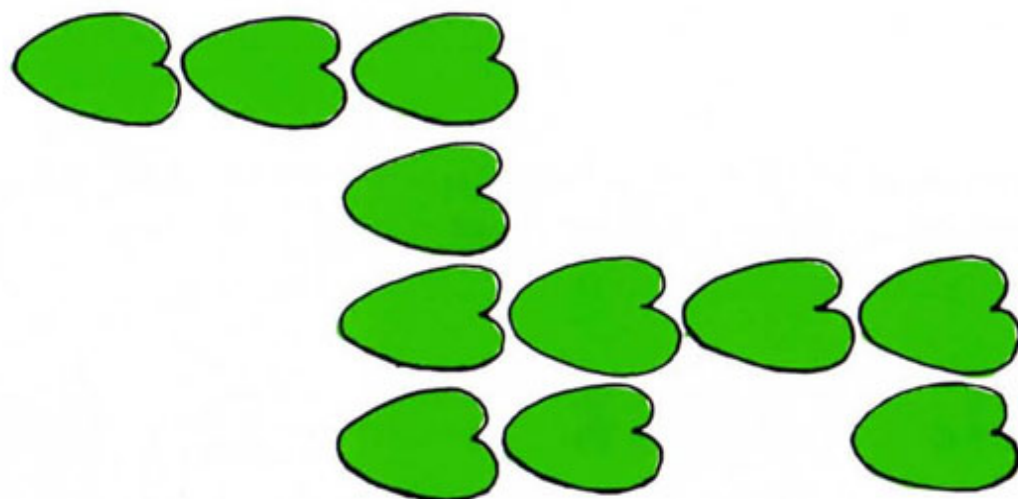
Simple?

Now try making $\downarrow 2 \rightarrow 1$ into a 4-step pattern. Is it possible? Yes, think about it. Can you make all 2-step patterns into 4 steps? Can you make 2-step patterns into 3 steps? What about 3-step patterns? 4-step patterns?

• To really improve your skill, hold a "study session" every once in a while. How? Easy! As you play (or practice) with one or more friends—talk, debate, and generally think about the game as it goes along.

Give special attention to:

- Which pattern possibilities look best at first? Why?
- When should the $\rightarrow \downarrow \uparrow \leftarrow$ moves be used to find that pattern — while losing as few points as possible?
- When is it wise to risk 5 points on an unsure guess?
- When should you use the special keys—when is it wise to exchange many points for a good look at the pattern?



OTHER THINGS TO THINK ABOUT . . . WHEN YOU ARE NOT PLAYING THE POND

Finding Patterns Everywhere

As you probably know, patterns aren't only found in THE POND. In fact, they're everywhere!

Remember, a pattern is simply the way things repeat themselves over and over; things you see (like designs); things you hear (like notes in a song); things you do (like dancing); things you see happening (like traffic—stopping for lights along a crowded main street. Stop. Go. Stop. Go.).

Look around you right now. Chances are you can see some kind of a pattern from where you sit, lie, or stand.

Jot down this list:

Patterns I SEE

Patterns I HEAR

Patterns I DO

Patterns I SEE HAPPENING

How many patterns can you think of for each type? Keep the list with you for a while. Look at it now and then. Jot down some of the patterns you see.

Add types of patterns to the list. Can you think of any now?

NOTES

ABOUT HESWARE

HesWare (Human Engineered Software) creates software for microcomputers based on the concept that software should be easy to use and beneficial. At HesWare, we design productivity, educational, and entertainment software.

Our educational software products emphasize learning, development, discovery, and entertainment. We welcome your comments and suggestions on this or other products.

Please direct your letters to:

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Director, Educational Software
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The Pond was designed by Marge Kosel and Mike Fish of Sunburst Communications.

The Atari version was programmed by Mike Fish.

The Pond is appropriate for ages 7 to adult. If you enjoyed The Pond, try these other products in our educational line: The Factory, Missing Links, Tri-Math, Turtle Toyland Jr., and Type'N'Write.

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