FUN SCHOOL 2 FOR THE UNDER-6s

FUN SCHOOL 2 FOR THE OVER-8s

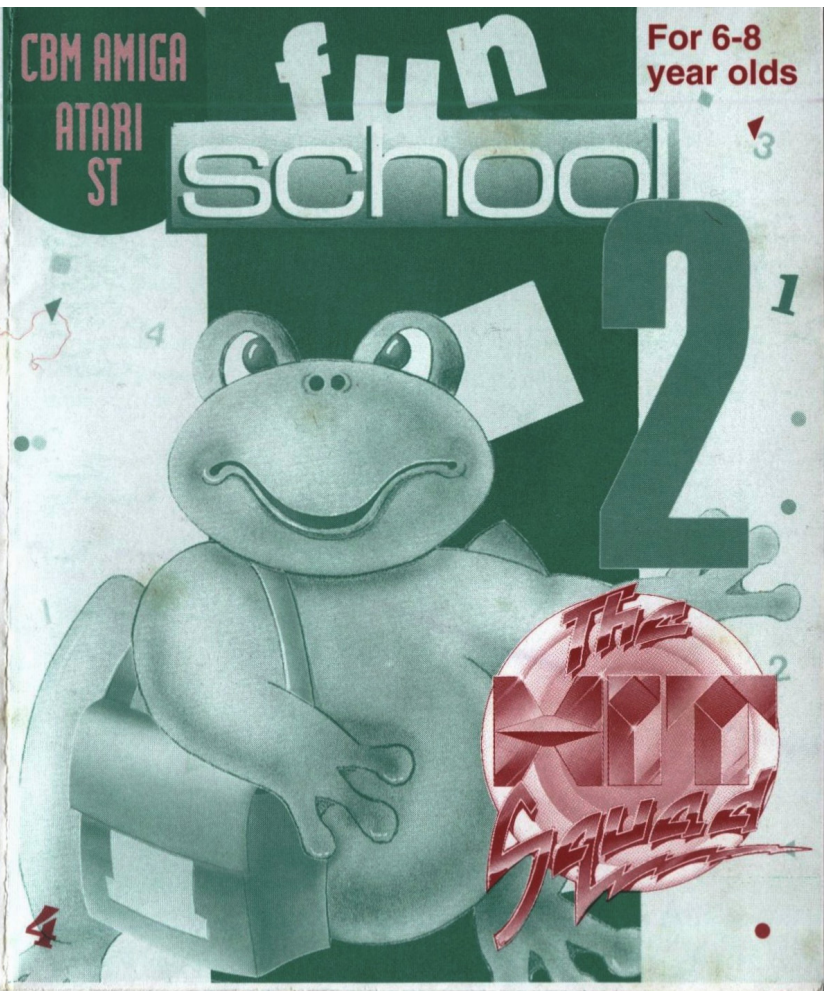
LOOK OUT FOR THESE FANTASTIC TITLES FROM

The Kid Squad

CBM AMIGA
ATARI ST

fun school 2

For 6-8 year olds



The Kid Squad

FUN SCHOOL 2 FOR 6-8 YEAR OLDS
ATARI ST/AMIGA

THE KEYS - GENERAL CONTROLS

Pressing Escape and replying N to the Another Go? prompt will return you to the menu.

At the prompt there are also some hidden options for teachers and parents:

On programs where your own selection of words can be entered, you can press Control+W and enter them.

On programs where difficulty levels can be selected, you can press Control+D and enter your choice. Providing the disc is not write-protected this will be saved for future use.

The difficulty of games can also be set by pressing Control+D while the pointer is in the centre box of the menu. You will be presented with the current settings and they may be cycled by pressing each game's number.

Where arrow keys are mentioned you may use either these or a joystick - Fire then replaces the spacebar (ATARI ST), for AMIGA you may use the mouse, in which case use the left button where the spacebar is mentioned and the right button in place of Return except when you are ending a keyborad entry.

Loading instructions are on the disc and you will be presented with a menu. Use mouse or joystick to move through the options and left mouse button or fire to select.

THE PROGRAMS

Number Train

Press the spacebar to stop the train at the station with a matching colour. A number of passengers will get off the train and the child is given an addition sum to find out how many people are then on the platform. Answers are entered using the number keys and Return.

There are 3 difficulty levels. Level 1 has answers up to 9. In level 2 the highest answer is 19 and level 3 has numbers up to 99.

In levels 2 and 3 the numbers of passengers getting on and off is not related to the actual sum but in Level 1 they can be used as an aid by the child.

Shopping

Four shops and a frog's shopping list are displayed. As each item on the list is highlighted the child must guide

the frog using the arrow keys into the correct shop to buy the item (press spacebar to buy the item (AMIGA). The next item on the list is then highlighted.

Maths Maze

Guide the frog - using the arrow keys - along the stepping stones from the start in the top left of the screen to visit all the robot guards. When the frog meets one it will ask a mathematical question. To pass by, the child has to give the right answer using number keys and Return.

Treasure Hunt

Help the frog find the buried treasure. Enter your guess by typing in the letter of the column your square is in and the number of the row. You will be told if your guess is cold, warm, hot or very hot. Use the clues to move closer to the hidden treasure.

Bounce

This game encourages coordination and logical thinking. The aim is to bounce the ball so that it hits the apple. The ball is thrown from the holder - at the bottom of the screen - which can be moved left or right with the corresponding arrow keys and tilted with the up or down ones.

The ball is thrown with the spacebar and it then moves forward and is deflected in a consistent way by the walls and obstacles. There are four levels of difficulty.

Packing

A set of shapes has to be packed into an empty rectangle. The frog is guided on to the selected shape using the arrow keys and the shape is picked up by pressing the spacebar. The shape can now be guided to the desired place in the rectangle with the arrow keys and dropped by pressing the spacebar again. Press Return to rotate the shape you are holding.

Caterpillar

Help the caterpillar to eat the apple by finding the hidden word. Use the letter keys to type in your guess. If you are right the letter is put in its correct position - or positions - in the word and the caterpillar moves closer to the apple, finally eating it when the word is guessed.

Guesses are displayed across the bottom of the screen, and the number of dots displayed - starting with 10 on the first level, nine on the second, eight on the third and seven on the fourth - shows how many more wrong guesses may be made.

There are 3 built-in sets of words or you may enter your own - level 4. The words are as follows:

Level 1: Animals - cat, dog, sheep, goat, horse, cow, bird, frog, fish, and duck.

Level 2: Food - potato, bacon, apple, orange, beans, jelly, cheese, bread, butter, and carrot.

Level 3: Clothes - dress, jacket, jumper, anorak, sandal, shirt, trousers, socks, blouse, and scarf.

Number Jump

The child has to guide the frog across the pond by stepping only on those lilypads with multiples of the key number displayed on screen. The frog is guided with the arrow keys.

There may be more than one route across the pond and there is no penalty for choosing a longer or shorter route, or for back-tracking if there is no way through at any point. Only non-multiples are counted as wrong answers, and after three incorrect responses the child is shown the correct path.

Levels selectable for this game are:

Level 1: Multiples of 2 and 10

Level 2: Multiples of 3 and 5

Level 3: Multiples of 4 and 6

Level 4: Multiples of 7, 8 and 9.

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