PARENT GUIDE

LEARNING WITH LEEPER™

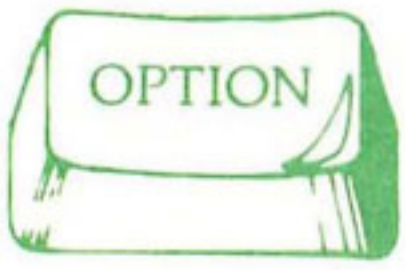
Four Hi-Res Learning Games™
Atari Version

Design by Nancy Anderton
Program and Graphics by Bobbit

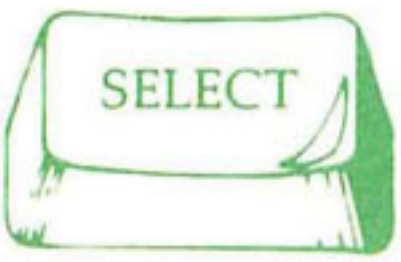
By selecting the award-winning **Learning with Leeper™**, you have given your child a head start in learning experiences. This collection of games is tailored to meet the needs of the child who cannot read. These games provide a variety of basic skill levels including some into which your child can grow. In the spirit of fun, they help develop number concepts and reading and writing readiness skills.

KEYS

Can be used any time. Restores the title page. Returns all games to the beginning skill level.



Screen Painting game only. Toggles between white and black background.

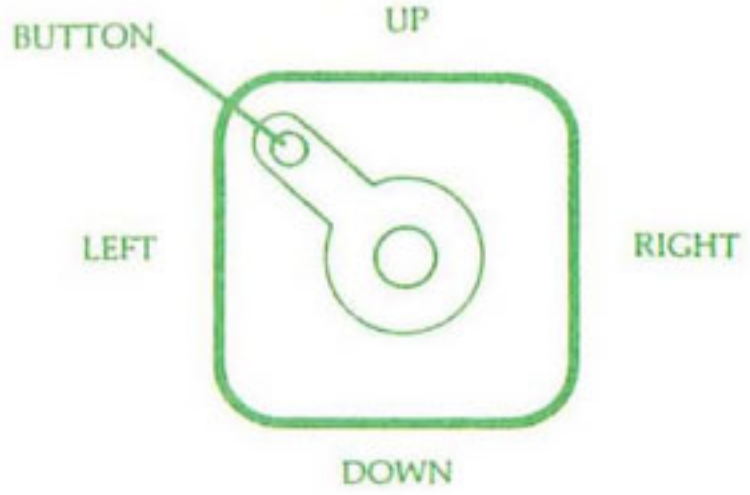


Advances game to the next higher level when there is one, or will change to another picture in Screen Painting.

Brings up the menu.

JOYSTICK CONTROL

All games are played with a joystick. Be certain it is plugged into Port #1. If your child encounters any problems, you may want to try a different brand; some work better with small hands.



Note: Your ROM cartridge should be inserted in the left cartridge slot.

THE MENU

The pictures in the corners represent the four games. Using the joystick, your child can choose a game by moving Leeper to the chosen picture and pressing the button.

DOG COUNT

The object of the game is to feed the correct number of bones to the corresponding number of dogs. You need not be concerned about incorrect responses since your child will learn from the animated feedback.

Number concepts are developed by counting concrete objects, grouping by sight, and making associations with numerals.

BALLOON POP

The object of this six-level game is to match the display shape by moving the balloon to the corresponding shape at the bottom. Levels 2-6 will only appear when a passable score is made on the level before.

Reading readiness skills are developed by recognizing and matching shapes. This game prepares children to discriminate between the many shapes that letters and numerals take.

LEAP FROG

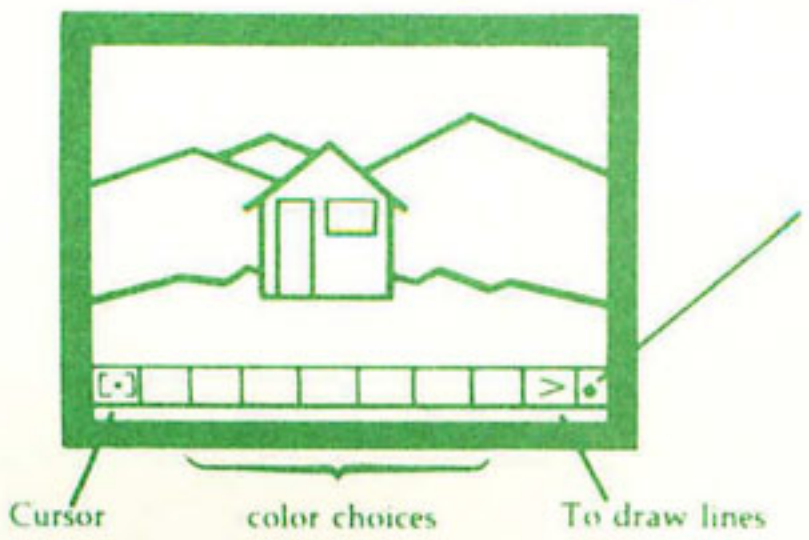
The object of this game is to move the frog through the maze with minimal wall collisions. A more challenging maze awaits the successful player the next time Leap Frog is chosen.

In order to write, the eye and hand must be trained to work together. Eye-hand coordination is developed when children take the frog through the maze.

SCREEN PAINTING

The object of this game is to draw/paint a picture. The cursor will pick up a color when the button is pressed. It will release that color when the button is pressed again.

Eye-hand coordination skills are reinforced by moving the joystick to draw or paint a picture. Creative play is enhanced when children are able to express their own ideas graphically.



Select this box to erase last color "painted" or line "drawn." Two consecutive selections of this box will erase the screen.

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