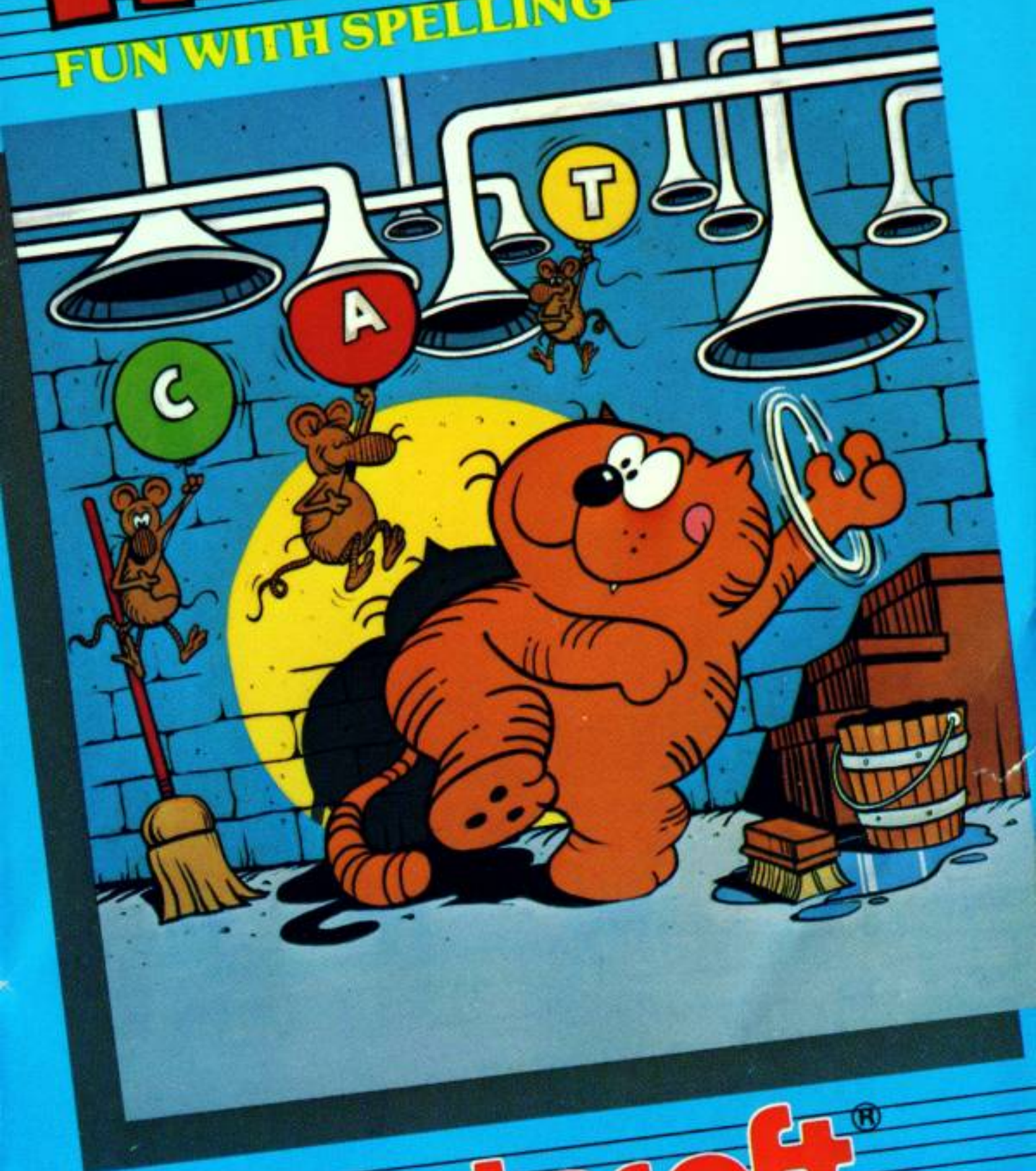
HEATHCLIFF®

FUN WITH SPELLING



Datasoft®

HEATHCLIFF®

FUN WITH SPELLING

Heathcliff® has found his way into the dark basement of a big house. Pipes are all around him. Heathcliff looks at the top of the window. He sees a sentence. He must find the letters to spell one word in the sentence. Soon balloons begin to fall out of the pipes. What are holding on to the balloons? Mice! What are on the balloons? Letters! These are the letters he needs to spell the words.

He looks to see which balloons have the letters he wants. When he sees the letter he wants, he runs to the balloon and pops it. When he pops the balloon he gets a point and the blank space in the word is filled in. If he pops the wrong balloon he loses a point.

Watch the mice run up the pipes when their balloons are popped! After all the correct letters have been filled in, the mice and Heathcliff will dance for you.

TO START THE GAME

First, turn off your computer, remove all cartridges, and connect a joystick to port #1.

CASSETTE

1. Turn on your TV or video monitor.
2. Place the Heathcliff cassette into your tape player and press PLAY. (Rewind the tape if previously played.)
3. Hold down the START key on your computer while you turn it on.
4. When you hear the buzzer, press RETURN. The tape will now load and run.

DISKETTE

1. Turn on your TV or video monitor and disk drive #1.
2. After the red "drive busy" light goes out, place the Heathcliff diskette with the label side facing up in the drive. Close the drive door.
3. Turn on the computer. The program will now load and run.

THE SELECTION SCREEN

After the title page appears, the selection screen is displayed. This screen allows you to choose an advanced or beginner version of the game and to select a difficulty level (1-7).

BEGINNER GAME The object of this game is to pop only the balloons which have the letters you need to spell the words above. One point is given for each correctly selected letter.

One point is subtracted from your score for each "wrong" balloon popped.

ADVANCED GAME In this version the joystick fire button is used to select the correct letters needed to spell the words. You can pop any balloon you want and get one point. But, when you pop the balloons that have the letters you need to spell the words, you must hold down the joystick button. If you do not hold down the button you will not get a point and the letter will not fill in the blank at the top of the screen.

To play the advanced version of the game press the OPTION key while the selection screen is displayed. Press OPTION again to return to a beginner game.

Now press START or the joystick fire button to begin the game or press SELECT to select a difficulty level (described below).

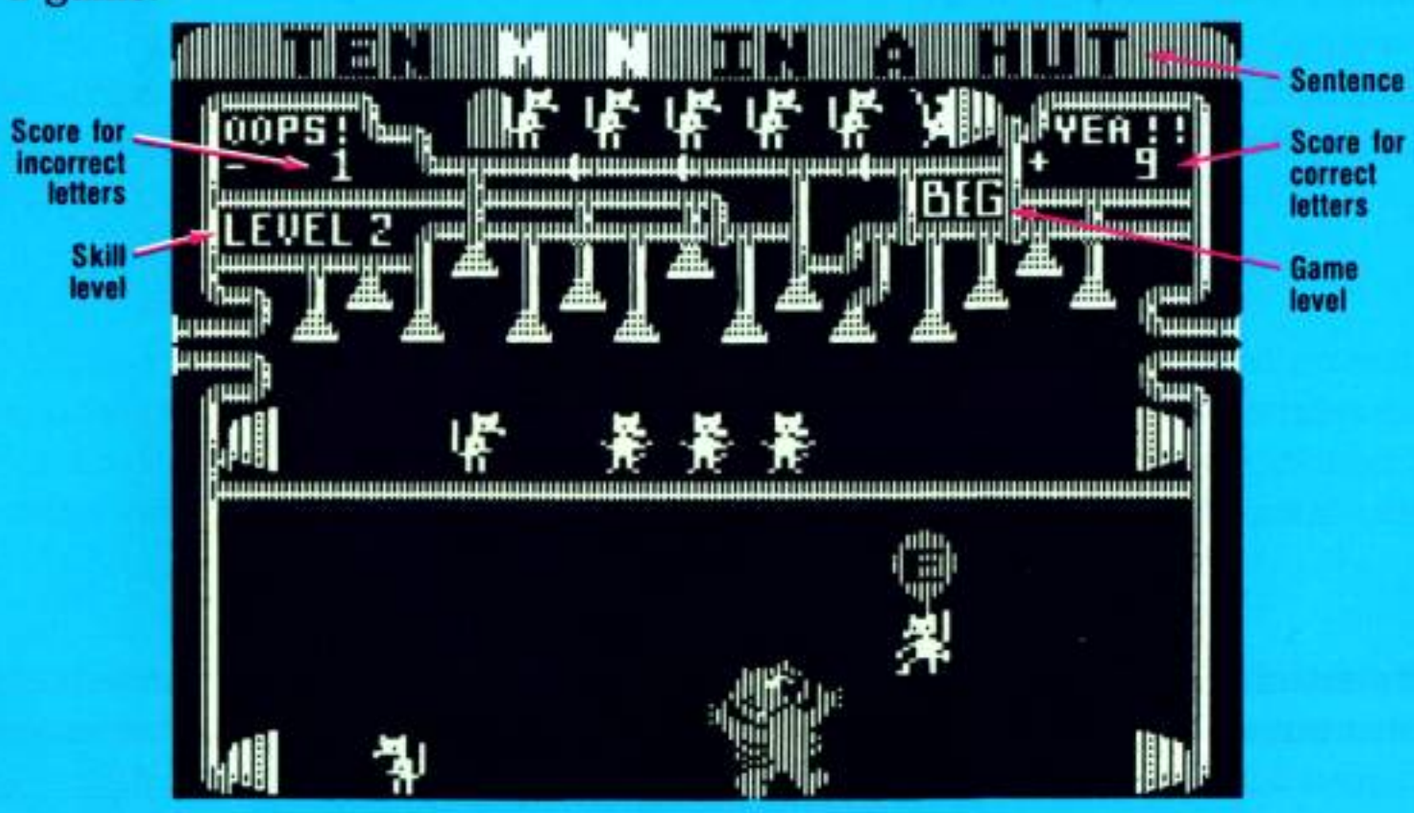
TO SELECT A SKILL LEVEL There are seven (7) levels of increasing difficulty. While the selection screen is displayed press the SELECT key to step through the levels. After selecting the level you want, press the START or joystick button to begin the game.

Each skill level contains from 10 to 35 sentences.

You may press the SELECT or OPTION key during game play to return to the selection screen and select another skill level or game level.

DEMO MODE

If the demo mode begins, press the START key or joystick button to start a game.



OTHER GAME CONTROLS

Press the SPACE BAR to pause a game-in-progress. Press it again to restart a game.

Press SYSTEM RESET to stop a game and return to the title page.

Press the S key to turn the sound off and on.

JOYSTICK CONTROL

REPORT CARD

After each level is completed a report card screen will appear. You will be prompted to enter your first name. Now press RETURN and the report card will be displayed on the screen. To get a printed copy of the report card press the P key. (Make sure you have a printer connected to your computer system.)

A NOTE ON THE DEVELOPMENT OF FUN WITH SPELLING

Fun With Spelling was developed with the assistance of Jennifer Zvi, Ph.D., an early childhood development and learning disabilities specialist.

The seven levels within the game follow the reading levels a child progresses through during his/her kindergarten, first, and second grade years. Each level contains words within sentences that are appropriate for that reading level.

Fun With Spelling will provide hours of essential reading and spelling practice that will reinforce what your child is learning at school. Other benefits include the strengthening of eye–hand coordination and matching (letter recognition) skills.

CREDITS

Game Programming: Robert Bobbio
Computer Graphics: Kelly Day
Documentation: Jean Stedman

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