STORY MACHINE™

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A NOTE TO PARENTS

Any child five years old or older will enjoy this program. STORY MACHINE encourages young readers to become young writers. Using a vocabulary of about 40 words, children can write sentences, combine them into stories, and see their stories animated.

As kids begin to play with the STORY MACHINE, they will become more familiar with the keyboard, an important aspect of computer literacy. While children giggle over their stories they will also be building skills in many areas. The fun of the program will encourage children to write longer stories and teach them that writing can be fun.

The STORY MACHINE emphasizes the rules of grammar, and encourages kids to write clear, correct sentences. It also developes their sight vocabulary – the ability to recognize words without sounding them out – as they write stories.

STORY MACHINE combines learning with creativity, fun and excitement.

GETTING STARTED

ATARI® and COMMODORE C64™:

1. Turn off your computer.
2. Insert the STORY MACHINE cartridge into the computer. (If you are using an Atari 800 computer, put the cartridge into the left slot).
3. Turn on the monitor or TV and the computer.
   The program will start automatically

NOTE: TURN OFF THE COMPUTER BEFORE REMOVING THE CARTRIDGE.

WAYS TO PLAY

Each time you begin to play STORY MACHINE, a list of story options will appear on the screen:

1. Watch a story
2. Take turns writing a story
3. Write your own story
4. Watch a story you have saved before

1 The computer will make up a story and act it out on the screen.

2 You and the computer will alternate, each making up one word at a time.

3 Allows you to make up your own story and see it acted out on the screen.

4 You can replay a story that you have saved. You can save a story to a cassette on an Atari computer or to a cassette or a disc on a Commodore computer.

Note to Commodore 64 users:
A fifth option allows you to provide proper names to some of the nouns on the vocabulary list. Press [5] to use this option. Once you choose a story option, the screen will clear, and you can start your story.

WRITING A STORY

In order for the STORY MACHINE to act out your sentences, you need to follow a few guidelines:

- Use present tense verbs like RUNS, HOPS or ZOTS.
- If a sentence has a word spelled wrong or is not structured correctly, the STORY MACHINE will let you know.
  ATARI computers: The computer will erase the word.
  COMMODORE computers: The computer will ask you to press RETURN to continue. To erase a mistake, press the INST DEL key.
- Always end your sentences with a period. When you type the period, STORY MACHINE will act out the sentence.
- It is not nice to hurt other people. The STORY MACHINE won't let you act out a story that hurts any human or animal characters.

1 REPLAY

Once you've written part of a story, you can replay it by typing [1]. The computer will ask you if you want to replay the story or start again. If you choose to replay the story, the STORY MACHINE will erase the screen and then act out the story that you have written.

2 SAVE

If you would like to save a story on a cassette so you can play it again later, follow the steps for your computer:

ATARI Computers

1. Connect a cassette recorder to the computer and insert a blank tape.

2. Turn on the tape recorder.
3. REWIND the tape to the beginning.
4. Press the STOP button.
5. Press the [2] key on the computer.
6. Press the RECORD and PLAY buttons on the tape recorder at the same time.
7. When you are ready to begin, press any key on the computer keyboard. The story will be saved automatically.

Commodore C64:

To save to cassette:

1. Connect a cassette recorder to the computer and insert a blank tape.
2. Turn on the tape recorder.
3. REWIND the tape to the beginning.

4. Press the STOP button.
5. Press the [2] key.
6. Type a [T] to save the story to Tape.
7. The computer will tell you to press the RECORD and PLAY keys at the same time.
8. When the story is done being saved, the tape will stop. Turn the tape player off.

To save to disk:

1. Turn on the disk drive.
2. Wait until the red light (the "busy" light) goes out. Open the drive door and insert a formatted diskette.
3. Press the [2] key.
4. Press [D] to save to Disk.
5. Choose a name for the story. The name may be up to 8 letters long.
6. The computer will save your story to the disk.

NOTE: You may save more than one story on a disk.

DICTIONARY

When you are writing a story, you can check the vocabulary list by typing [3]. To return to the story, press the **space bar** on the Atari and the RETURN key on the Commodore.

EXIT

To erase the story and return to the main menu, just press [4]. Careful, if you erase a story that is not saved on a cassette, it is gone forever!

DICTIONARY

OUNS

APPLE(S)
BOX(ES)
BOY(S)
BUMPUS(ES)
CAT(S)
DOG(S)
FENCE(S)
FLOWER(S)
GIRL(S)
HOUSE(S)
ROCK(S)
STORE(S)
TREE(S)

RTICLES

AN
THE
THIS
THAT
THESE
THOSE
SOME

DVERBS

NOW
SOMETIMES
LATER
SOON

STORY MACHINE™
Proof-of-Purchase

VERBS

ZOT(S)
DANCE(S)
EAT(S)
GO(ES)
HOP(S)
JUMP(S)
KISS(ES)
RUN(S)
SING(S)
WALK(S)

PRONOUNS

HE
HIM
HIS
SHE
HER
HERS
IT
ITS
THEY
THEM
THEIRS

PREPOSITIONS

NEAR
TO

STORY MACHINE™
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DesignWare creators of the STORY MACHINE concept is a company staffed with educators and computer professionals.

Package and Instruction Booklet Illustration: Bill Morrison

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