

APPLE® II-C-64™

2 Disks for
APPLE® II + /Ile/Ilc 64K
and **COMMODORE 64™**
Joystick Optional For Both

4L-0964

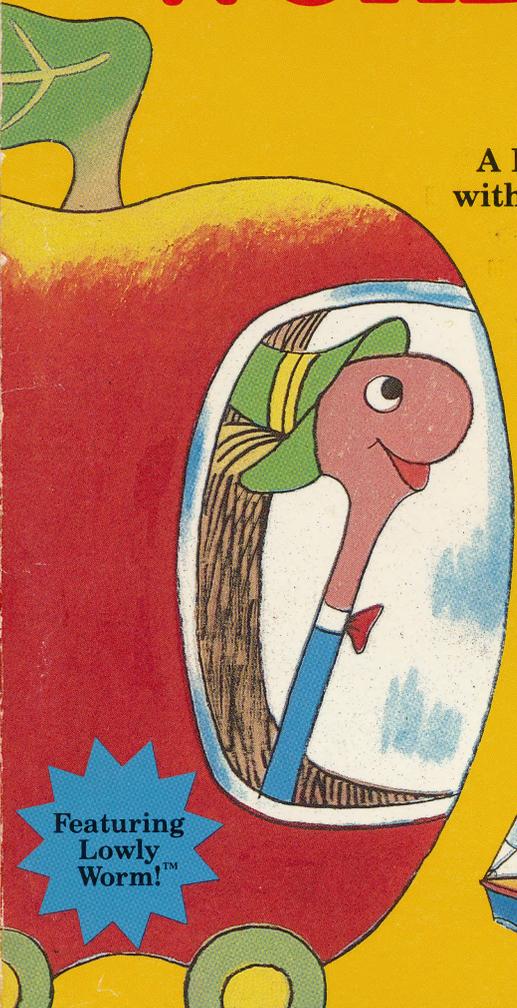
Richard Scarry's™

Best Electronic WORD BOOK Ever!™

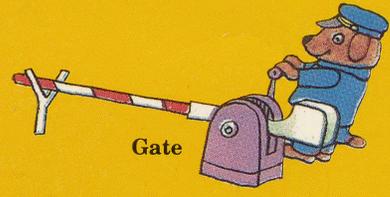
A Reading Readiness Adventure
with Lively Storybook Characters!

- Over 100 Important Words
- 6 Colorful Locations
- 24 Music-Filled Screens
- 4 Challenging Levels

Richard Scarry's™
Best Electronic WORD BOOK Ever!™



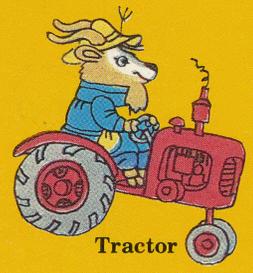
Featuring
Lowly Worm!™



Gate



Sail



Tractor

For ages 5 and up.

NOW FOR
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4L-0960

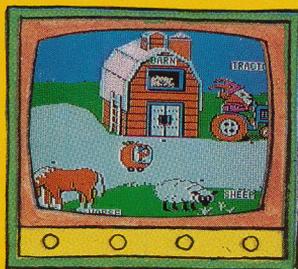
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Richard Scarry's™

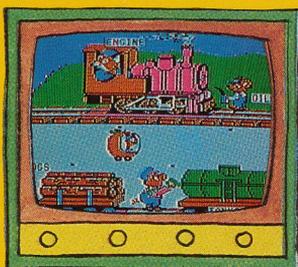
Best Electronic WORD BOOK Ever!™

These are just some of the words that your children will encounter in each of the six different Richard Scarry environments included in the program.



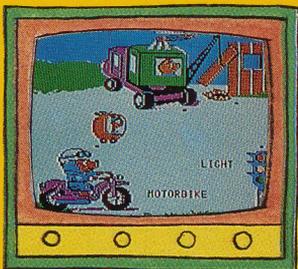
Farm

barn	horse	sheep
chicks	pumpkin	tractor
corn	rake	well
cow	rooster	wheelbarrow
duck	scarecrow	windmill



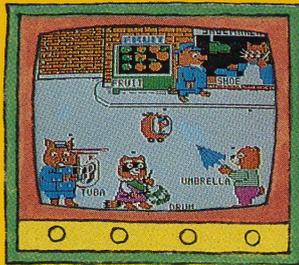
Railroad

bags	gate	oil
boxcar	handcar	post office
caboose	lantern	signal
clock	logs	tankcar
engine	mail	ticket



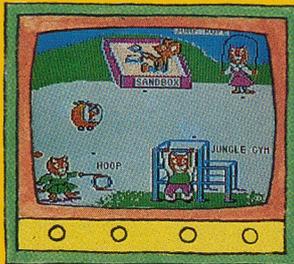
Construction Site

bulldozer	drill	shovel
cake	dumper	snacks
crane	hammer	stone
danger	light	talk
dirt	motorbike	truck



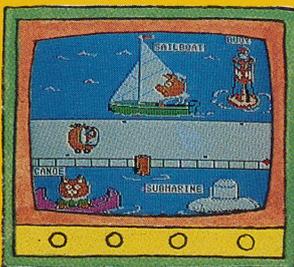
Town

banana	jeep	shoe
broom	mailbox	stop
fruit	manhole	tuba
gas	paint	umbrella
hydrant	pump	window



Park

ball	ice cream	sandbox
blocks	jump rope	seesaw
bubbles	jungle gym	slide
hoop	kite	stilts
hopscotch	merry-go-round	unicycle



Harbor

canoe	flag	submarine
captain	hose	trash can
crate	lighthouse	tugboat
fire	octopus	water toy
fish	sail	whale

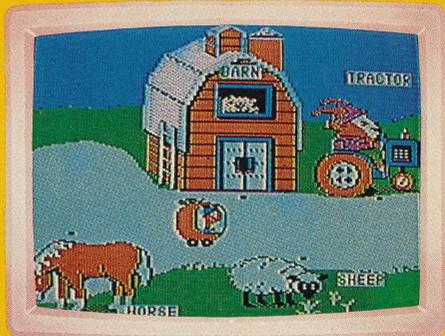
Richard Scarry's™

Best Electronic WORD BOOK Ever!™

Richard Scarry's special brand of word magic comes to life in this delightful program that features dozens of his charming storybook characters in six different colorful environments. It's a fun-filled way to help children develop the skills they need to become successful readers.

Children accompany Lowly Worm™ on a trip to discover objects and words. On their travels together, children and Lowly will visit a farm, a town, a park, a railroad yard, a construction site and a harbor. On Skill Level 1, children explore at their own pace, uncovering animated objects and words by stopping Lowly Worm's Apple Car in the right places. Skill Level 2 adds the fun of locating and matching by pictures. Skill Level 3 increases the challenge by asking children to find matching words; and Skill Level 4 is an exciting scavenger hunt, in which young readers are shown a list of words from several environments and then must find the corresponding objects scattered throughout the locations.

Richard Scarry's Best Electronic Word Book Ever provides children with open-ended opportunities to practice reading readiness skills such as word identification, vocabulary building, object recognition and word/object association. Clever animated graphics and familiar childhood tunes add to the fun of each skill level, making the program every bit as enjoyable as it is educational.



Developed for Richard Scarry™
by Coleco Electronics.

World-famous author and illustrator Richard Scarry has created over 45 beloved books for children, helping them learn as well as have fun. His imaginative characters and situations have been extensively translated and are enjoyed by children all over the world.

Richard Scarry's Best Electronic Word Book Ever
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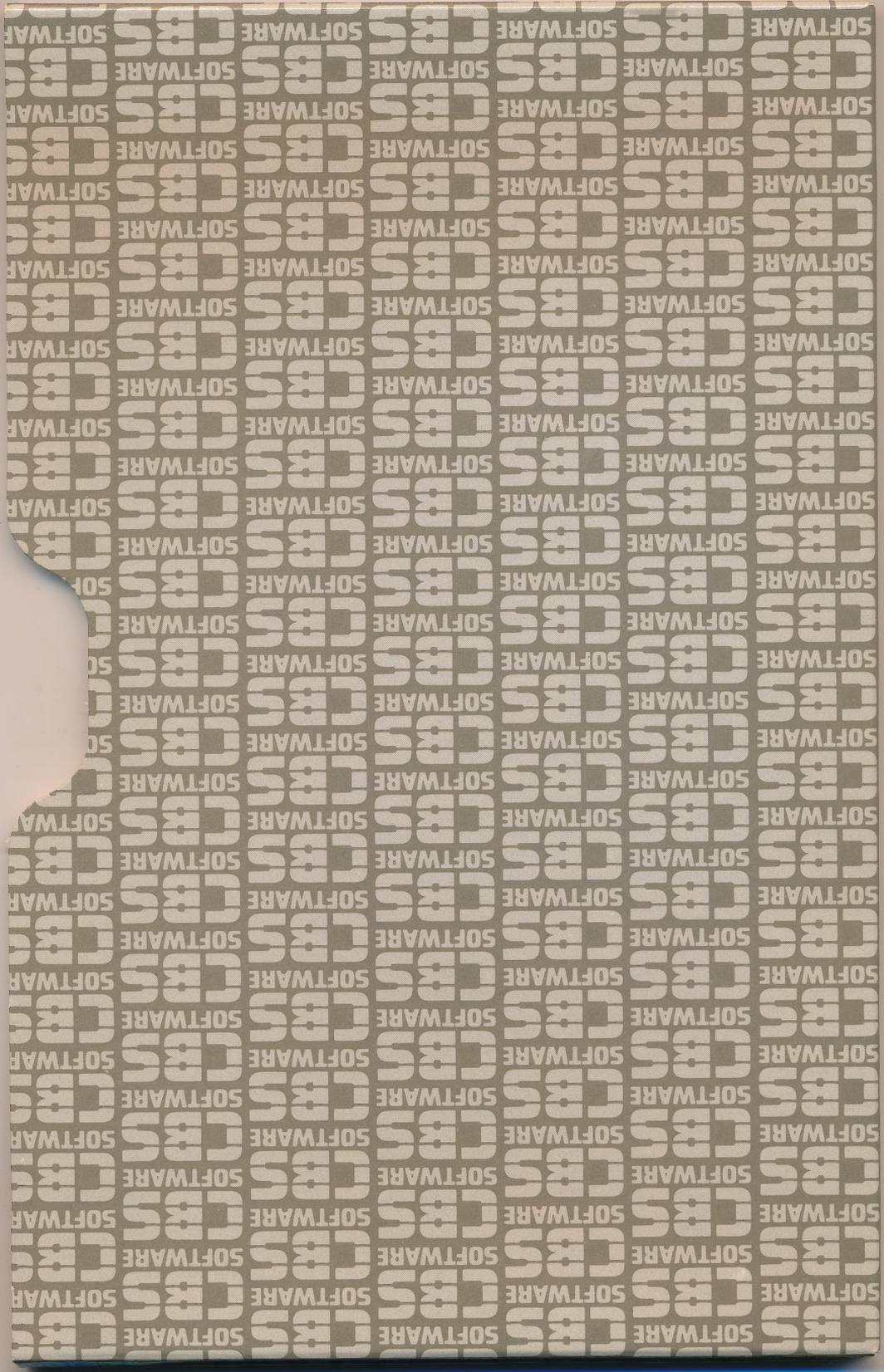


4L 0971

ISBN 0-03-007509-2

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Ever!™**

For APPLE® II+ /IIe/IIc 64K

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1

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For **COMMODORE 64™**

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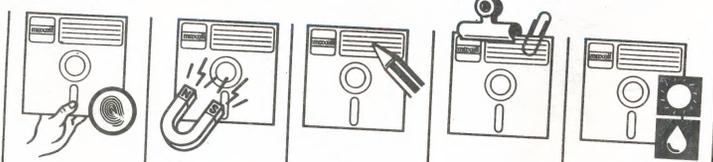
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1

Important

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RETURN. Then type RUN and
press RETURN again.

4L-1030



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Richard Scarry's®

**Best Electronic
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Ever!™**

For APPLE® II + /Ile/Ilc 64K

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2



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For COMMODORE 64™

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2

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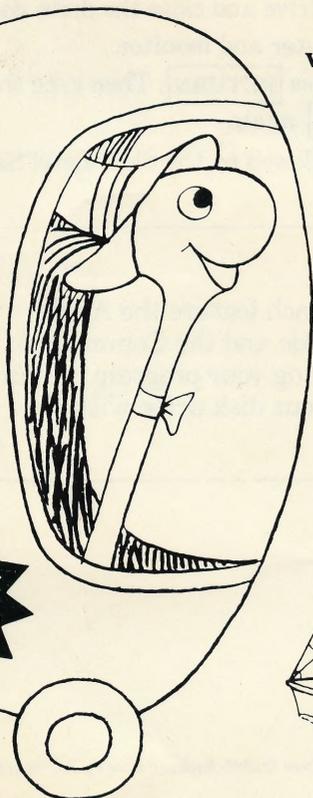
To boot disk:
Type LOAD "CBS", 8 and press
RETURN. Then type RUN and
press RETURN again.
4L-1030



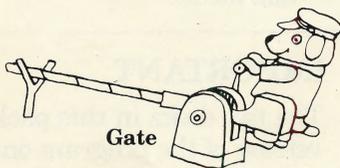
Richard Scarry's™
Best Electronic
WORD BOOK
Ever!™

A Reading Readiness Adventure
with Lively Storybook Characters!

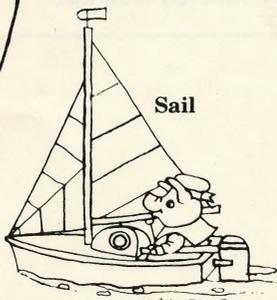
Program Guide



Featuring
Lowly™
Worm!



Gate



Sail



Tractor

CBS
SOFTWARE

Loading Your Program

For Apple® II + /IIe/IIc Computers

Note: Your computer must have at least 64K in order for this program to run.

1. Select either **Disk 1** or **Disk 2** to begin with.
2. Insert the disk into your disk drive and close the drive door.
3. Turn on your computer and monitor.
4. The title screen will appear, followed by the Skill Level Selection Menu.

For Commodore 64™ Computers

1. Select either **Disk 1** or **Disk 2** to begin with.
2. Insert the disk into your disk drive and close the drive door.
3. Turn on your disk drive, computer and monitor.
4. Type **LOAD "CBS",8** and press **RETURN**. Then type the word **RUN** and press **RETURN** again.
5. The title screen will appear, followed by the Skill Level Selection Menu.

IMPORTANT

The two disks in this package each feature the Apple version of the program on one side and the Commodore version on the other. When loading your program, be sure that you insert each disk into your disk drive with the appropriately labeled side *up*.

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This is Richard Scarry's™ **Best Electronic WORD BOOK Ever!**™

What child isn't captivated by Richard Scarry's special brand of magic? Now that magic comes to life on your computer through clever animated graphics children will enjoy over and over again as they improve their word recognition skills and learn to associate objects with their names in print.

Lowly Worm™ is the principal character in this delightful activity that helps children develop the skills they need to become successful readers. Players help the lovable Lowly discover objects and related words as he travels through six different Richard Scarry environments: a farm, a railroad yard, a construction site, a town, a park and a harbor.

Four skill levels allow children to progress from simple explorations of words and objects to a scavenger hunt in which they must locate objects selected by the computer. Within each environment, children will have experiences identifying objects indigenous to the environment and associating that object with its printed name. Colorful, animated graphics, sounds and music enhance the program at each skill level, making it every bit as enjoyable as it is instructional.

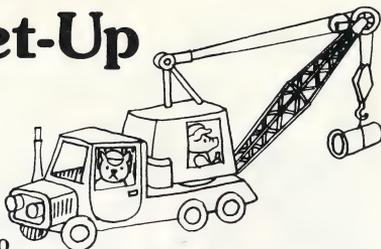
In this guide, you'll find all the information you'll need to help your child get the most out of **Richard Scarry's™ Best Electronic Word Book Ever.™** We suggest you start by reading the general set-up instructions, then take some time to experiment with the various skill levels. When you're feeling comfortable with the way the program works, try reading *Travel Tips*, beginning on page 5. This section provides detailed information on game play at each skill level with accompanying instructions.



Here's The Set-Up

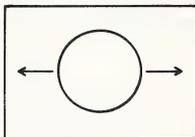
Controllers

You have the option of using a joystick or the keyboard to control Lowly Worm's movement through each environment and to animate some of the objects that you will encounter. Lowly may be moved to the left or to the right, depending on how the controller is used, as illustrated below.



Joystick

To animate objects press the button on the joystick.



Keyboard

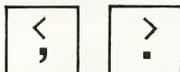
To animate objects press the SPACE BAR.

Apple II+ /IIe/IIc:



Apple II+ : To maintain constant movement in either direction, press [RPT] and hold it down while pressing either of the above keys.

Commodore 64:



Only the keyboard is used to select skill levels and environments, as well as to move between environments and menus.

Choose Your Challenge

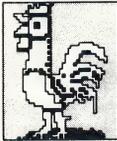
The Skill Selection Menu lists four skill level options. Each skill level is described in *Travel Tips*, starting on page 5 of this guide. To select a skill level, simply press the corresponding number on the keyboard. Then press either **RETURN** or your joystick button, depending upon which controller you've decided to use.

Set Your Sights

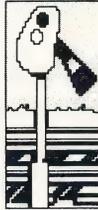
After a few moments, the Environment Selection Menu will appear. Each disk contains three environments to choose from and each picture on the Environment Selection Menu represents one of them, as follows:

Disk 1

1. Farm



2. Railroad Yard



3. Construction Site



Disk 2

1. Town



2. Park



3. Harbor



To select an environment to play in, press the corresponding number on the keyboard, followed by **RETURN**.

You may only move from environment to environment *on the same disk*.

Check It Out

Each environment consists of four connected scenes. Lowly starts at the leftmost end of the first scene and ends his tour of each environment at the rightmost end of the last scene. Of course, Lowly may be moved back and forth from scene to scene for as long as you wish.

When Lowly comes to the end of an environment, one more push to the right will bring him back to the Environment Selection Menu, where a likewise push to the left sends him to the environment just exited. At the Environment Selection Menu, a new environment may be selected by pressing the corresponding number on the keyboard, followed by **RETURN**.

When You Need A Change Of Pace

You may change your skill level or switch to a different environment (as long as the new environment is on your disk) at any time *within an environment*.

To change skill levels, simply press the skill level number on the keyboard, followed by **RETURN**. For example, if you were in the Park on Skill Level 1, pressing **3** and **RETURN** would keep you in the Park, but you would now be playing on Skill Level 3.

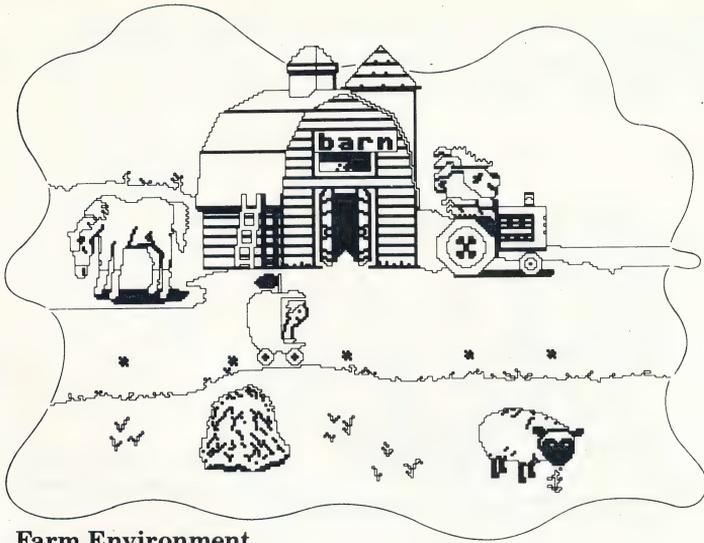
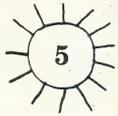
To switch to a different environment, you have two choices. First, you may move Lowly all the way to the end of the environment you're currently in so that he returns to the Environment Selection Menu. This method preserves any words uncovered during the game. The second way to return to the Environment Selection Menu is a little faster: Apple computer users may press **ESC**, followed by **RETURN**; Commodore 64 users may press **f7**.

To replay an environment at the same skill level, Apple users should press **=** or **+**, followed by **RETURN**.

Commodore 64 users should press **f1**.

Important: Be sure to point out to your child that switching skill levels and changing environments in the middle of a game will cover back up any words revealed in the previous skill level or environment.

Travel Tips



Farm Environment

Lowly Worm is planning a trip—and he needs a tour guide. Feel up to the job? Here's how to help Lowly makes this a trip to remember.

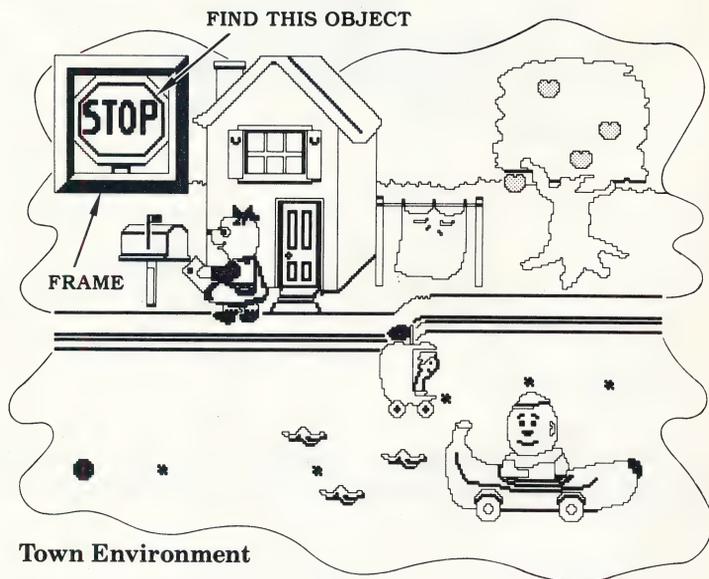
Skill Level 1—Stop, Look and Listen

On Skill Level 1, Lowly gets his first chance to see the sights! Use your joystick or the directional keys on your keyboard to move his Apple Car along the road. When he lands on or near the star (square in the Apple version) closest to one of the objects in the scene, press the joystick button or the SPACE BAR and watch what happens. The object comes to life and its name appears on the screen. To repeat the animation, press the joystick button or the SPACE BAR as many times as you like.

Lowly may explore all four scenes in the first environment, he may travel back and forth within the environment and animate objects again or move on to the next environment. To do so, make sure Lowly is at the far right of the last scene, then give him one more push to the right to make him return to the Environment Selection Menu.

If you change your mind and decide to stay in the environment, use your controller to push Lowly to left. Lowly's Apple Car will turn around and return to the last scene in the environment.

Remember, you can change skill levels and environments or replay the game at the same level and environment at any time. See *When You Need a Change of Pace* on page 4 .

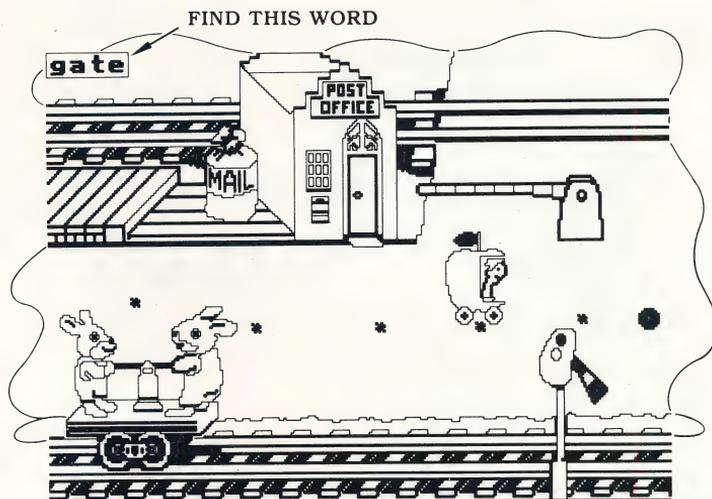


Skill Level 2—Get The Picture

When you play the game on Skill Level 2, you have to help Lowly match the object that appears in the frame in the corner of the screen. When he lands near or on the star (or square) closest to the object you think matches the one in the frame, press your joystick button or the SPACE BAR. If the match is correct, the object comes to life and its name appears beside it on the screen. If the match is not correct, you'll hear the "Try Again" sound and may then continue looking for the correct object.

When you find the object that matches the one in the frame, move Lowly's Apple Car and a new object will appear in the frame for you to find. After you've found eight different objects in one environment, the "Good Job" song plays. Now you can drive around within the environment for as long as you'd like, or move on to the next environment by guiding Lowly's Apple Car to the right side of the last scene.

If you decide to restart the game at the same skill level, you will be given a different set of objects for you and Lowly to find.



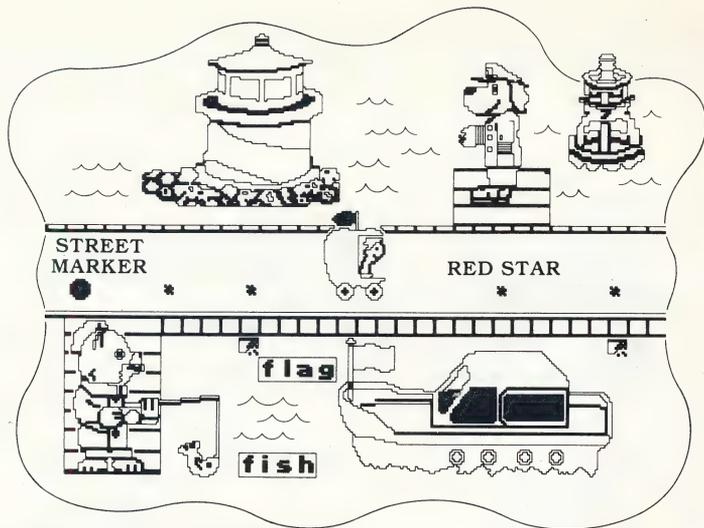
Railroad Yard Environment

Skill Level 3—Word Patrol

On Skill Level 3, a word appears in the upper left corner of the screen. Can you help Lowly find the object that matches the word? You may have to search through all four scenes of the environment before you find it. When you do, the object comes to life and its name appears beside it on the screen.

Once you find the object, move Lowly's Apple Car and a new word appears in the corner. Play continues in the same manner until you've matched eight different words and objects in one environment. After the "Good Job" song plays, you may drive around for as long as you'd like or move on to the next environment.

As on other levels, you can get a different set of words to match by restarting the game at the same skill level.



Harbor Environment

Skill Level 4—Scavenger Hunt

On Skill Level 4, a list of nine words appears on the Environment Selection Menu. Look it over and decide which objects can be found in which environments (no objects will be listed from environments found on the other disk). Then drive Lowly into your first environment and help him find the objects that match the words on the list.

You'll have to search through every environment on the disk to find all the objects. Each time you find one, the corresponding word will be highlighted on the list, until all the words are highlighted.

During your scavenger hunt, you do not have to travel through the three environments on your disk in the order in which they appear on the Environment Selection Menu, nor do you have to find the objects in the order in which they are listed. As on previous levels, you may switch environments at any time.

Once you are in an environment, you may forget the words on your list. To see the list again, press **ESC** and **RETURN** if you're using an Apple or **f7** if you're using a Commodore 64.

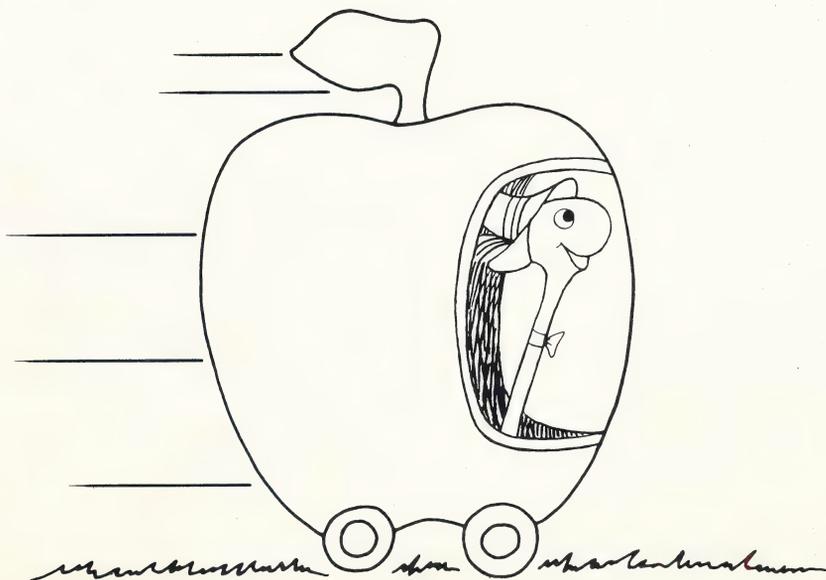
After doing so, press **RETURN** to get back to the environment you were just in.

After you've found all nine objects, the game is over. To get a new list, Apple users should press or , followed by **RETURN**.

Commodore 64 users should press **f1** .

Music

To turn the music off, Apple users should press the letter **O** key, followed by **RETURN** and Commodore 64 users should press **S** . Press the same keys again to turn the music back on.



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 Model _____

2. Program name: _____

3. Type: (check appropriate box)
 Disk Cassette ROM Cartridge

4. Date program was purchased:
 Month _____ Year _____

5. Was this a gift? (check appropriate box)
 Yes No

6. Please check appropriate box:

Purchaser's Age	Primary User's Age (if other than purchaser)
Under 6 <input type="checkbox"/>	<input type="checkbox"/>
6-11 <input type="checkbox"/>	<input type="checkbox"/>
12-17 <input type="checkbox"/>	<input type="checkbox"/>
18-24 <input type="checkbox"/>	<input type="checkbox"/>
25-34 <input type="checkbox"/>	<input type="checkbox"/>
35-54 <input type="checkbox"/>	<input type="checkbox"/>
55 and over <input type="checkbox"/>	<input type="checkbox"/>

7. Primary user's sex: (check appropriate box)
 Male Female

8. Type of store where purchased: (check appropriate box)
 Computer/Software Department
 Discount Catalog Showroom
 Toy/Hobby Other _____
 (please specify)

9. How did you hear about this program? (Check appropriate boxes)

Store Display Magazine Article/Review
 Salesperson Store Demonstration
 Friend/Relative Other _____
 Advertisement (please specify)

10. How satisfied are you with this program? (Check appropriate box)
 Very Satisfied Somewhat Satisfied
 Not Very Satisfied
 Why do you say that? _____

11. What other software programs do you own? _____

12. What hobbies, interests or ideas would you like to see developed into software programs for your computer? _____

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