

Webster's

Numbers

- Learn about numbers and shapes through four entertaining games.
- Enjoy instant graphic rewards on every exercise.
- Personalize program to meet children's needs and track their progress.



System Specifications:

- **Memory & Operating Systems Required:**

Apple® II, Apple II+:	48K; DOS 3.3; Applesoft
Apple IIe, IIc:	48K
Commodore 64™:	64K

- **Disk drive**

- **Game paddles or joysticks required.**

- **Color monitor recommended for Commodore 64.**

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Webster's Numbers

by

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Joystick/Game Paddle Chart

All the games in this program can be played by one player. *Ballon Race* and *Pushover* may also be played by two players – but only if you have the right equipment. This chart shows which equipment you need for which games.

GAME	APPLE	COMMODORE 64
Ribbit 1 player	paddles or joystick	paddles or joystick
Balloon Race 1 player 2 players	paddles or joystick paddles only	paddles or joystick paddles or 2 joysticks
Shape Up 1 player	paddles or joystick	paddles or joystick
Pushover 1 player 2 players	paddles or joystick paddles only	paddles or joystick paddles or 2 joysticks

Apple computer users: For the Ribbit game only, the computer will ask whether you are using a joystick or game paddles. To indicate your answer, type **J** for joystick or **G** for game paddles.

Commodore 64 users: After you've made your game selection on the title page, the program will ask whether you are playing with a joystick or game paddles. Type **[1]** for joystick or **[2]** for game paddles.

Introduction

Webster's Numbers is an exciting learning tool for teaching young children basic arithmetic concepts. Shape discrimination, number recognition, sequential counting skills, hand/eye coordination, and order/pattern recognition are just a few of the skills children develop as they spend delightful hours playing Webster's Numbers' four learning games. They can maneuver a mosquito to safety, pilot a hot air balloon, or zap blocks and triangles into a variety of shapes and patterns.

Webster's Numbers also features colorful graphics, realistic animation, and entertaining sound effects so that each learning game remains as fresh and challenging as the first time it is played. Webster's Numbers' learning games include:

Ribbit players guide a friendly mosquito to a haven safe from the hungry frogs. This game develops sequential counting skills and hand/eye coordination.

Balloon Race players attempt to float a hot air balloon to the correct number while avoiding drifting clouds and other balloons. This game exercises counting skills, hand/eye coordination, and number recognition skills.

Shape Up players duplicate a shape on the screen by zapping a scattered collection of blocks and triangles into position. This game develops spatial relationship skills, problem solving techniques, and hand/eye coordination.

Pushover players arrange a set of randomly numbered boxes into sequential order. This game teaches number recognition, hand/eye coordination, sequential counting and spatial relationship skills.

- 6 In addition to the four learning games, *Webster's Numbers* also includes an easy-to-use *Game Menu*, and a *Configuration Menu*. Use the *Game Menu* to choose one of the four games by pressing the number key corresponding to the game you want to play. The *Configuration Menu* lets you tailor the games to the individual learning needs of each player. The *Configuration Menu* can be reached by pressing [→] when the *Game Menu* appears on the screen. Access to the *Configuration Menu* is purposely hidden from players to ensure that you control the pace of learning.

Getting Started

Apple II, II+, IIe and IIc users:

Insert the *Webster's Numbers* disk into the disk drive and close the latch. Turn on the switch at the back of your computer and turn on your monitor. The DragonWare logo appears, and then the *Webster's Numbers* title page.

If you are using an Apple IIe, Apple IIc, or Franklin Ace computer, make sure [CAPS LOCK] is down. This program recognizes only uppercase letters.

Commodore 64 users:

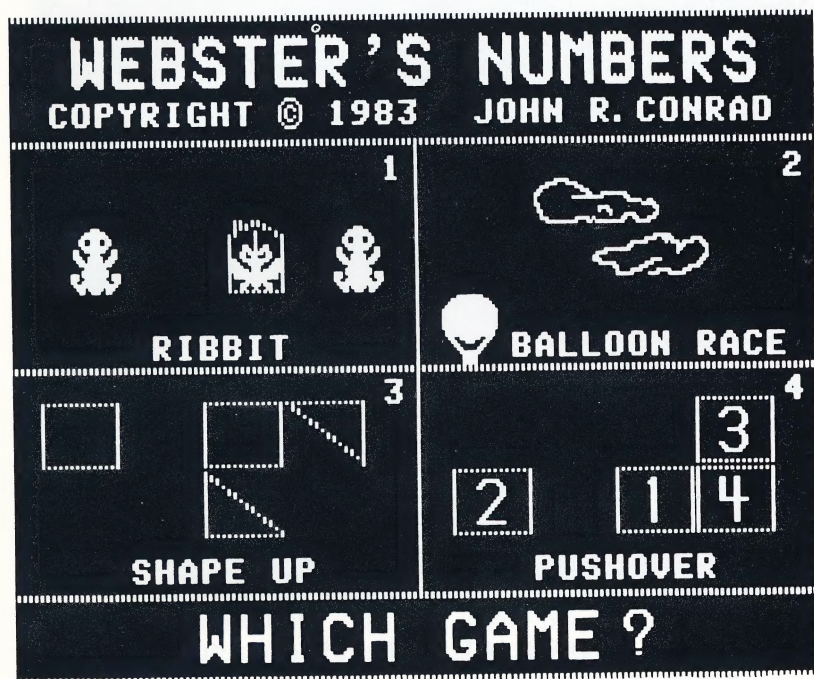
Insert the *Webster's Numbers* disk into the disk drive and turn on your disk drive and monitor. Type

LOAD "*",8,1

and press [RETURN]. When the program is loaded, the title page and *Game Menu* appear.

Learning with Webster's Numbers

To begin learning with *Webster's Numbers*, simply wait for the *Game Menu* to appear, and then select from any of the four learning games.



Screen appearance may vary with different machines.

[1] RIBBIT In this one-player game, a mosquito must be saved from the hungry frogs. Using joystick or game

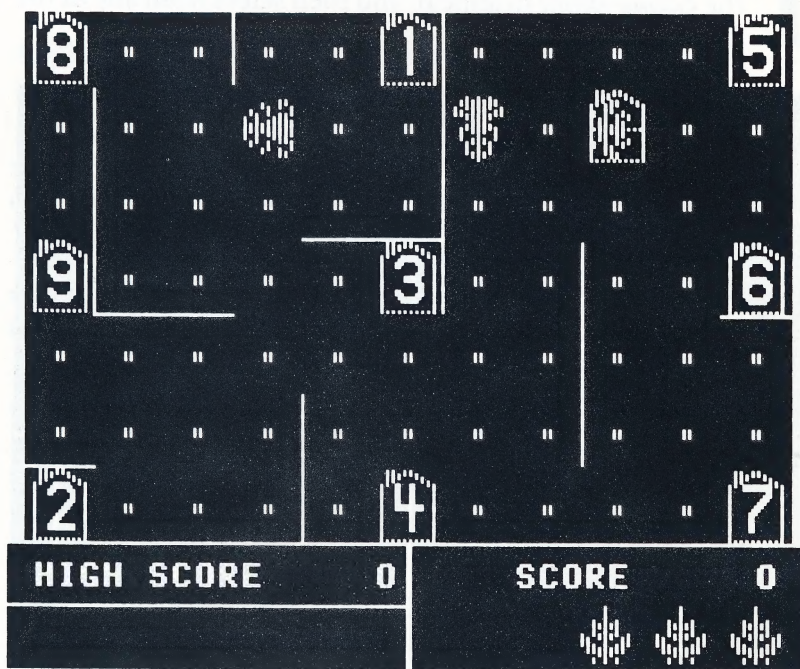
paddles, the player guides this friendly insect to the safety of the sequentially numbered havens.

If the mosquito flies to an out-of-sequence haven, a buzzer sounds and the number of the correct haven flashes on the screen.

Ten points are awarded to the player for guiding the mosquito to the correct haven. As the player gains points, the number of hungry frogs increases.

A player begins the game with four friendly mosquitoes. When the player gains 90 points, a bonus mosquito joins the ranks.

Ribbit develops hand/eye coordination and sequential counting skills.

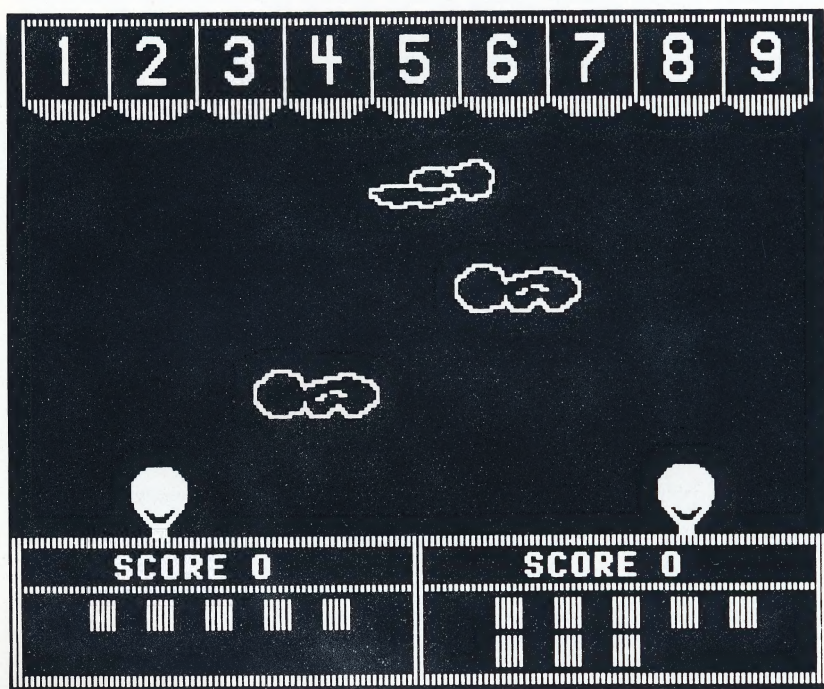


[2] BALLOON RACE In this exciting one- or two-player aerial game, players must count the blocks on their side of the screen and then float their hot air balloons to the corresponding numerals at the top of the screen. But watch out. If one balloon collides with another balloon, or with the drifting clouds, the player must begin again.

Use the game paddle knob or joystick to control the balloon's horizontal motion. Use the paddle or joystick buttons to control its vertical motion. Balloons rise when a button is pressed and descend when a button is released.

Players earn one point for each successful flight. If a player's balloon hits an incorrect number, it is returned to the starting position and the blocks on his side of the screen are counted for him.

The game ends when one player earns nine points. This game develops number recognition, counting skills, and hand/eye coordination.

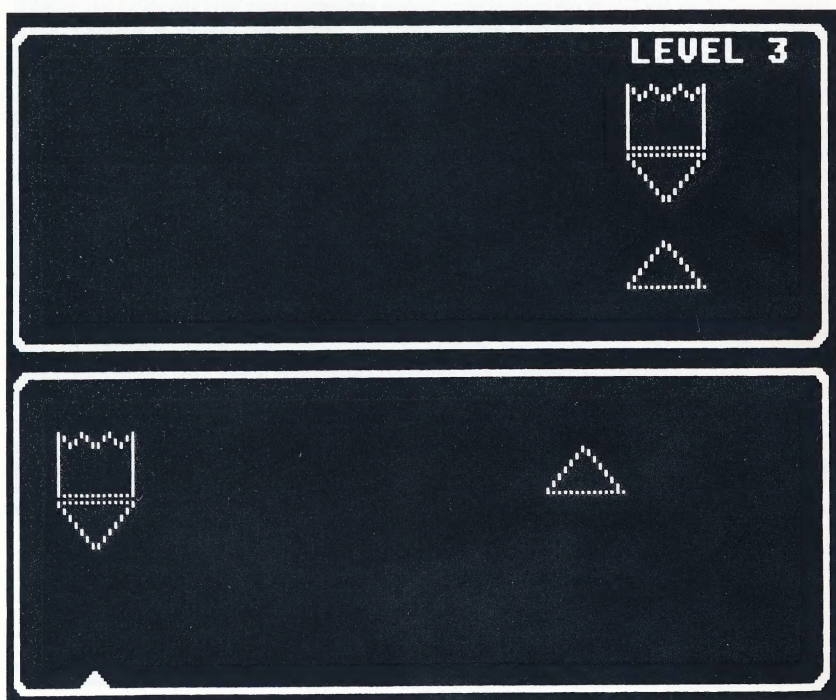


[3] SHAPE UP In this single-player game, the player assembles a scattered assortment of squares and triangles into a pattern and position that match the grouping in the upper part of the screen. Use the game paddle or joystick to move a "laser" around the perimeter of the lower playing area. When the "laser" is in position, press the paddle or joystick button to zap the shape into place.

A player can zap shapes up, down, left, or right. When all the shapes have been zapped into the correct pattern and position, the program automatically presents the next pattern.

The geometric shapes to be matched are presented by group. The level of difficulty (3 to 10) for each group indicates the number of shapes that make up each pattern. Each of the seven groups contains 25 different patterns which are selected at random. The program adjusts the level of difficulty automatically.

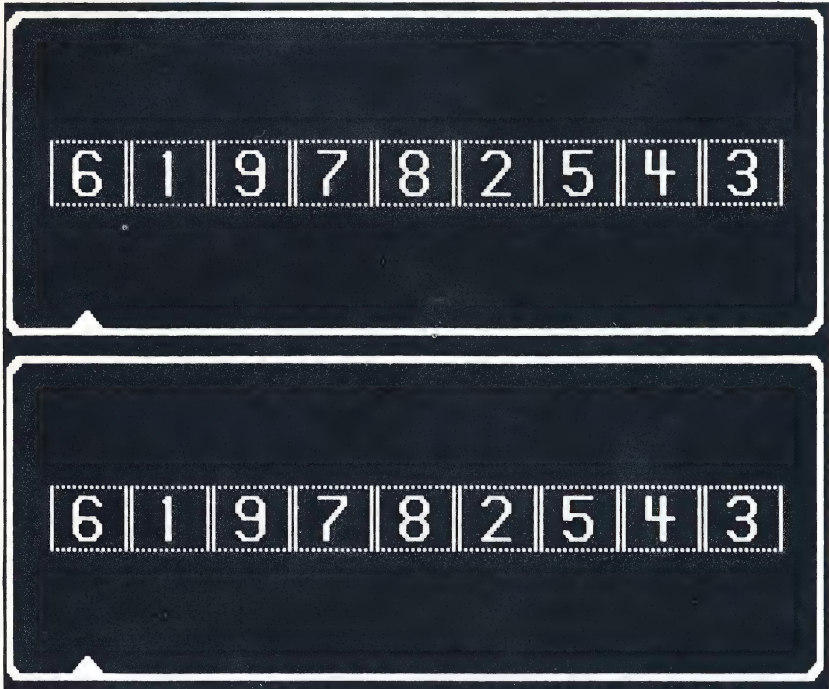
Shape Up develops spatial relationships skills, hand/eye coordination, and problem-solving techniques.



[4] PUSHOVER Each contestant in this one- or two-player game arranges a random assortment of numbered blocks in sequential order (1 to 9). Use the game paddle or joystick to move a "laser" around the perimeter of the playing area. When the "laser" is in position, press the paddle or joystick button to zap the blocks into

position. Players can zap blocks up, down, left or right. When the blocks are placed in the proper sequence, the program moves on to the next arrangement of blocks.

Pushover develops spatial relationship and number recognition skills, hand/eye coordination, and problem solving techniques.



Quitting at Any Time

Apple users can leave any section of the program by pressing [ESC]. Commodore 64 users leave by pressing [f1].

Using the Configuration Menu

The *Configuration Menu* lets you tailor the learning games in *Webster's Numbers* to the learning requirements of each player. To enter the *Configuration Menu*, press [→] when the title page or the *Game Menu* appears on your screen.

WEBSTER'S NUMBERS CONFIGURATION MENU
OPTIONS FOR ALL GAMES [1] MONITOR TYPE: COLOR [2] SOUND EFFECTS: ON
OPTIONS FOR BALLOON RACE [3] NUMBERS OF CLOUDS (1-4)?
OPTIONS FOR SHAPE UP [4] STARTING LEVEL (3-10)? [5] ENDING LEVEL (3-10)? [6] TRIALS PER LEVEL (1-99)?
OTHER OPTIONS [7] CHECK GAME PADDLES [0] SAVE CONFIGURATION AND RETURN TO GAME MENU
WHICH OPTION (0-7)?

Apple screen – Commodore 64 varies.

- MONITOR TYPE (Apple only)** *Webster's Numbers* can be used with a color or black & white monitor or TV. This program is preset for use with a color monitor. Press [1] and then [RETURN] to switch the monitor type from COLOR to BLACK & WHITE. Pressing [1] and [RETURN] again switches the selection back to COLOR. If your screen is green or amber, set this option to BLACK & WHITE.

- **SOUND EFFECTS** This program is preset with the sound effects turned ON. Type the number next to the **Sound Effects** option and press [RETURN] to turn OFF the sound effects. If the sound effects are OFF, type the number next to the **Sound Effects** option and press [RETURN] to turn them ON.

- **NUMBER OF CLOUDS in Balloon Race** The number of clouds floating across the monitor determines the difficulty of this game. To adjust this amount, type the number next to **Number of Clouds** and press [RETURN]. Then type the number of clouds you want to use ([1] for the easiest level; [4] for the most difficult level).

You may also change the cloud count during the *Balloon Race* game. Apple users do this by pressing [CTRL-N]; Commodore users press [f7]. Then type the number of clouds you want to use in the game (1 to 4) and press [RETURN].

- **OPTIONS FOR SHAPE UP** These options affect starting level, ending level, and number of tries per level. Choices for starting and ending levels range from 3 (easiest) to 10 (most difficult). *Shape Up* is preset to begin at level 3. To set the starting level, type the number next to **Starting Level**, press [RETURN], and then type the starting level of difficulty (3 to 10). To set the ending level, type the number next to **Ending Level**, press [RETURN], and then pick the ending level of difficulty (3 to 10). (Press [RETURN] after each selection if this level is a single-digit number.) The ending level must be equal to or greater than the beginning level.

To set the number of trials per level, type the number next to **Trials per Level**, press [RETURN], and then select any number between 1 and 99. (For single-digit numbers, press [RETURN] after typing your selection.)

When all of the patterns at one level of *Shape Up* are successfully completed, the level of difficulty is automatically increased to the next level. The program keeps track of the number of moves made by a player. If the player completes

the new level in less than twice the number of moves made in the previous level, the program increases the level of difficulty.

- **CHECK GAME PADDLES (Apple computers only)** Use this option to make sure that your game paddles work properly. Depress the button on one game paddle. With the button depressed, turn the knob to the extreme left and then to the extreme right. A V on your screen moves to the far left and then the far right. The maximum range for your paddles is 0 to 255. An acceptable range is between 13 and 242. Paddles within this range should function well with this program.

- **SAVE CONFIGURATION AND RETURN TO GAME MENU** This option records the adjustments you have made in the *Configuration Menu* and sends you back to the *Game Menu*.

Troubleshooting

Before attributing a problem to defective software, please consider the following:

Did you follow the correct procedure? Check the manual to make sure you took the correct steps.

Loading errors? If the computer gets an "I/O" error or does not load the program properly, unlatch the disk drive, slide out the disk and then slide it back in as far as possible. Reclose the latch. If the problem remains, insert a disk that you know works properly. If this disk doesn't work either, your drive may be the problem.

Do not write protect the disk. File writing occurs during

use of the program; do not place a Write Protect tab on the program disk.

Apple computers only:

Upper case characters? This program only recognizes commands in upper case characters. If your Apple II or Apple II+ has been modified to provide both upper and lower case capability, disconnect the modification so your keyboard is locked in the upper case position – or press the [SHIFT] key before typing commands.

Cap lock down? For both the Apple IIe and Franklin Ace 1000, the [CAPS LOCK] must be in a down position before this program will recognize commands.

Controller card installed? A 16-sector Controller card must be installed in slot #6 of your computer for the program to work properly. (This does not apply to Apple IIc.)

Integer Basic Card? If an integer BASIC firmware card is installed in your Apple II+, you must remove it before you can run this program.

Commodore 64 computers only:

Shift Lock UP? The Commodore 64 requires that the [SHIFT LOCK] be in an up position before this program will recognize commands.

Red Flashing Light on Disk Drive? A flashing red light on your disk drive indicates a disk error. This may result from improperly inserting your disk, or removing it while using the program. To correct this error, reboot your computer with the disk inserted properly.

Still having trouble? Call our Customer Service Representative at (415) 546-1937.

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