GO TO THE HEAD OF THE CLASS®

Go to the Head of the Class is a challenging game that tests your knowledge of everything from common occurrences to exotic places. It is based on the ever-popular board game of the same name. You are asked to answer questions in a classroom on the screen. If you answer questions correctly, you move ahead in the class. If you do well enough, you can go all the way to the head of the class and win the game. Since you can choose your level of difficulty, you can have your questions as easy or as difficult as you like. Other players can choose their own levels, too. But, answering questions is not all there is to the game. There is some luck involved, too. You may find, for example, that you were caught whispering in class and have to move backwards. Or you may become the teacher's pet and move ahead in the class. Just remember, your luck may change at any time.

Presented by
MILTON BRADLEY COMPANY

Developed by **NES**

Questions and Answers by National Evaluation Systems, Inc.
Computer Programming by National Evaluation Systems, Inc.

NUMBER OF PLAYERS

One, two, or three people may play the game. Players take turns answering questions until one person reaches the head of the class.

LEVELS OF PLAY

Players choose from these three levels:

Junior: ages 8-10
Senior: ages 11-13
Graduate: ages 14-adult

Each player may choose a different level, so players of different ages can all be challenged when they play together. The higher the level, the more difficult the questions.
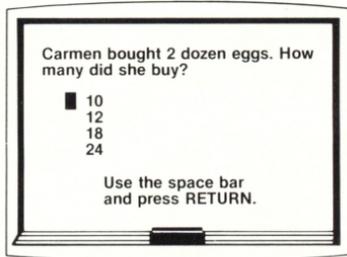
OBJECT OF THE GAME

The object of the game is to reach the head of the class. Reaching the head of the class is based on a combination of knowledge and luck. Each time you answer a question correctly, you move closer to the head of the class. Landing on a Luck Desk may move you forward or backward.

HOW TO RUN THE PROGRAM

1. Insert the disk into the disk drive and close the disk drive door.

2. Turn on the computer and wait for the program to load.

3. A classroom screen displaying desks and a blackboard will appear.

Follow the instructions on this screen to enter the number of players, the names of players, and the levels of players. Select "Y" (Yes) or "N" (No) for sound and game directions. The game will begin after you have made your selections.

GAME PLAY

You will have two chances to answer each question. If you answer correctly on your first try, you will advance two desks. If you answer correctly on your second try, you will advance one desk. If you do not answer correctly on your second try, you will stay where you are. All questions appear on this blackboard screen. . .

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Carmen bought 2 dozen eggs. How
many did she buy?

■  10
   12
   18
   24

       Use the space bar
       and press RETURN.
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TYPES OF QUESTIONS

This program gives players challenging and educational questions in a game format. All players receive questions from four categories: mathematics, vocabulary, geography, and history. The questions ask for basic information about a wide range of topics. Players are shown the correct answer to any question they miss.

LUCK DESKS

Landing on a Luck Desk may bring you good or bad luck. If you have good luck, you will move ahead one or two desks. If you have bad luck, you will move back one or two desks. A Luck Desk may appear at any time regardless of your location in the class.

GAME TIPS

1. If there are two or more players, you should place the computer so that all can reach the keyboard.

2. If there is a question about which difficulty level to choose, you should start at the lower level and work up.

3. If you do not know the answer to a question, you should give your "best guess" without consulting others or looking up information. Part of the excitement of the game comes from having some difficult questions.

4. If you are playing alone, you can be challenged by trying to reach the head of the class in fewer and fewer plays or by increasing the difficulty level of the questions.

SPECIAL KEYS AND FEATURES

1. The **ESC key** is used to stop the game at any time. You will be given the choice to begin another game, change players or levels, or stop playing.

2. **CAPS LOCK key:** when using this program with an Apple IIe, the CAPS LOCK key must be depressed.

A WORD ABOUT YOUR DISK

Like any precision device, your disk requires care in use. Always refer to proper care and use of your disk on the back of the storage envelope. Should the disk become damaged so that it no longer functions properly, Milton Bradley will replace the disk at nominal cost.

Send $20.00 check or money order along with $1.00 for postage and handling to:

Microcomputer Software Department
Milton Bradley Company
443 Shaker Road
East Longmeadow, MA 01028

**RETURN DAMAGED DISK AND INCLUDE PAYMENT.
DO NOT WRITE PROTECT THIS DISK.**