COUNTING PARADE

NOTE TO PARENTS

COUNTING PARADE provides children ages 3 to 6 with a fun way to practice the following important number skills:
• number recognition
• number/numeral correspondence
• one-to-one matching
• counting
• grouping
• simple problem solving

Children choose from fourteen of their favorite animals and create their very own animal parade. Featuring lively, colorful graphics, COUNTING PARADE offers children experience with early number concepts as they choose animals from their animal parade and match them one-by-one with various plants in a jungle setting. A higher level will allow children to select animals in groups separated by fluttering butterflies. As children match animals to plants, the animals twitch their tails and wiggle their ears and Tillie, the Toucan, counts the matches made. When children try to match a group of animals that outnumbers the empty plants, Tillie Toucan squawks and shakes her head to tell them to try again. When all of the plants have been matched correctly, Tillie dances with glee.

GETTING STARTED

Commodore 64

1. Turn on your disk drive.
2. Wait for the red light to go out and insert the COUNTING PARADE disk into the disk drive.
3. Plug your joystick into control port 2.
4. Turn on your monitor or TV.
5. Turn on your computer.
6. Type: LOAD "Spin",8 and press Return .
7. Wait for the word "READY" to appear, type: RUN and press Return .
8. The title screens appear briefly, then the select screen, and you are ready to play COUNTING PARADE.

Apple IIC and IIE

1. Plug in your joystick or mouse.
2. Insert the COUNTING PARADE disk into the disk drive.
3. Turn on your monitor or TV.
4. Turn on your computer.
5. The title screens appear briefly, then the select screen, and you are ready to play COUNTING PARADE.

PROBLEMS??
If the title screens and the select screen do not appear, check the following:
1. Is your disk drive turned on?
2. Is your disk drive door closed?
3. Is your disk drive cable connected properly?
4. Is your COUNTING PARADE disk inserted properly? The label should face up and the notch should appear on the left side of the disk.

HOW TO PLAY COUNTING PARADE

Object Of The Game

Create an animal parade and match animals to plants one-by-one while learning about numbers, counting and grouping.

Game Levels

Level One:
Match the individual animals one-by-one from your animal counting parade to plants.
Level Two:
Match groups of animals one-by-one from your animal counting parade to plants.

Select A Level

After loading COUNTING PARADE and viewing the title screens, you'll see the select screen, which displays the animals available for your parade. The stars, located in the upper right hand corner, represent the two game levels. The flashing star indicates which level is currently selected.

To select a different level, use the joystick or mouse to move the arrow cursor over the desired level and press the joystick or mouse button.

Select Animals

A banner on the select screen asks you to "pick n animals" where n is a number between 1 and 5. To select from any of the fourteen animals, use the joystick or mouse to move the arrow cursor onto an animal and then press the joystick or mouse button.

If you wish, you may choose the same animal up to n times. As each animal is chosen, a miniature version of it appears at the top of the banner. After all n animals have been chosen, the computer automatically switches to the game screen.

If you'd like Tillie Toucan, at the top of the select screen, will choose the parade animals for you. Use the joystick or mouse to move the arrow cursor onto Tillie, then press the joystick or mouse button and Tillie will pick the animals.

GAME PLAY

Level One

After selecting the animals for your counting parade, you are now ready to match animals to plants, one-by-one, on the game screen.

In each game, the computer presents you with a random number from 1 to 9 and a corresponding set of plants. The animals you chose will now appear and move continuously across the screen. Use the joystick or mouse and joystick or mouse button to pick up animals from the counting parade.

Then match them one-by-one with the plants. Press the joystick or mouse button to release them.

Each time you pick up an animal from the counting parade, the parade pauses. Once the animal has been matched with a plant, the counting parade continues.

Throughout the game, Tillie Toucan counts along with you as you match the animals with plants.

When you've matched each plant with an animal, Tillie dances with glee.

Level Two

The animals you choose on the select screen appear in the counting parade in groups of 1, 2, 3, and 4. The groups are separated by fluttering butterflies. Each time you pick a group of animals from the counting parade, the parade pauses. Use the joystick, or mouse and joystick or mouse button to pick up animals one-by-one from the group. Once all of the animals in the group have been matched with plants, the counting parade continues.

Tillie Toucan counts the animals as you place them on the plants, but if you try to match a group of animals that out-numbers the empty plants, the parade pauses, and Tillie squawks and shakes her head to tell you to try again. When you've matched each plant with an animal, Tillie dances with glee.
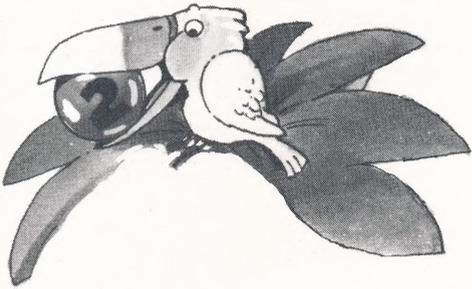
Changing Screens

At the end of each game, the computer automatically returns to the select screen. You can also return to the select screen during game play to choose different animals or a different game level. Use the joystick or mouse to move the arrow cursor onto Tillie Toucan (only when she is standing still) and press the joystick or mouse button to return to the select screen.

Stepping Stone Software,
creator of COUNTING PARADE,™ is a
company committed to combining
strong educational and entertaining
values in developing learning games
for children.
Package and Instruction Booklet
Illustration: Bill Morrison

SPINNAKER®
We make learning fun.