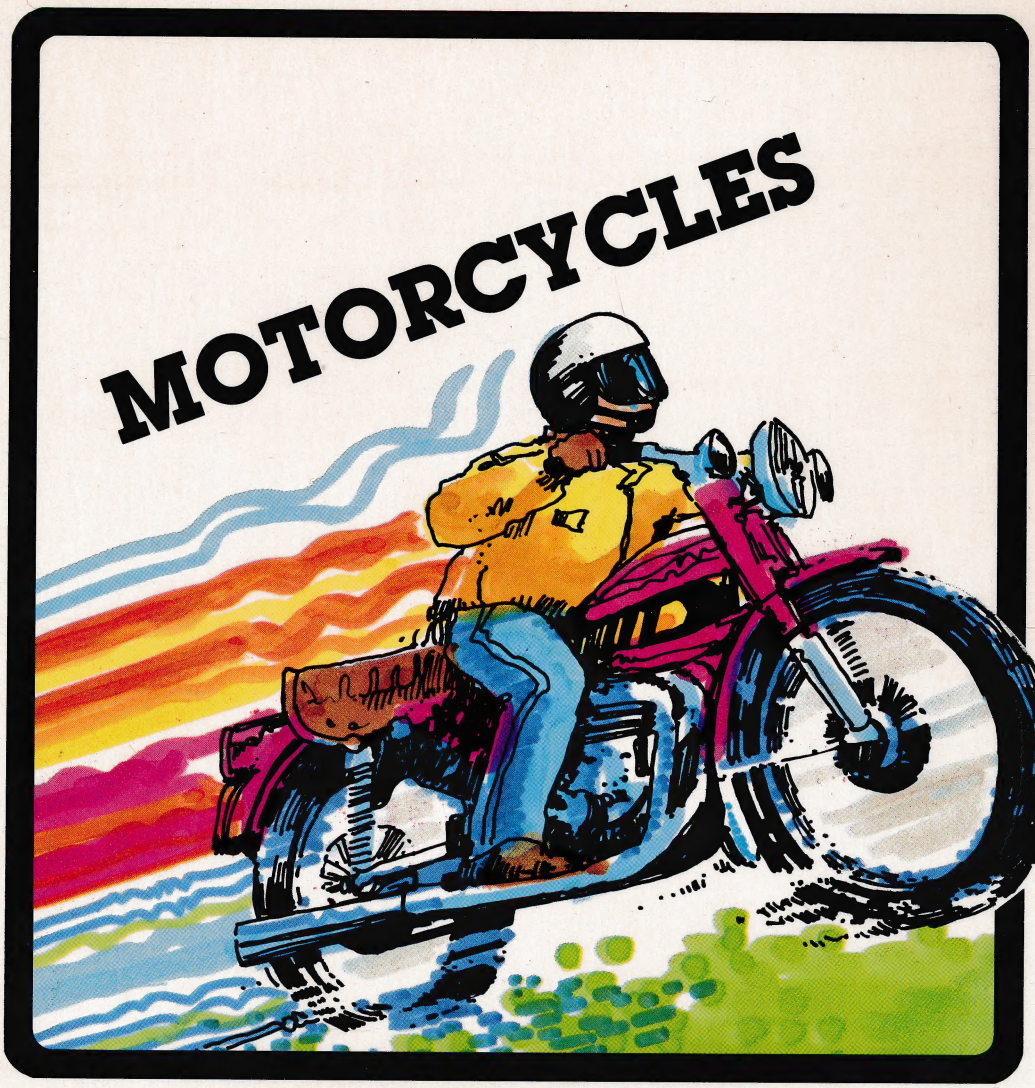
APPLE DISK
Apple II/II+/IIe/IIc
Applesoft, 48K

Troll MICRO

COURSEWARE



A TROLL LEARNING CENTER

This unit contains: An "I CAN READ" Book with matching READ-ALONG Cassette, Guide and **MICRO-SOFTWARE Disk.**

Dennis Kehr

A TROLL LEARNING CENTER

Here's the perfect combination for helping children build strong reading and learning skills.

Children start with the I CAN READ book first, or follow along as they listen to the lively word-for-word cassette. Then they turn to the micro-software for fun-filled computer activities that focus on learning and language skills.

THIS UNIT CONTAINS:

- a 48-page "I CAN READ" Book
- matching READ-ALONG Cassette
- a User's Guide
- a MICRO-SOFTWARE Disk with 4 exciting learning games

TROLL ASSOCIATES
320 Rt. 17, Mahwah, N.J. 07430

Troll MICRO

COURSEWARE

USER'S GUIDE

Troll Micro-Software

MOTORCYCLES

USER'S GUIDE

How to Use This Program

Before using the program disk, the child should first read the book, or listen to the audio cassette, or use the book and cassette as a read-along.

After the child is familiar with the story, the program disk can be used. The four learning games it contains are based on the story, and successful completion of the games requires information found in the story.

About the Games

The games on the micro-software program disk are fun. They also strengthen important learning skills. The games can help a child read with more understanding. They can enrich the child's vocabulary. What's more, the child can go back to a game again and again—having fun, but also practicing reading and language skills at the same time.

The games may be played in any order. Instructions are provided on the screen when they are needed. **To obtain additional help while a game is in progress, simply press the H key.***

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

Note: Some Apple computers require that PR#6 be typed before the program begins loading.

Note: On the Apple IIe, make sure the CAPS LOCK key is down.

When the program has loaded, the Troll logo will appear, followed by the title of the program. Then the game menu will appear. Select the game you want to play, and press the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the S key.* As the sound is turned off or on, a tone will be heard.

When you have finished playing the game, you will be offered the option of playing the same game again, or returning to the game menu.

Note: To return to the game menu while any game is in progress, press the CONTROL and X keys simultaneously.*

If the Q key is pressed while the game menu is displayed, the program will end. To restart the program, follow the instructions under "Getting Started."

Remember, the H key calls for help. The S key turns the sound off or on. Control-X returns you to the game menu while a game is in progress.

***The H, S, and CONTROL-X keys are active at the following times:**

A) In Game A, when the question appears, "WHICH WAY WOULD YOU LIKE TO MOVE?"

B) In Game B, when the instruction appears, " READ THE SENTENCE, THEN PRESS SPACE BAR."

C) In Game C, when the instruction appears, "PRESS A, B, OR C."

D) In Game D, when the pointing arrow is on the screen.

Using The Games

WHEELIE

(Reading Comprehension)

Can you move the motorcycle through the maze? Press U, D, L, or R to move Up, Down, Left, or Right. But watch out! Hidden in the maze are true/false questions based on the story. Before you can go, you must answer correctly when asked if a statement is true or false. The statements are chosen at random by the computer. To get through the maze, at least 8 statements must be answered correctly. The score is shown at the end of the game, including the number of questions asked and the number of correct answers given.

WORD CATCHER

(Using the Right Word)

Can you catch the missing word? Three words are moving along the conveyor belts, but only one will correctly complete the sentence. Read the sentence, then press 1, 2, or 3 to choose the correct word. The faster you do it, the more points you'll win. The more you answer correctly, the faster the conveyor belts move and the more points you win for correct answers. Incorrect answers slow the conveyor belts down and lower the number of points you can win. After twenty sentences, you may play the game again, or return to the game menu.

MONKEY BARREL

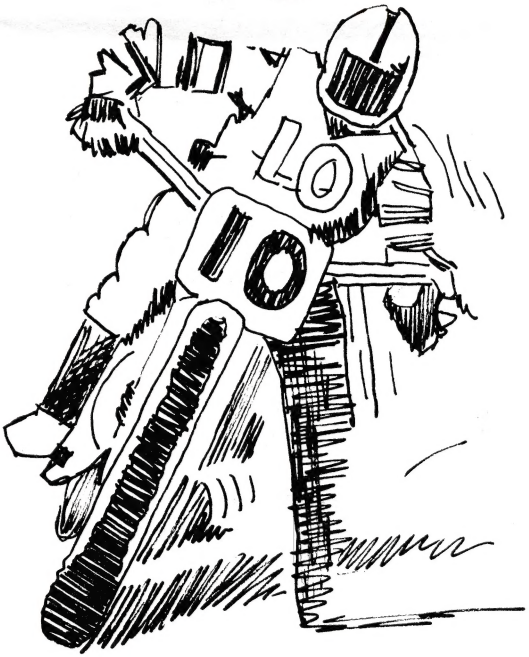
(Word Definitions)

See how many barrels your motorcycle can jump over! First read the sentence. Then press A, B, or C to choose the best meaning for the underlined word. With a correct answer on the first try, three barrels are added to the line and you win 3 points. With a correct answer on the second try, two barrels are added to the line and you win 2 points. After two wrong answers in a row, two barrels are taken away and you lose 2 points. Sentences are chosen at random by the computer. After ten sentences, you may return to the menu or play Round 2, which consists of ten different sentences. The maximum score after two rounds is 60 points.

NIMBLE

(Synonyms, Antonyms, Homonyms)

Get ready for fun with words! For each target word that comes up on the screen, the computer will tell you to look for either a synonym, an antonym, or a homonym. Choose from the ten words listed. Just move the pointer to your choice by pressing the space bar, then press RETURN. If your choice is wrong, you get another chance. For each correct answer on the first try, you win 200 points. If it takes two tries to get the correct answer, you win 150 points. If it takes three tries, you win 100 points. After ten target words, you may return to the game menu or play Round 2, with ten different target words. You may also play a third round if you wish. The maximum score after three rounds is 6000 points.



System Requirements

1. Apple IIe, Apple II+, or Apple II (with Applesoft) and at least 48K of RAM.
2. One disk drive.
3. A TV set or video monitor (color is recommended).

Program Components

1. One micro-software program disk.
2. One copy of a paperback *I Can Read* book.
3. One read-along cassette with narration that follows the book word-for-word.
4. One user's guide.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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Troll Associates
320 Rt. 17, Mahwah, N.J. 07430

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I CAN READ ABOUT

MOTORCYCLES

I CAN READ ABOUT

MOTORCYCLES

Written by C. J. Naden
Illustrated by Herb Mott

Troll Associates

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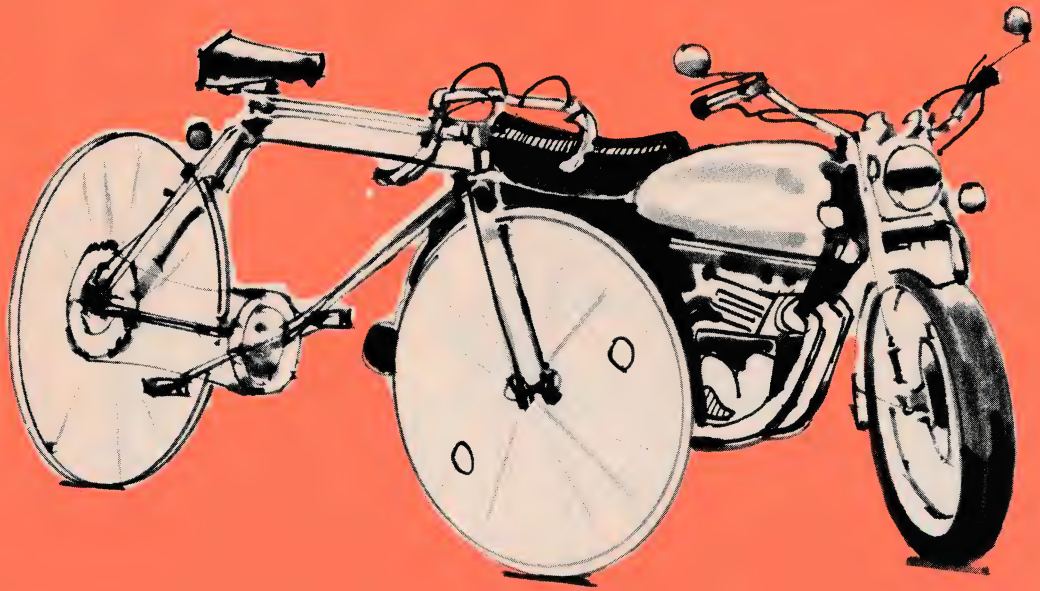
Many years ago, a German car maker hooked a gasoline engine onto a wooden bicycle frame. His funny-looking machine was the first real motorcycle or motorbike.

Today there are thousands and thousands of motorcycles all over the world. Police ride them in heavy city traffic. People race them to see how fast they can go.

All kinds of people ride them for fun and transportation.

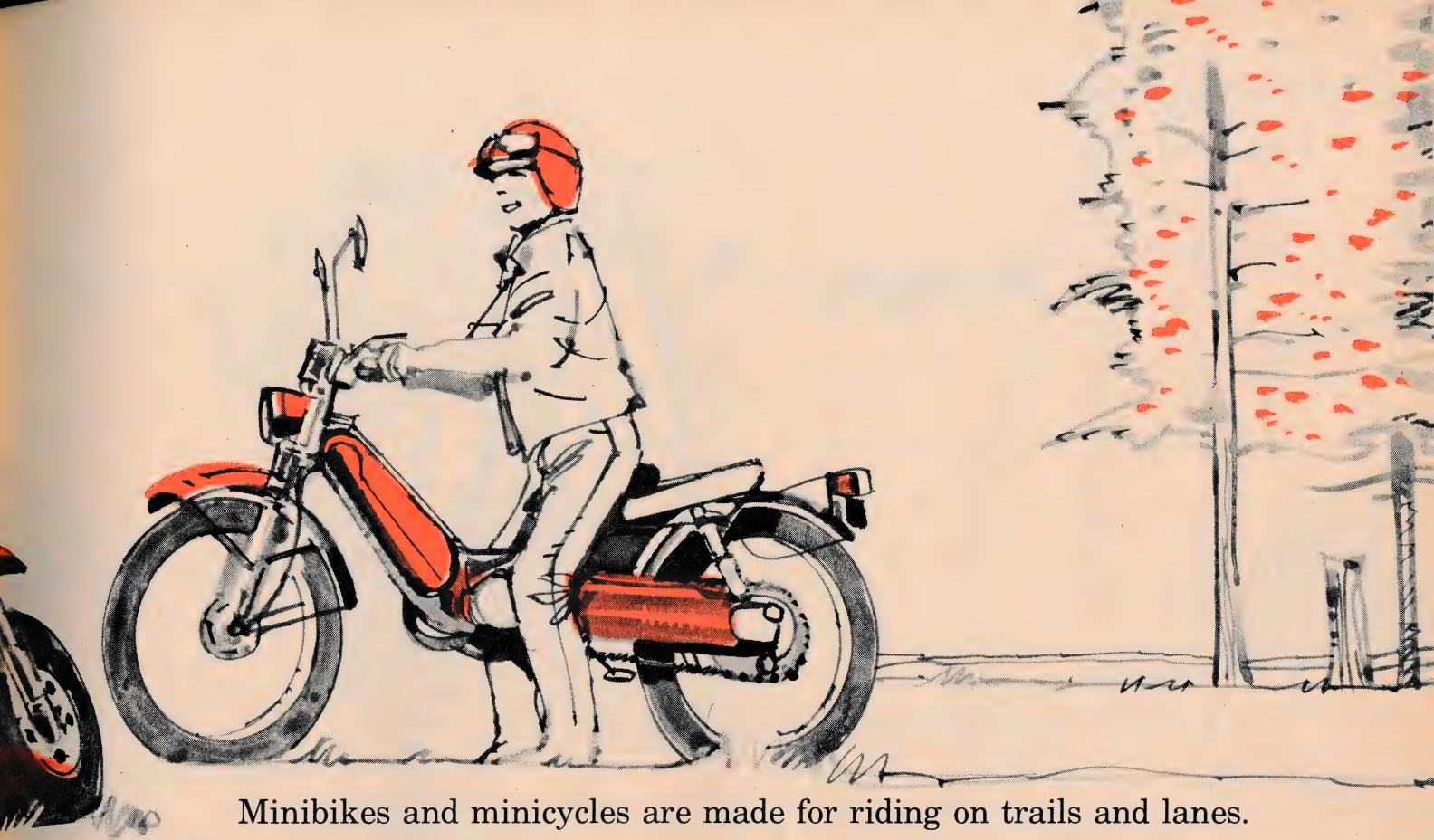


Riders often call a motorcycle a *bike*. And most motorcycles do look like bicycles—except for the engine and a much heavier frame.

Many boys and girls
ride minibikes. A minibike
is the smallest of the cycles.
A minibike can be carried
in the back of a car.
It has a small engine
like the ones used on
power lawn mowers.

Minibike races are held every year. Both boys and girls enter the races. Some of the riders are young — less than ten years old.

A *minicycle* is another kind of bike. It is a little larger, a little faster, and a little heavier than a minibike. It has a small, motorcycle-type engine. The minicycle looks like a regular motorcycle, only smaller.

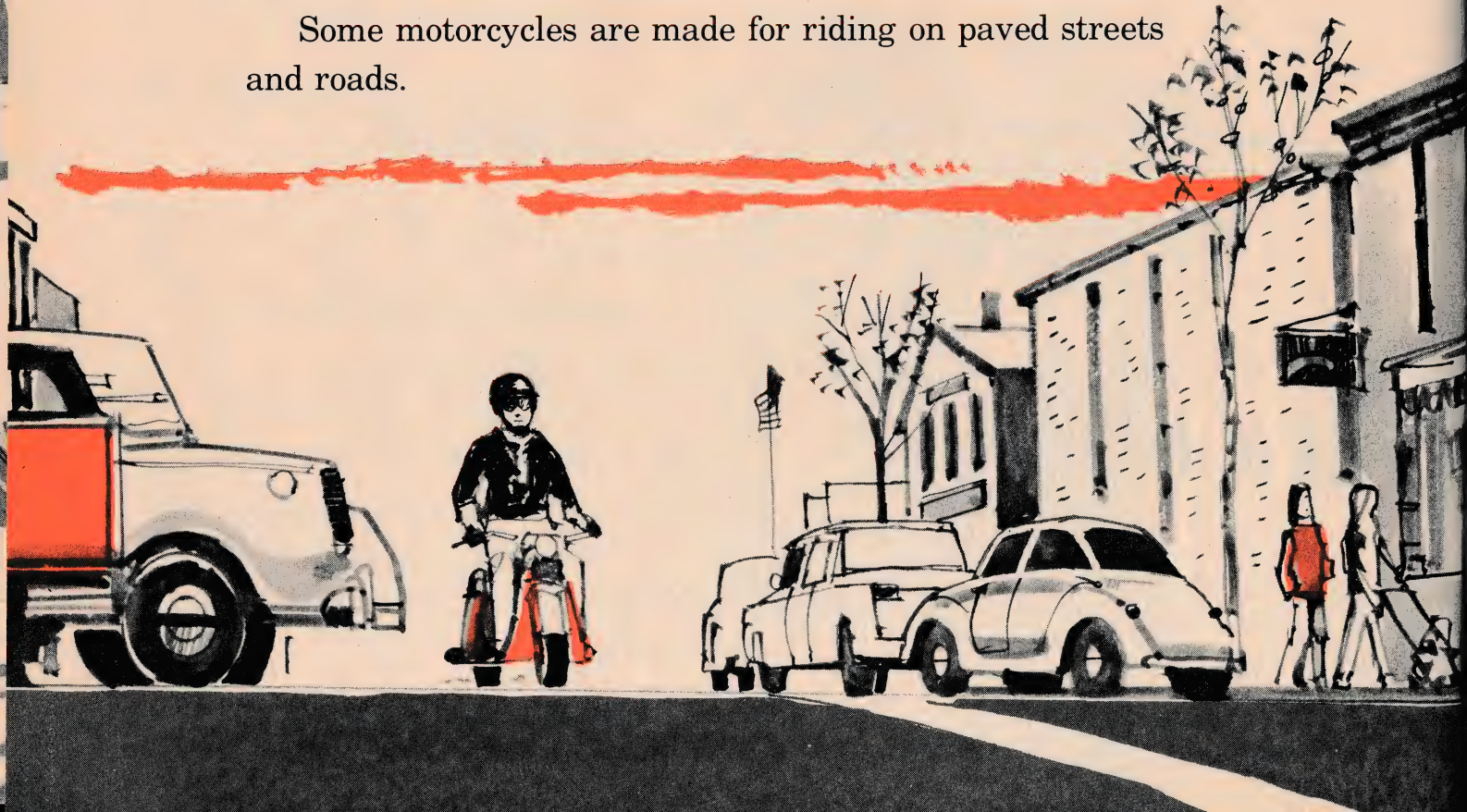


Minibikes and minicycles are made for riding on trails and lanes. They cannot be used on paved roads because they are so small.

Z O O M ...

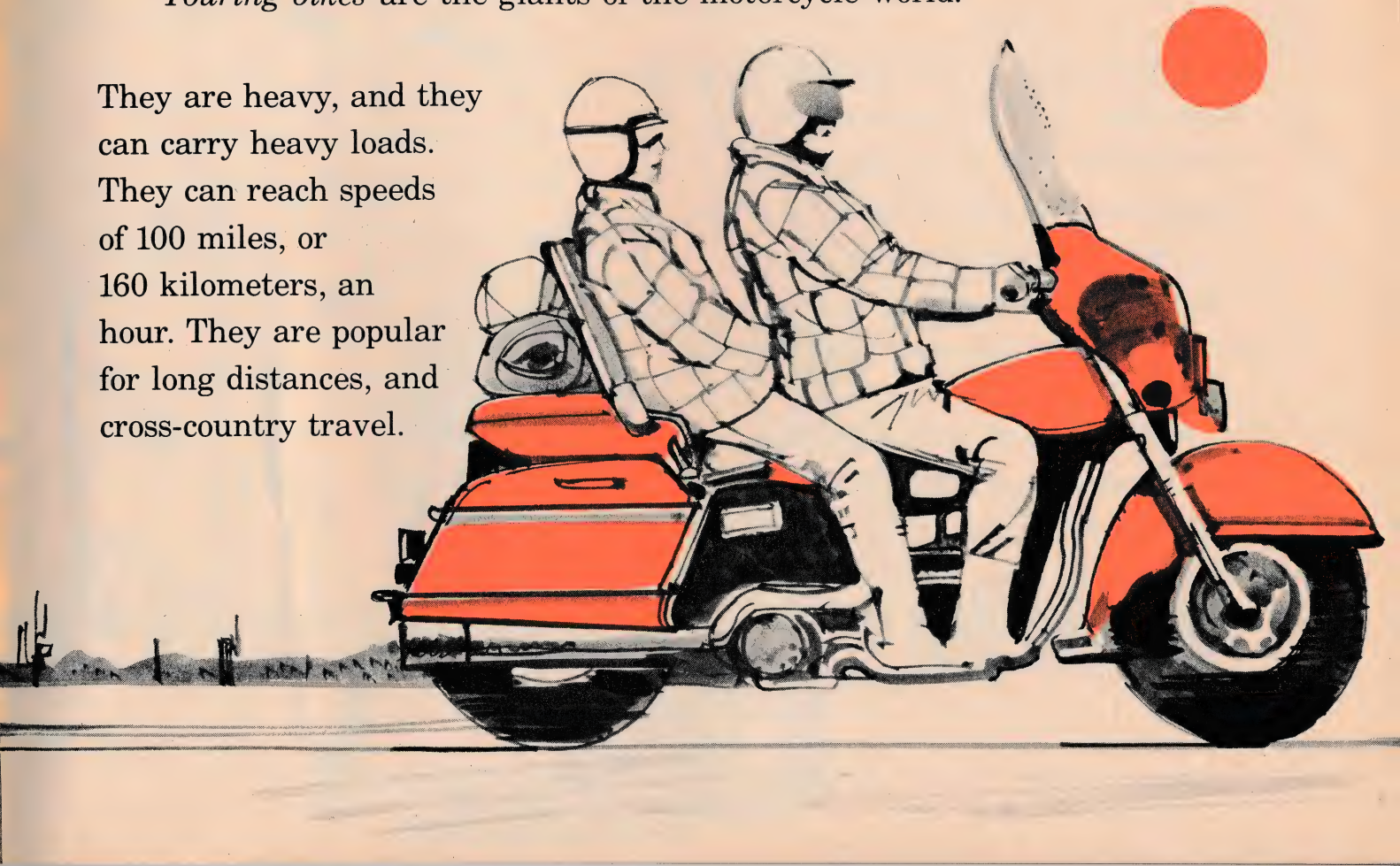
Another cycle for off-road riding is the *trail* bike. It is much bigger and heavier than the minibike or minicycle. Trail bikes climb hills and zoom over rough country at speeds up to 70 miles, or 112 kilometers, an hour.

Some motorcycles are made for riding on paved streets and roads.



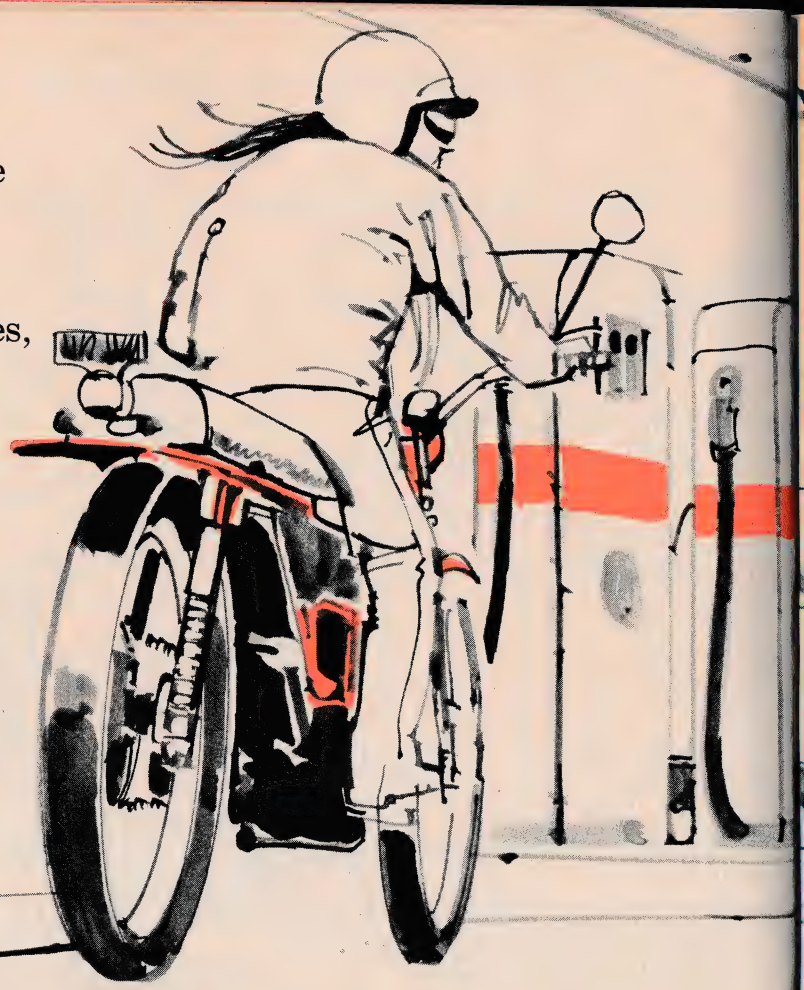
Touring bikes are the giants of the motorcycle world.

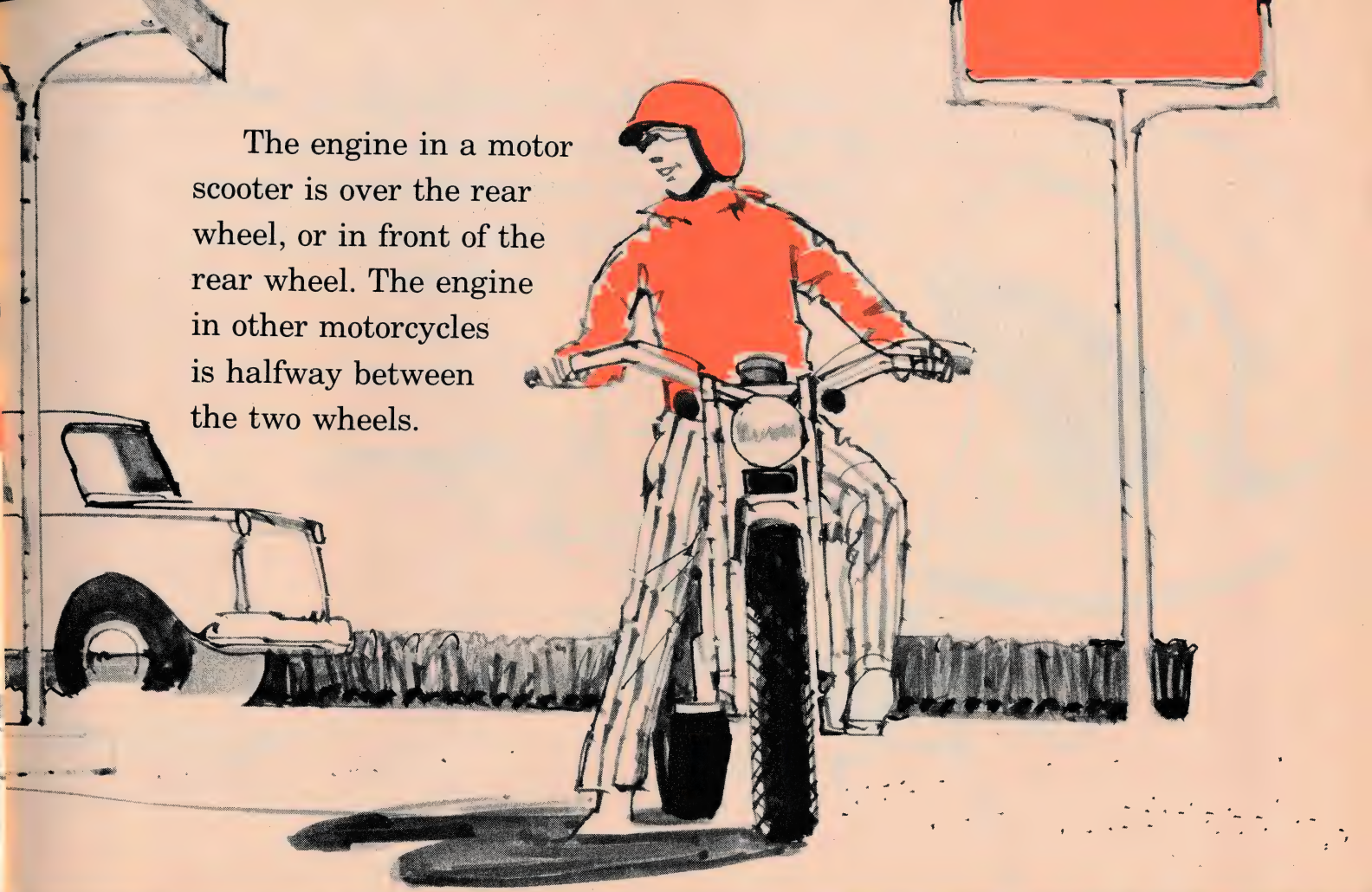
They are heavy, and they can carry heavy loads. They can reach speeds of 100 miles, or 160 kilometers, an hour. They are popular for long distances, and cross-country travel.



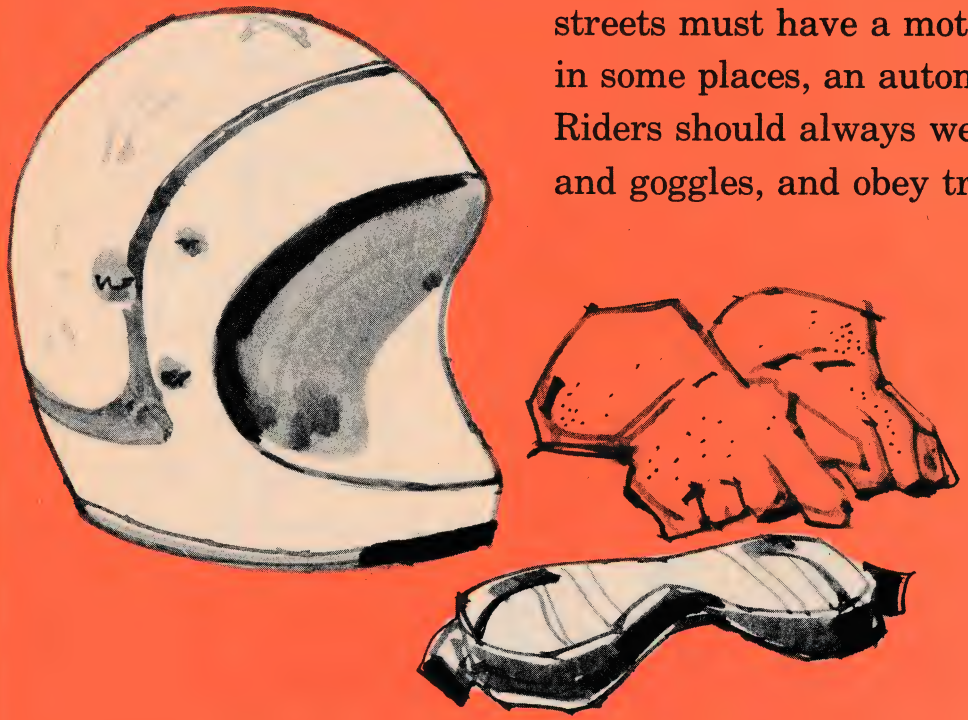
The motorcycle you probably see most often is called a *street bike.* It is lighter than a touring bike. It can zoom around at 50 to 80 miles, or 80 to 128 kilometers, an hour. The street bike is a popular cycle for short trips and rides in town.

Motor scooters look different from most motorcycles. The scooter has a floorboard for the rider's feet. Other motorcycles have bars, called footrests, for the rider's feet.



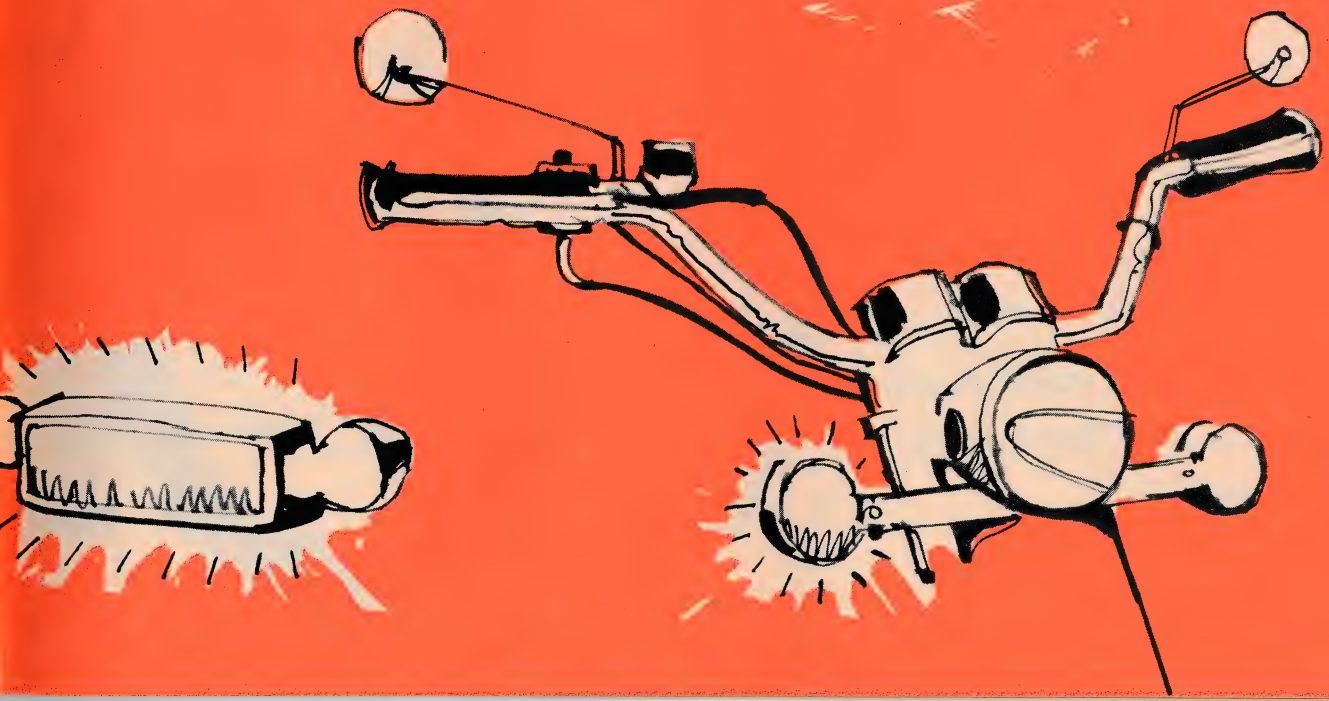


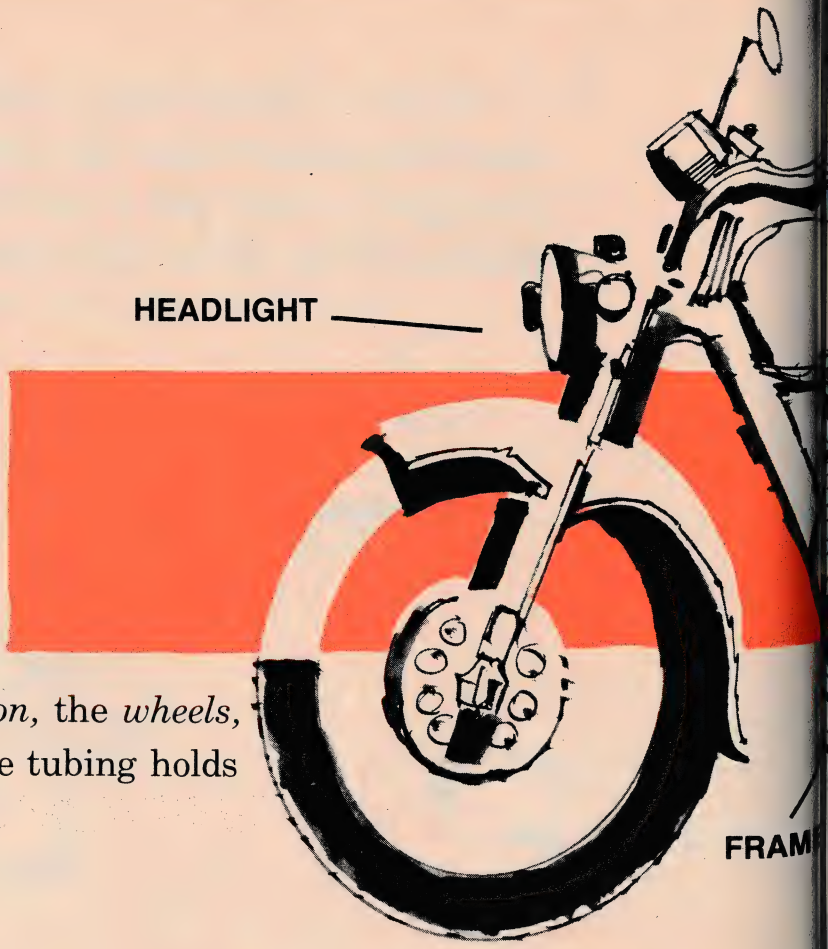
The engine in a motor scooter is over the rear wheel, or in front of the rear wheel. The engine in other motorcycles is halfway between the two wheels.



Someone who rides a motorcycle on public streets must have a motorcycle license, or in some places, an automobile driver's license. Riders should always wear a safety helmet and goggles, and obey traffic laws.

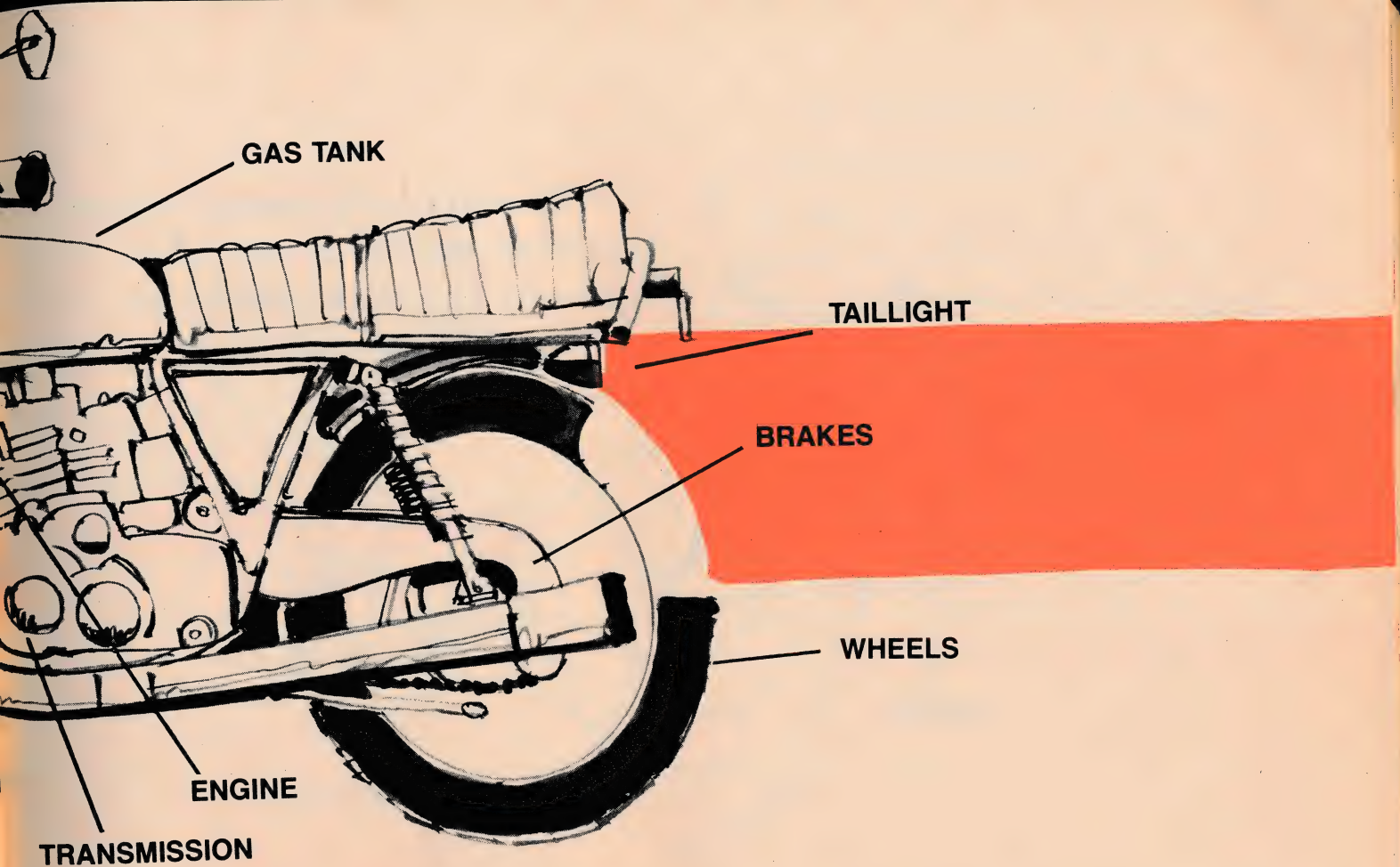
To ride on public roads, a bike must have safety equipment—such as stoplights, good brakes, headlights, a horn, and a rearview mirror. Directional signals are important, too.

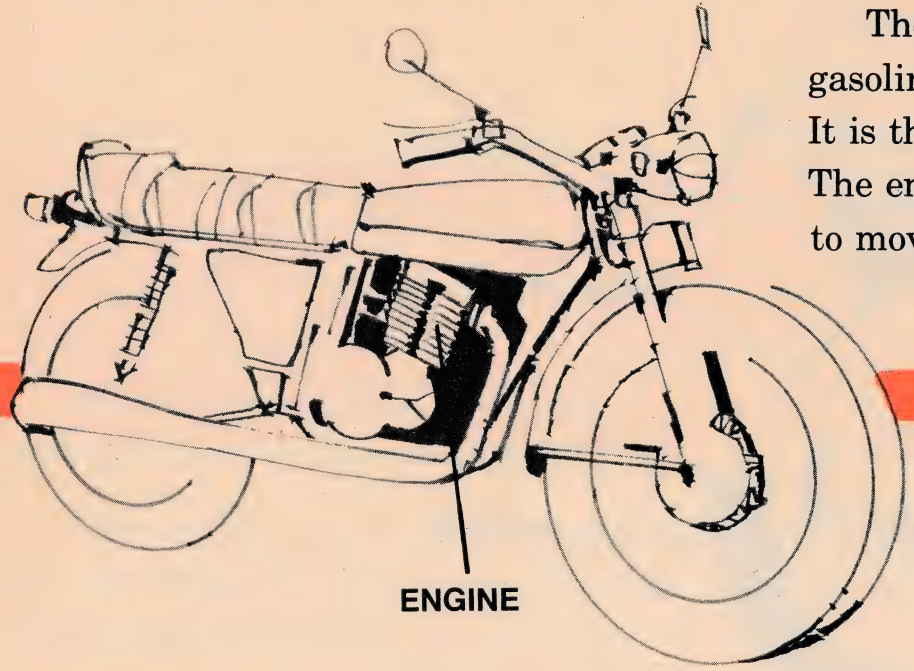




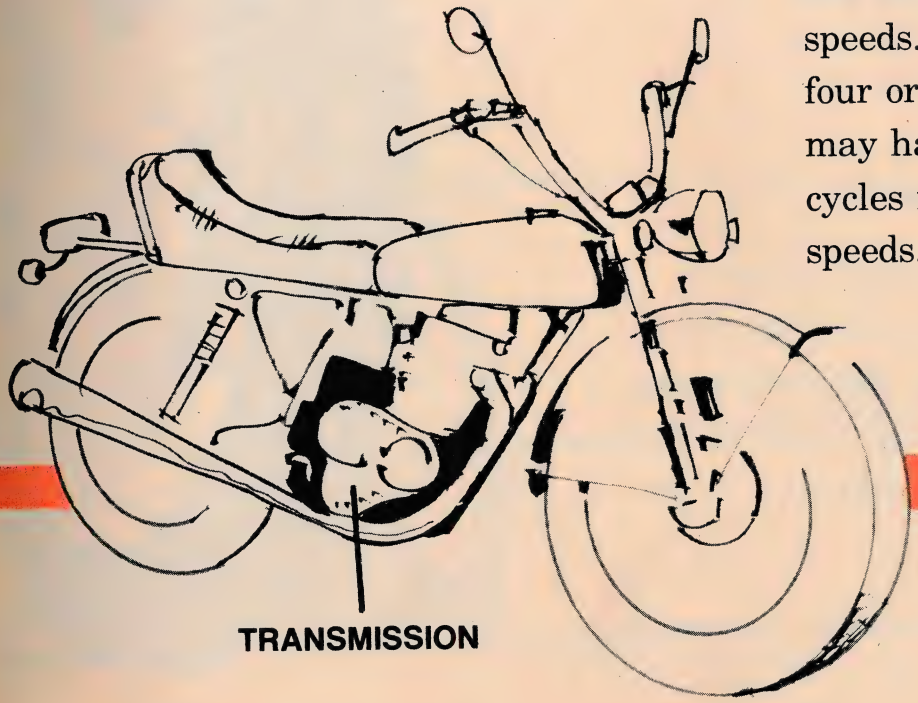
Big or small, light or heavy, all motorcycles have four main parts.

They are the *engine,* the *transmission,* the *wheels,* and the *brakes.* A steel frame or chrome tubing holds the four parts together.


GAS TANK
TAILLIGHT
BRAKES
WHEELS
ENGINE
TRANSMISSION

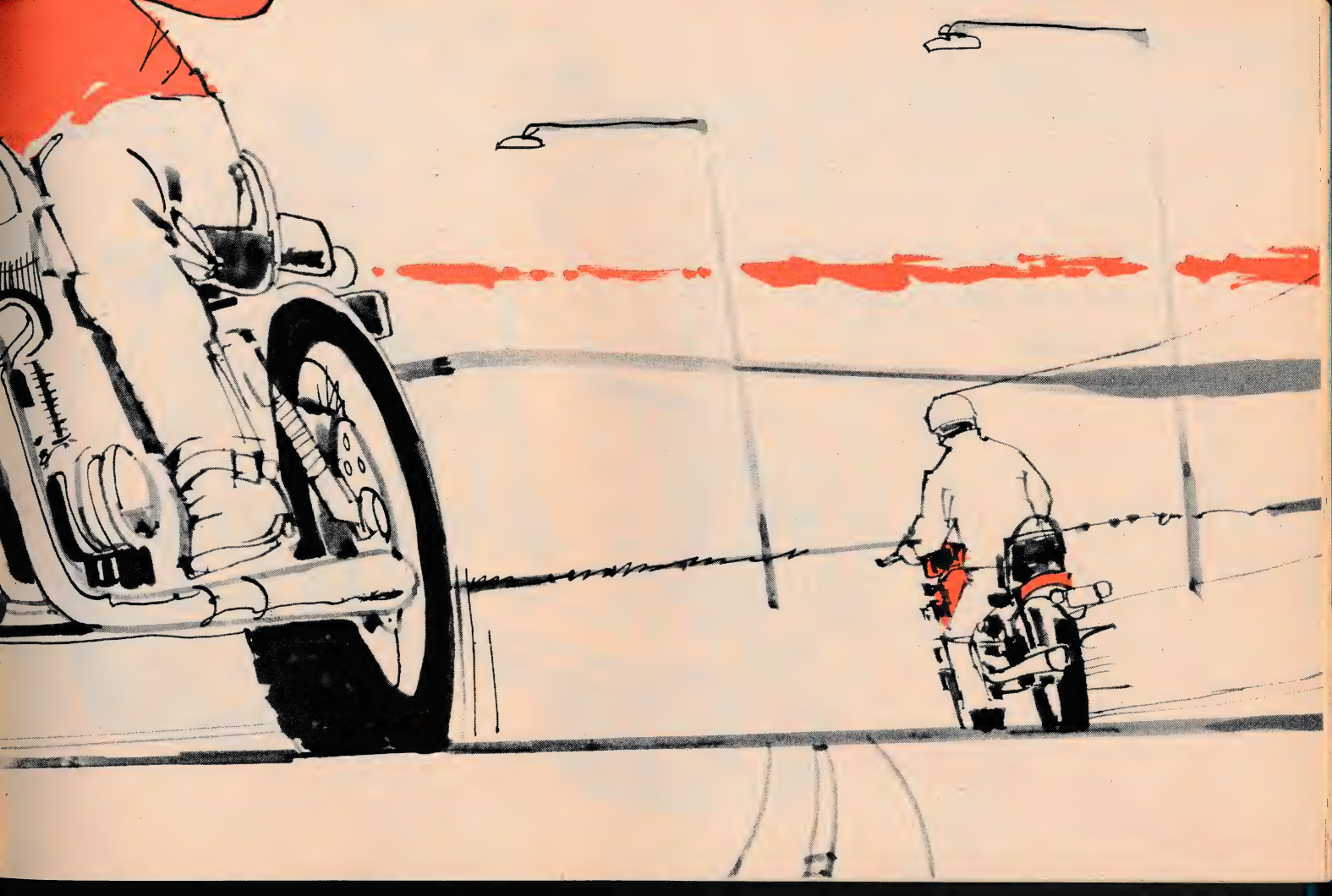


The engine of a motorcycle burns gasoline, just like an automobile. It is the heart of the motorcycle. The engine makes the power to move the cycle.

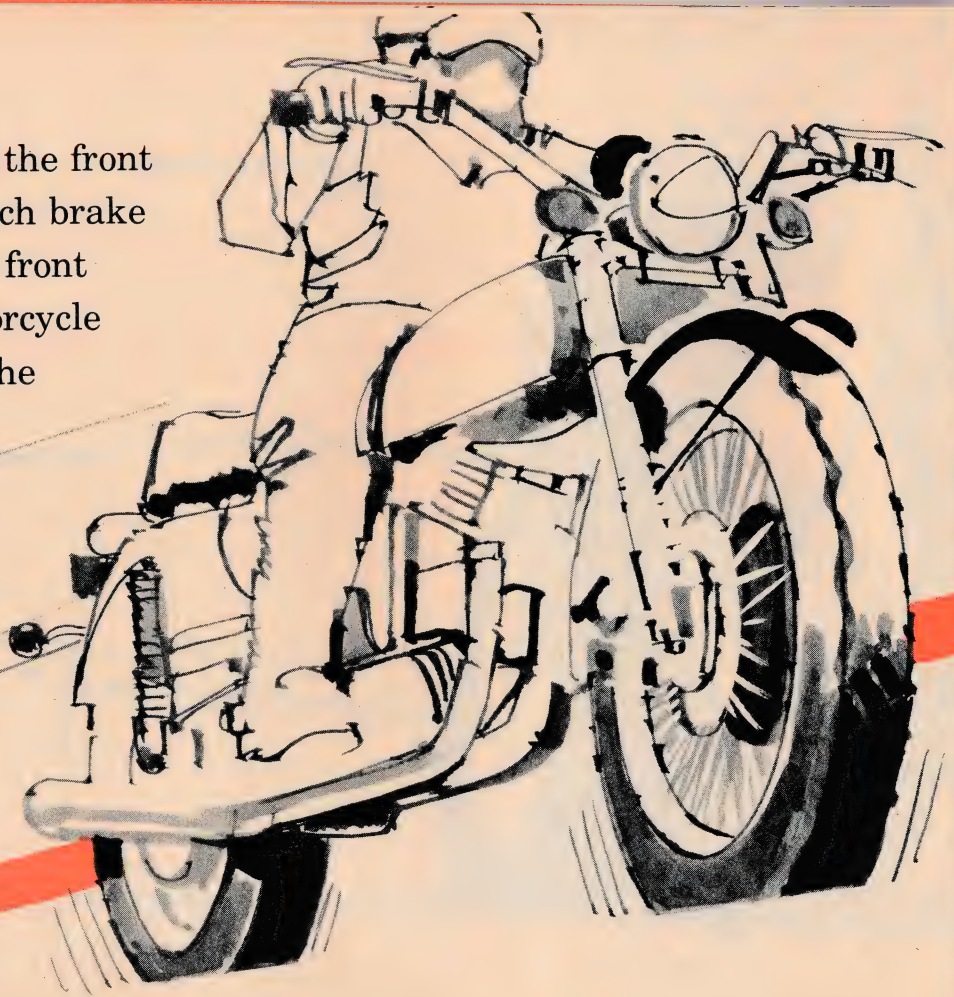


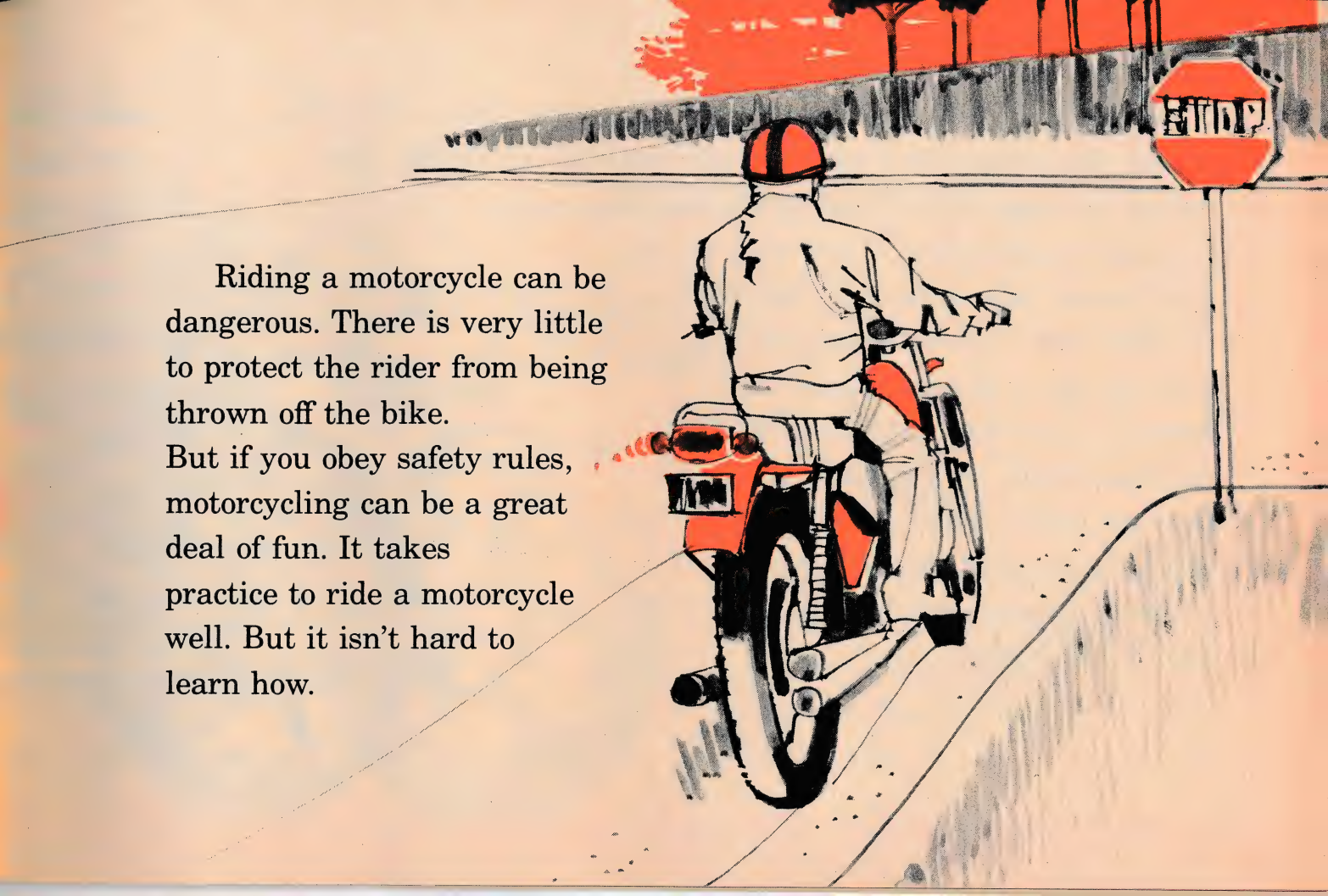
The transmission works like a car's transmission. It lets the rider go at different speeds. Most motorcycles have four or five speeds. Small cycles may have three speeds. Racing cycles may have as many as eight speeds.

Wheels on a motorcycle have steel or aluminum rims. The tires are something like automobile tires. But they have special treads to help the cycle hug the ground on turns.



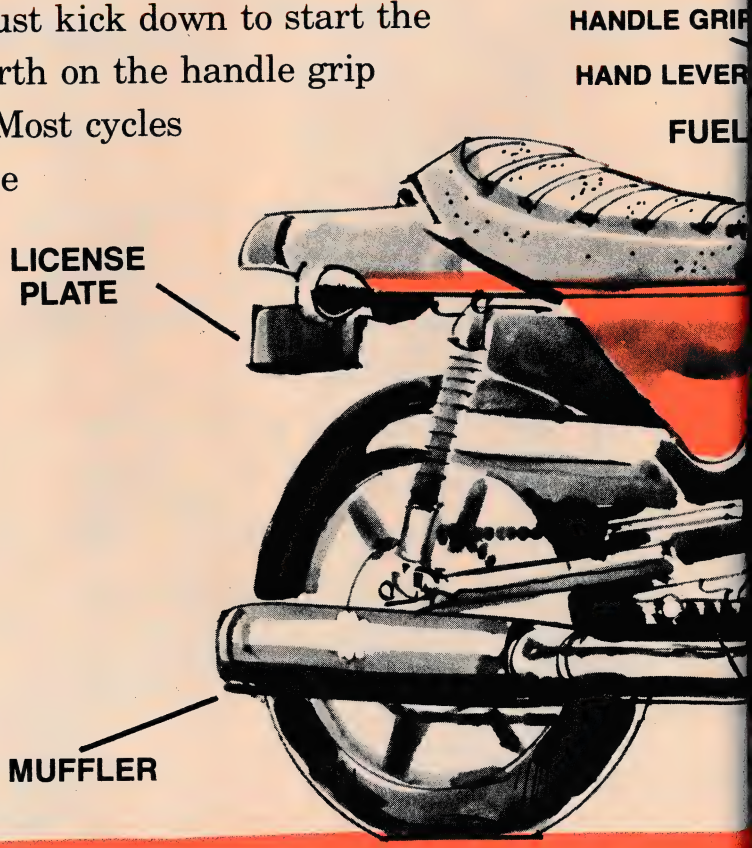
There are brakes on the front and the rear wheels. Each brake works by itself. But the front brake can stop the motorcycle faster and easier than the rear brake.

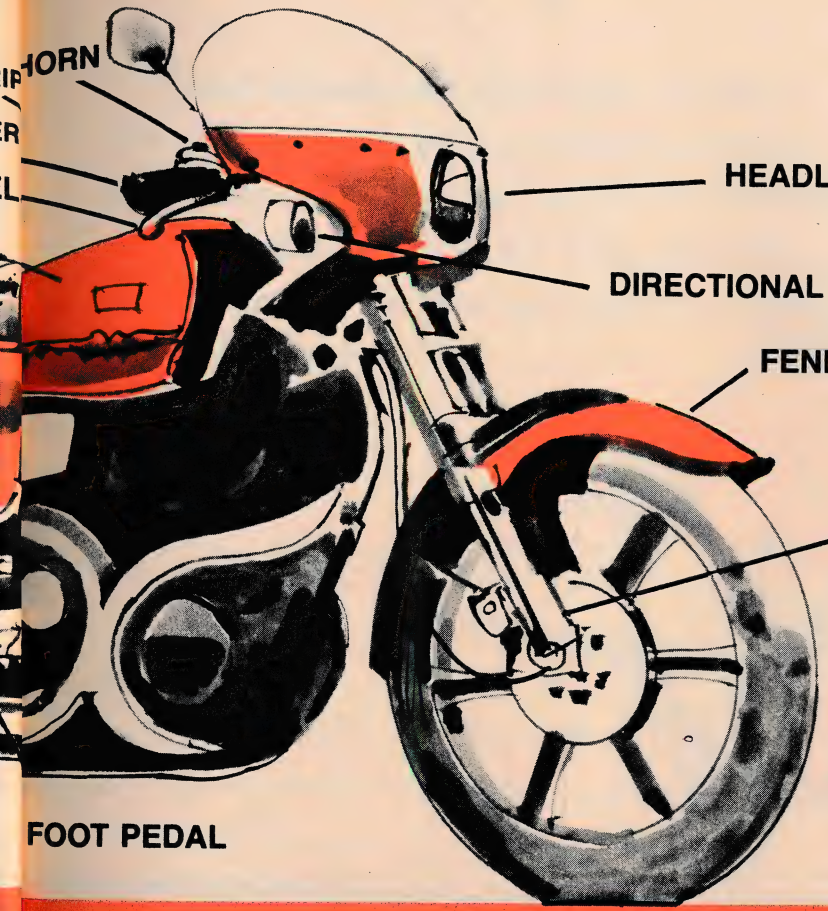




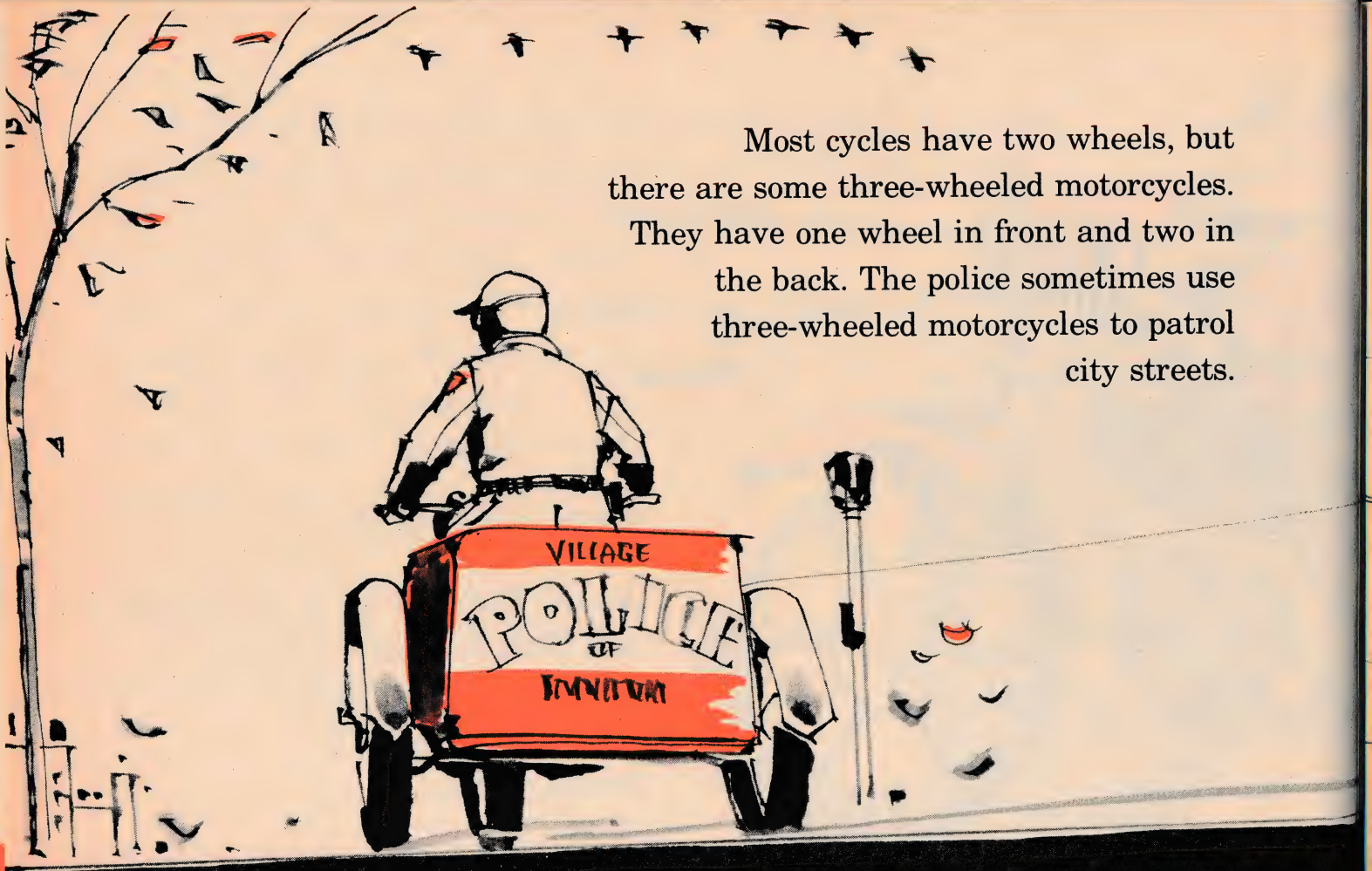
Riding a motorcycle can be dangerous. There is very little to protect the rider from being thrown off the bike.
But if you obey safety rules, motorcycling can be a great deal of fun. It takes practice to ride a motorcycle well. But it isn't hard to learn how.

Most cycles have a lever that you must kick down to start the engine. Twisting your hand back and forth on the handle grip makes the engine run faster or slower. Most cycles have two hand levers. If you squeeze one hand lever, the engine will run, but the bike won't move. When you let go of the lever, the cycle goes forward. The other hand lever works the front brake. A foot pedal works the rear brake. Some cycles have a foot lever for shifting the gears in the transmission, while others have a hand lever.



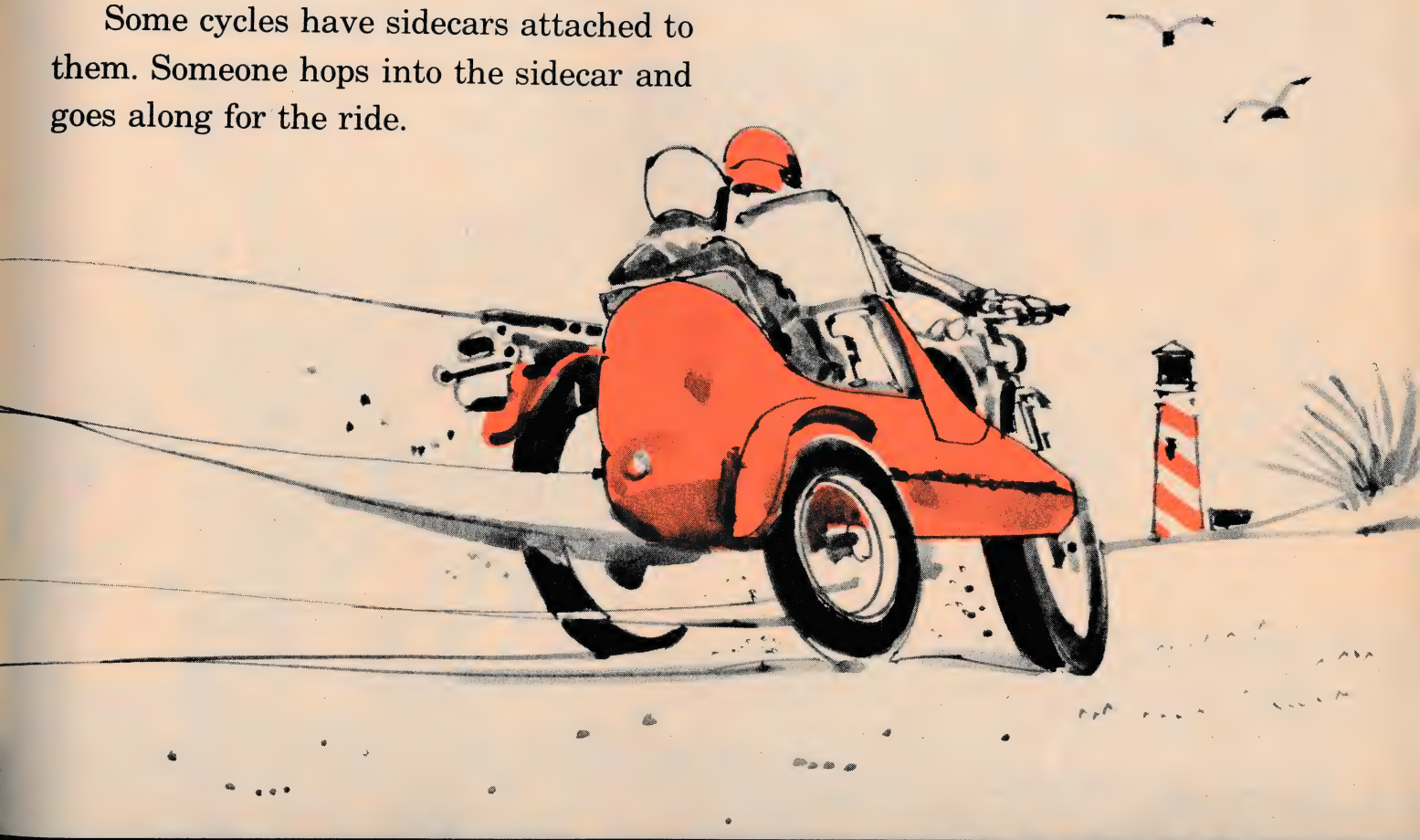


A cycle has other parts too, such as a fuel tank, a battery, fenders, a muffler, a horn, lights, shock absorbers, and license plates.

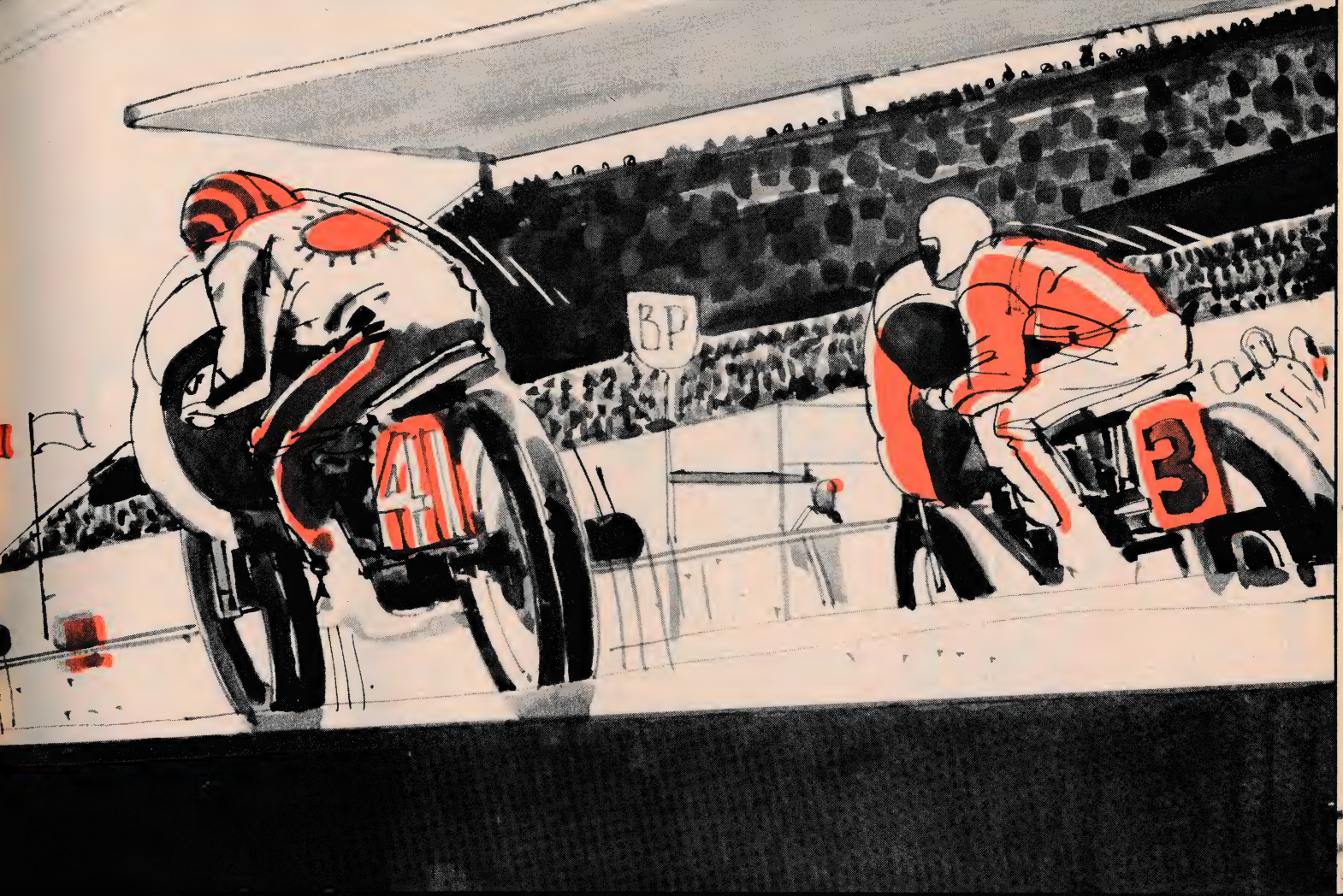


Most cycles have two wheels, but there are some three-wheeled motorcycles. They have one wheel in front and two in the back. The police sometimes use three-wheeled motorcycles to patrol city streets.

Some cycles have sidecars attached to them. Someone hops into the sidecar and goes along for the ride.



Many people ride cycles just for fun.
Others ride to save on gasoline.
And some ride for the thrill
of motorcycle racing.


BP
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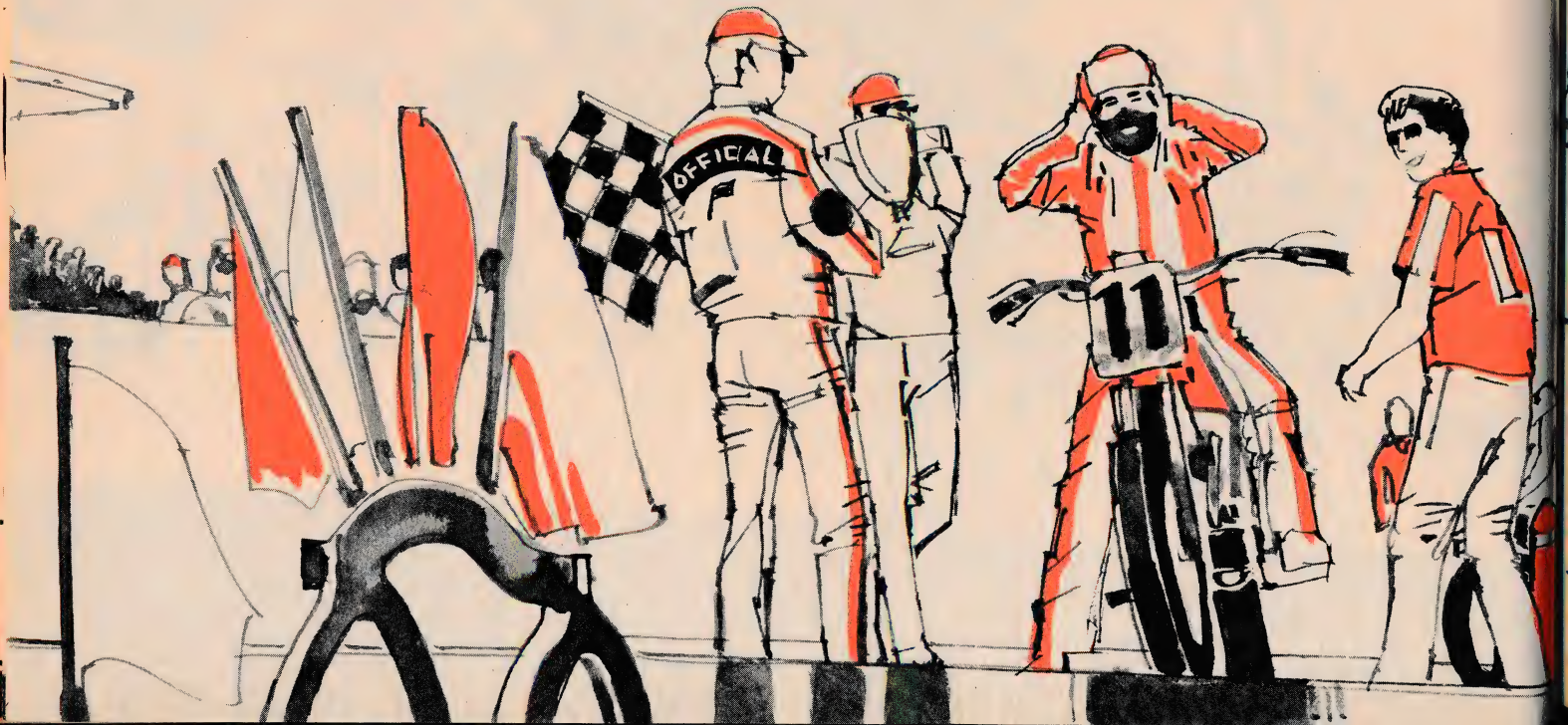
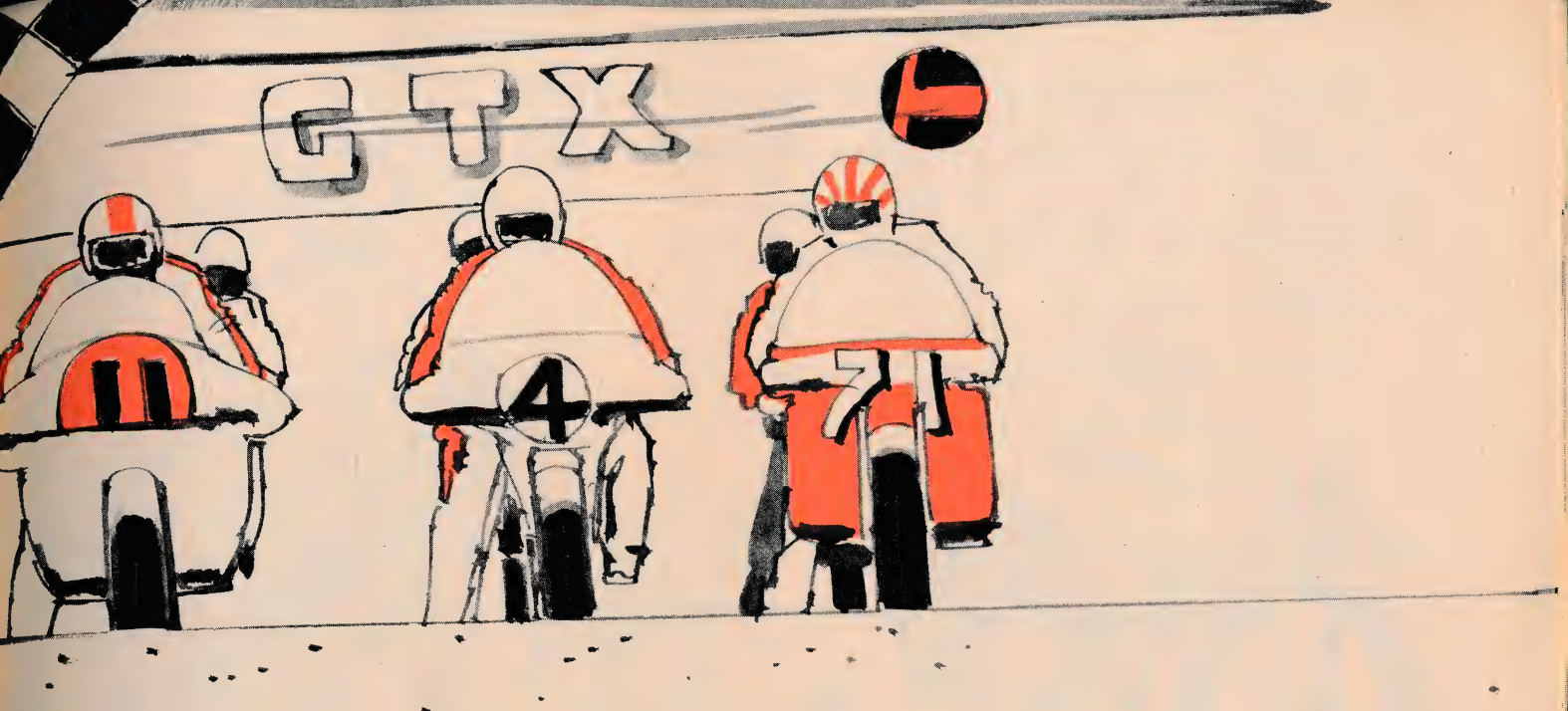
3

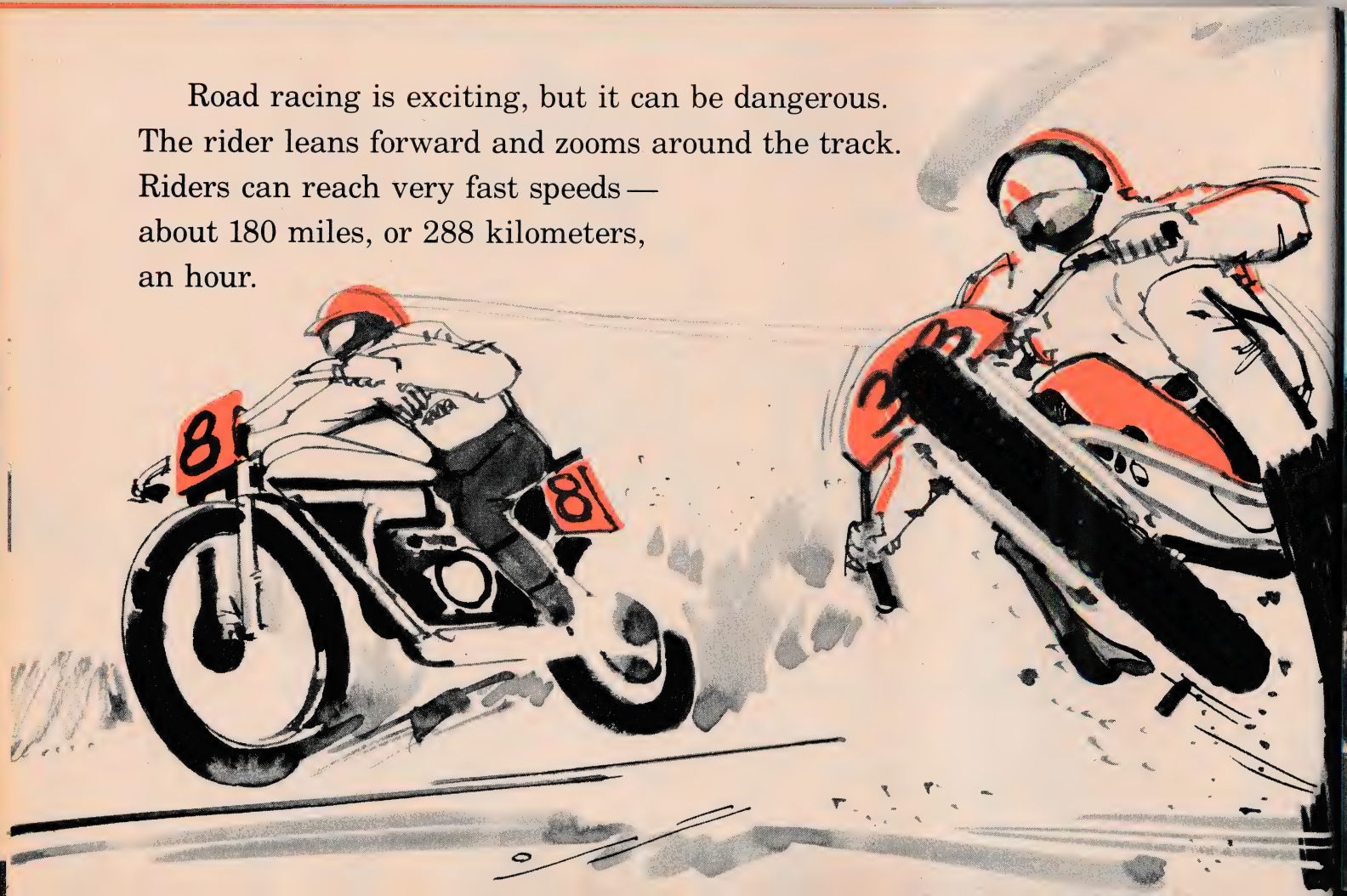
Professional motorcycle riders enter many different kinds of races. Each one wants to end the racing season as the best rider of all!





There are different kinds of motorcycles for different kinds of races. Fast road-racing machines are used in road-racing events. These cycles are built for speed.

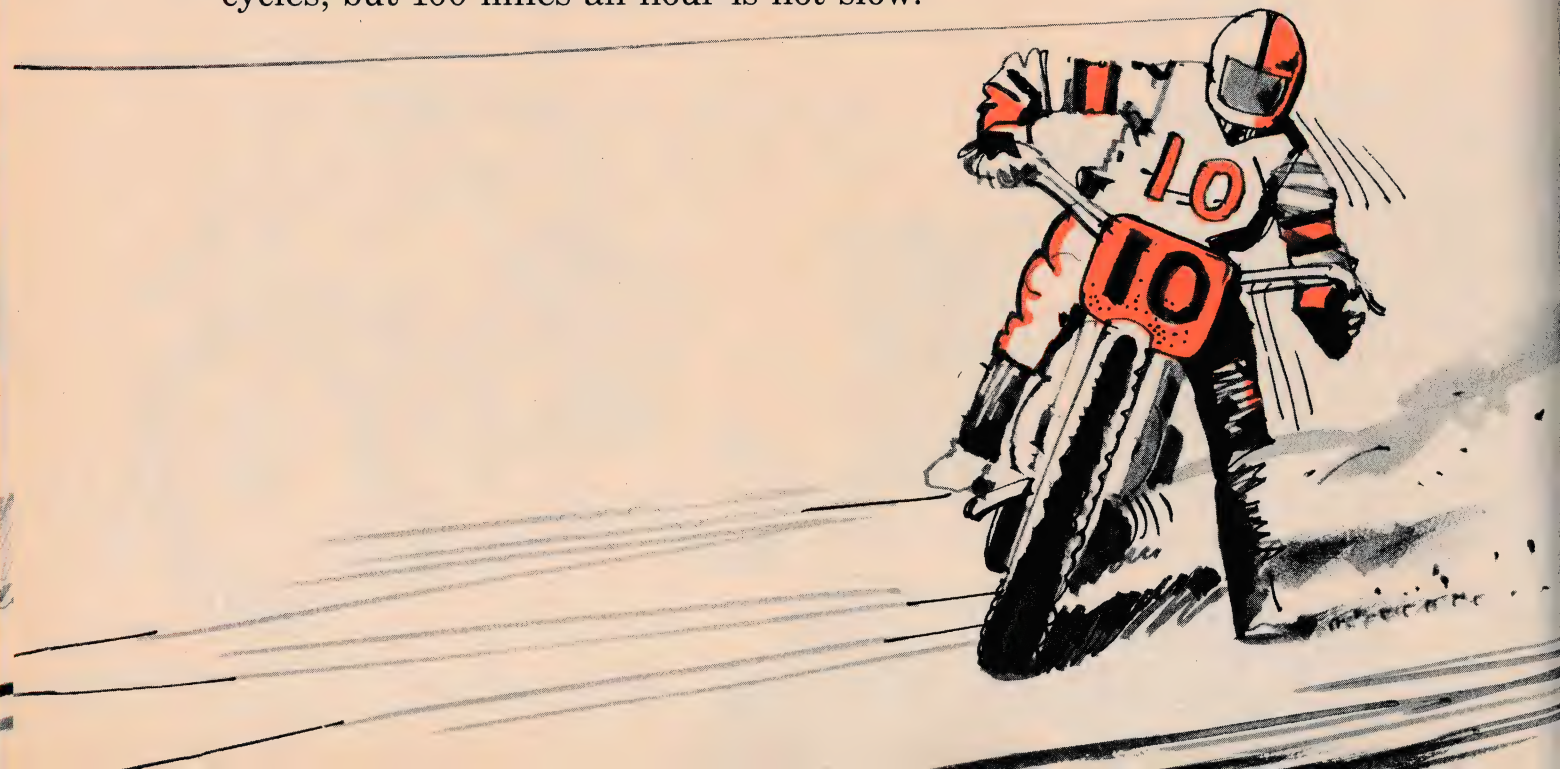
Road racing is exciting, but it can be dangerous. The rider leans forward and zooms around the track. Riders can reach very fast speeds — about 180 miles, or 288 kilometers, an hour.



W H A A M ...

Bales of hay are stacked at the turns in case of spills. And in road racing, there are spills!

Some motorcycle races are held on flat, dirt tracks. The cycles used on these tracks are often called flat-track machines. They do not go as fast as the road-racing cycles, but 100 miles an hour is not slow!



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Some cycle events are a real test for rider and cycle. In an enduro race, time is important. Each rider races against the clock. The course goes through woods and over hills. It goes across streams, and even through deep mud. You have to be rugged just to finish!

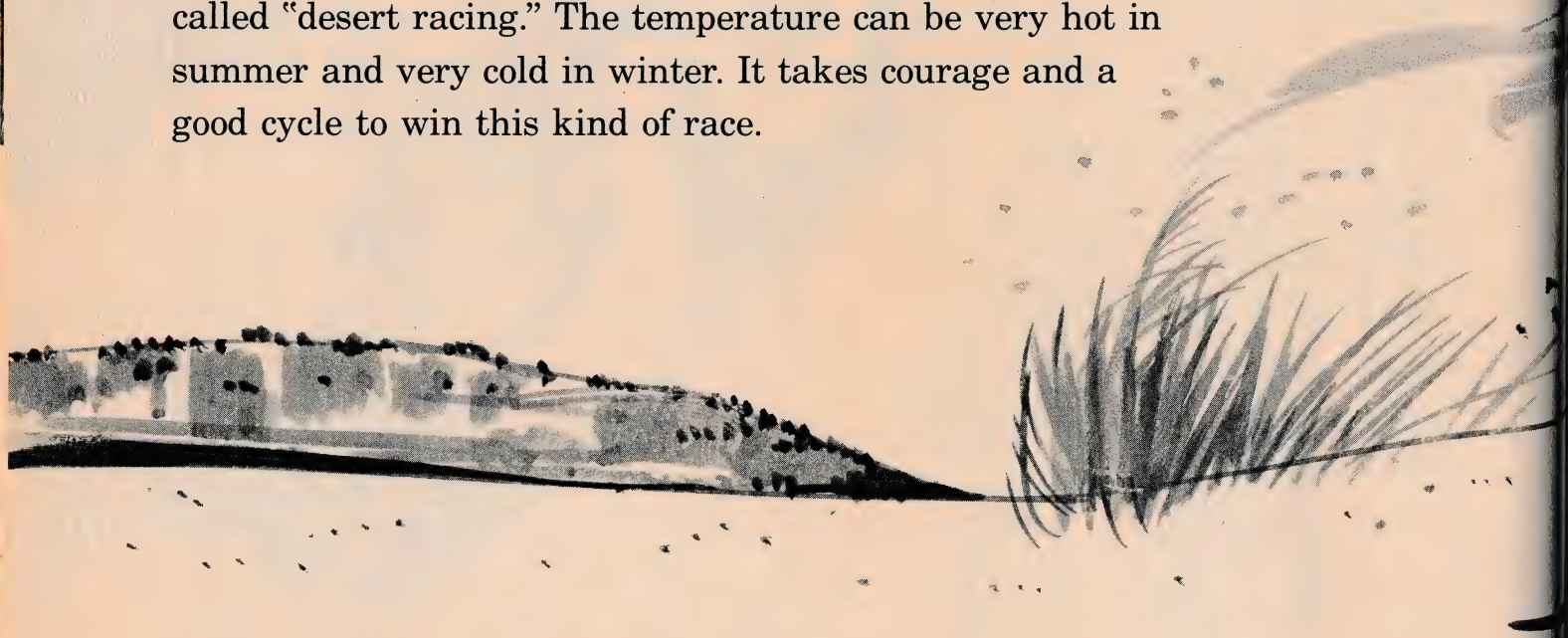
Drag racing cycles are used on short racing tracks.
Each race lasts only about 30 seconds!

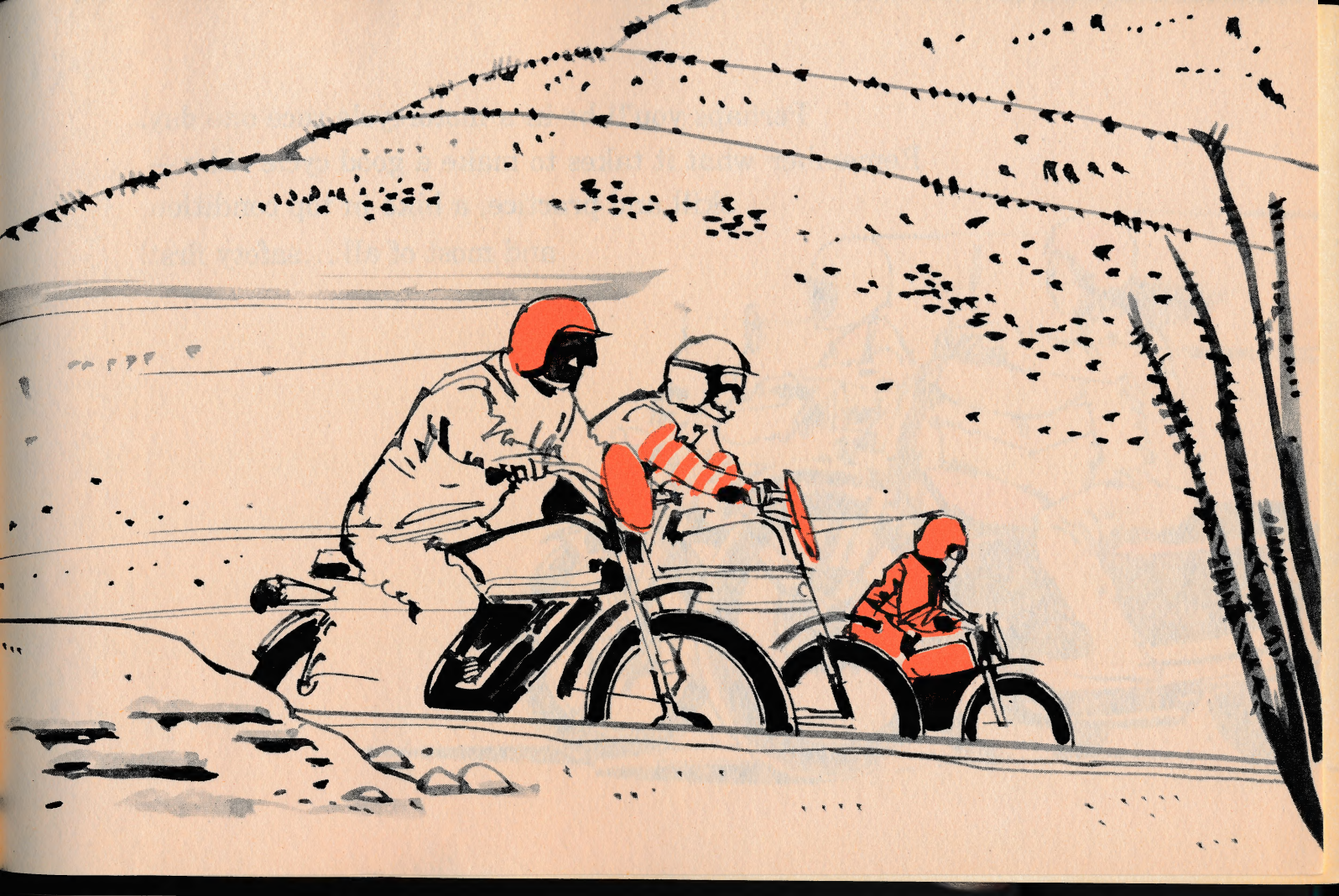
Sometimes, in a race, the front end of the cycle lifts off the ground. This is called a *wheelie.* It can be very dangerous. A rider can be flipped backwards. To stop a wheelie, the rider must slow down. But slowing down means losing time, and maybe losing the race. Less than one second can mean a winner or a loser.

Each year, models of new off-road motorcycles are shown at the International Six-Days Trial. Riders from many countries enter this test of skill. The Trial is held in a different country each year.

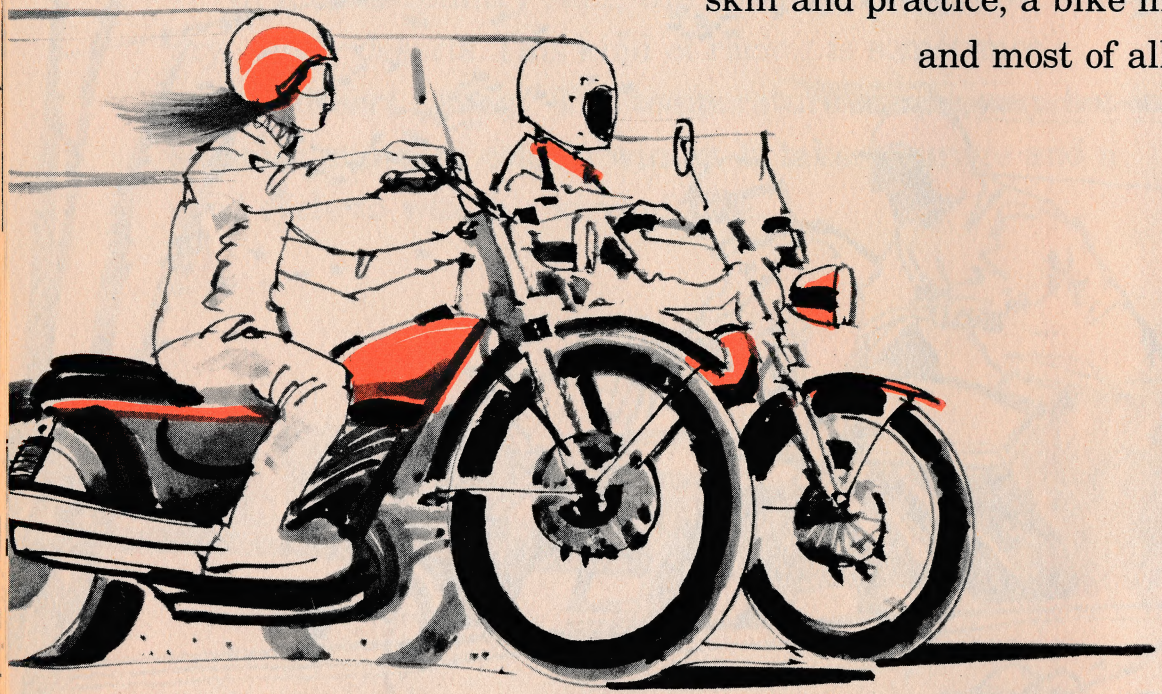
There are many
different events during
the International Six-Days
Trial. There may be drag races,
cross-country contests, and hill-
climbs.

In a cross-country race, the noisy machines roar across dry, sandy deserts. This kind of racing is sometimes called "desert racing." The temperature can be very hot in summer and very cold in winter. It takes courage and a good cycle to win this kind of race.





Perhaps you'll be in a motorcycle race one day.
Remember what it takes to make a good cycle rider—
skill and practice, a bike in top condition,
and most of all ...safety first!



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