

# KINDER COMP™



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## FROM THE AUTHOR

KinderComp was written for our daughter Amy. I wrote it because I wanted her to have fun with the computer. But I wanted her to learn something as well. Your children will have fun with this—and learn something too.

Some of the things are obvious. SEQUENCE helps little ones learn to count. LETTERS teaches them the alphabet and upper and lower case versions of letters. MATCH develops pattern recognition skills, an important part of reading readiness.

Some of the other things are less obvious but no less important. SCRIBBLE is fun to watch (Judy and I enjoy it as much as Amy). But it encourages little fingers to become familiar with the keyboard. It gives an immediate response. NAMES is a continuation of this. But it's fun to see your own name in lights. And that simple little RETURN key is important, too.

And then there's DRAW. This is our "pride and joy". It's easy but it's loads of fun. DRAW offers children a new outlet for their creativity.

Enjoy your children—and KinderComp.  
Doug Davis

IBM®:

Before you can use this disk for the first time, you must put a copy of DOS (Disk Operating System) onto the disk.

NOTE: You need to add DOS 1.0 or 1.1 only once.

TO ADD DOS:

If you have one disk drive:

1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the  key.
4. When A > appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**  
Press the  key.

6. Press any key when the message "Strike a key when ready" appears on the screen.

7. Respond to the series of prompts that appear on the screen.

In response to prompts for drive B:, Insert the DOS disk and close the disk drive door. Then strike any key.

In response to prompts for drive A:, Insert the program disk and close the disk drive door. Then strike any key.

When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.

8. Remove the disk from the disk drive and turn off the computer and the monitor.

If you have two disk drives:

1. Put the DOS disk into drive 1(A:); Put the program disk into drive 2(B:); Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, Press the  key.
4. When A > appears on the screen, Type **B:INSTALL2**  
Press the  key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer.

TO PLAY THE GAME:

1. Put the program disk into drive 1(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.

Apple®:

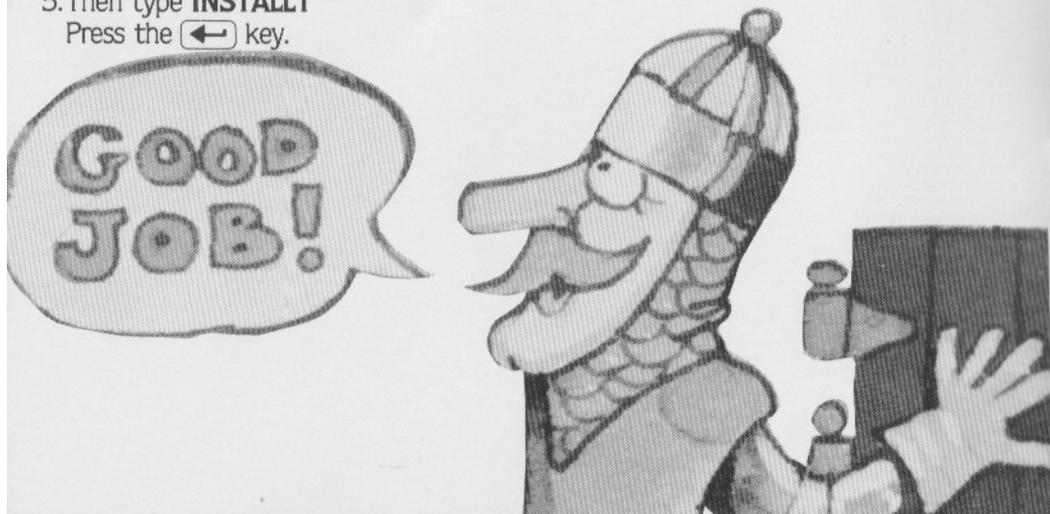
1. Put the KinderComp disk into the disk drive.
  2. Turn on the monitor and the computer.
  3. Close the disk drive door.
- NOTE: For this program to run on Apple IIe, press the **CAPS/LOC** key. This will put the computer into the upper case mode.

Atari®:

1. Put the Basic Computing Language Cartridge into your computer. Make sure your computer is turned off.
2. Turn on your disk drive.
3. When the top red light (the "BUSY" light) goes out, open the disk drive door.
4. Insert the KinderComp disk and close the disk drive door.
5. Turn on the computer.  
The program will start automatically.

Commodore 64™:

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the KINDERCOMP disk into the disk drive and close the door.
4. Type **LOAD "SPIN",8**  
Press the  key.
5. Once READY appears on the screen, Type **RUN**  
Press the  key.  
Your program will appear shortly on the screen.



## TITLE PAGE



Each time you begin to play KinderComp a list of program choices will appear on the screen. You choose which game you want to play by pressing a number from 1 to 6.

- |          |                 |          |                 |
|----------|-----------------|----------|-----------------|
| <b>1</b> | <b>Draw</b>     | <b>4</b> | <b>Sequence</b> |
| <b>2</b> | <b>Scribble</b> | <b>5</b> | <b>Letters</b>  |
| <b>3</b> | <b>Names</b>    | <b>6</b> | <b>Match</b>    |

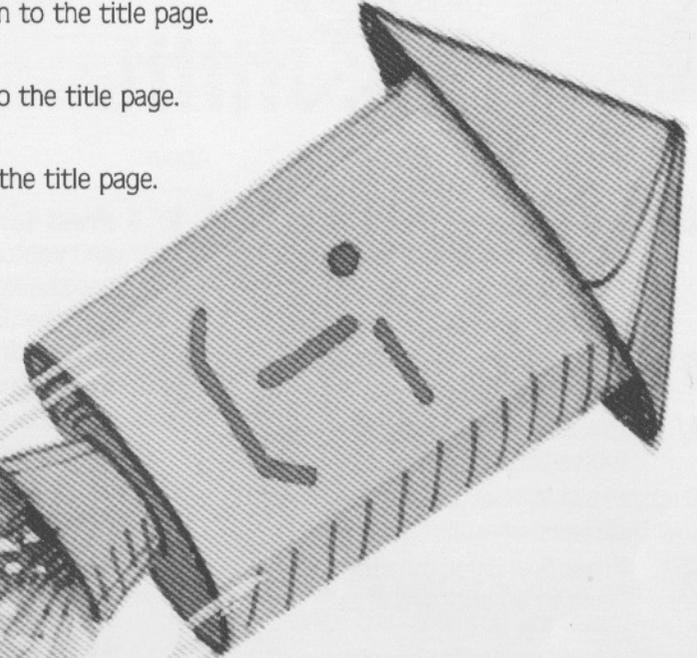
## RETURNING TO THE TITLE PAGE

Apple:  
**Press ESC** to return to the title page.

Atari:  
**Press START** to return to the title page.

IBM:  
**Press ESC** to return to the title page.

Commodore 64:  
**Press f7** to return to the title page.



## DRAW



With this program you can make colorful drawings by using the joystick or the computer keyboard.

Atari:

- 1** Press **1**, move the joystick, and you can draw in thick blocks.
- 2** Press **2**, move the joystick, and you can draw in thin lines.
- B** Press **B**, and you can draw on a black background.
- W** Press **W**, and you can draw on a white background.
- F** Press **F**, and you can fill in an enclosed area.
- S** Press **S**, and you can stop from filling in an enclosed area.

Press the button on the joystick to change the color you are using.

Once you have created a picture, you can change the color by pressing **1**, **2**, or **3**.

Hold the **SHIFT** key and press number **1**, **2**, **3**, or **4**, to watch your picture blink.

Press the spacebar to erase your drawing and start over.

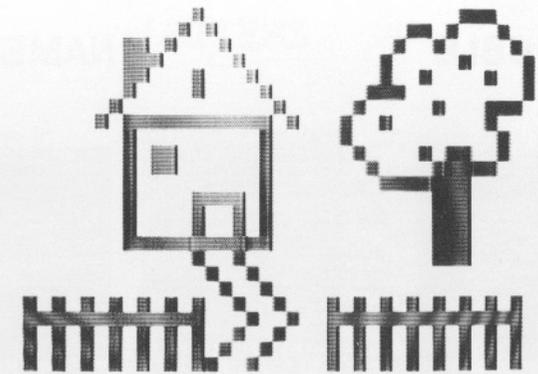
Remember, you cannot save a picture.

Apple:

- 1** Press **1**, move the joystick, and you can draw. You can also use the keys **I**, **J**, **K**, and **M** to draw. Use the **U**, **O**, **N** and **,** keys to draw diagonally.
- B** Press **B**, and you can draw on a black background.
- W** Press **W**, and you can draw on a white background.
- F** Press **F**, and you can fill in an enclosed area.
- S** Press **S**, and you can stop from filling in an enclosed area.

Press the button on the joystick or the letter **C** to change the color you are using.

Press the spacebar to erase your drawing and start over. Remember, you cannot save a picture.



IBM:

- 1** Press **1**, and use the **2**, **4**, **6**, and **8** keys to draw. Use the **1**, **3**, **7** and **9** keys to draw diagonally.
- B** Press **B**, and you can draw on a black background.
- W** Press **W**, and you can draw on a white background.
- F** Press **F**, and you can fill in an enclosed area.
- S** Press **S**, and you can stop from filling in an enclosed area.

Press the letter **C** to change the color you are using.

Press the spacebar to erase your drawing and start over. Remember, you cannot save a picture.

Commodore 64:

- 1** Press **1**, and use the joystick to draw.
- B** Press **B**, and you can draw on a black background.
- W** Press **W**, and you can draw on a white background.
- F** Press **F**, and you can fill in an enclosed area.
- S** Press **S**, and you can stop from filling in an enclosed area.

Press the button on the joystick to change the color you are using.

Press the spacebar to erase your drawing and start over. Remember, you cannot save a picture.

## SCRIBBLE

# 2

Touch a key and a character will repeat for a full line. To have added fun with SCRIBBLE **press the SHIFT key** and make interesting patterns

using # \$ % & \* @ !.

If you are playing with a Commodore 64 computer, **press the f1 key** and you can change the color of the characters.

## NAMES

# 3

Type in a name, **press RETURN**, and watch it run all over the screen. In NAMES it is fun to type in short phrases such as "I LOVE MOM" or

"TOM IS SMART." The game will accept up to 15 characters.

## SEQUENCE

# 4

Five numbers in numerical order are presented. You have to fill in the next number in the sequence. When you successfully complete a sequence you will be rewarded.

After five correct sequences there is a brief treat of colorful animation and sound.

## LETTERS

# 5

A lower case letter will appear on the screen. Press the letter on the keyboard that matches the letter on the screen. Five correct

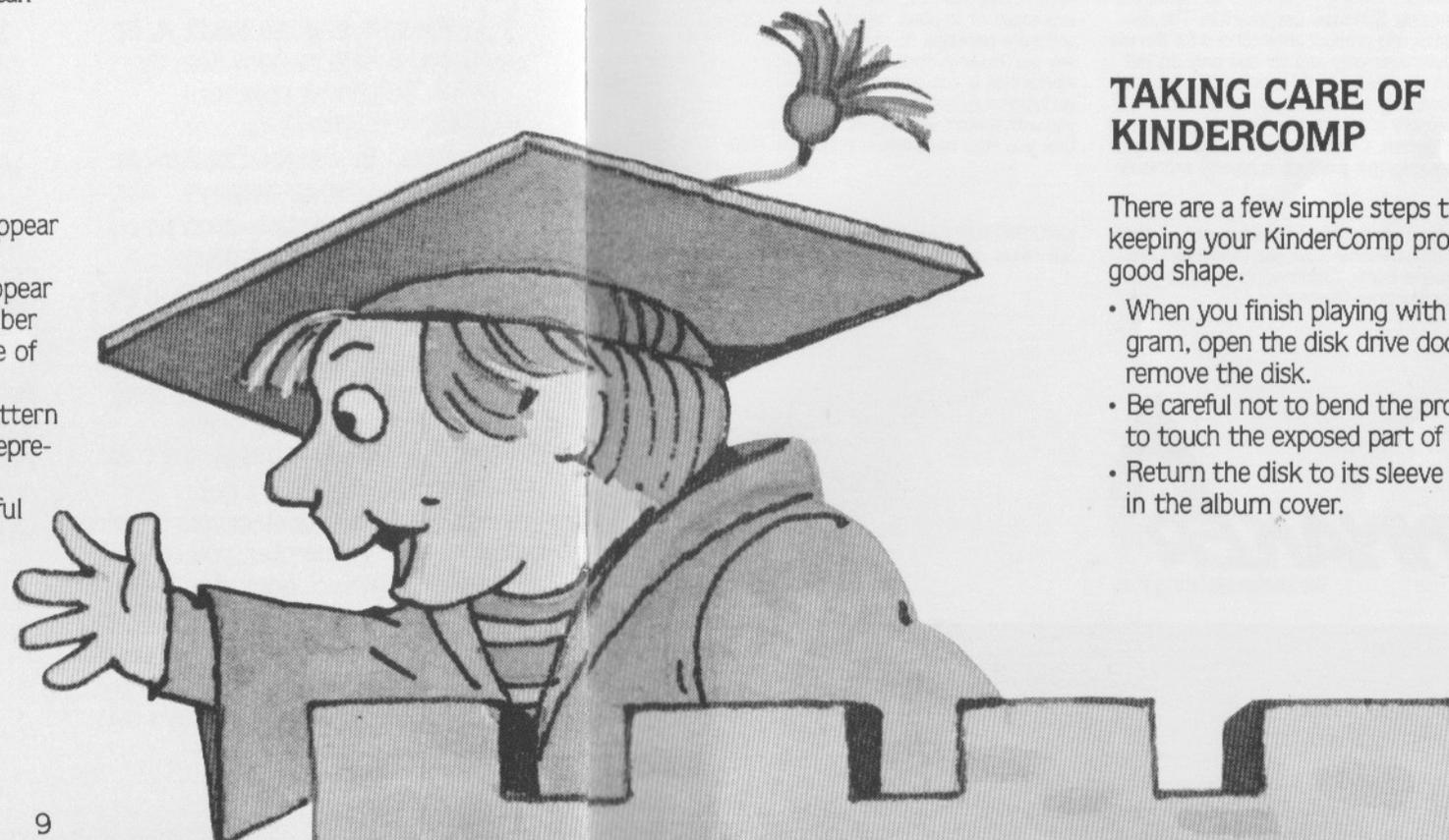
letters provide another reward of color and sound.

## MATCH

# 6

A pattern will appear in a box. Three patterns will appear beside the number 1, 2, and 3. One of these patterns matches the pattern

in the box. Type the number that represents the right answer. Five correct matches will reward you with colorful animation and sound.



## TAKING CARE OF KINDERCOMP

There are a few simple steps to follow for keeping your KinderComp program in good shape.

- When you finish playing with the program, open the disk drive door and remove the disk.
- Be careful not to bend the program or to touch the exposed part of the disk.
- Return the disk to its sleeve and place it in the album cover.

**KinderComp™**  
Proof-of-Purchase

Dr. Doug Davis, his wife Judy, and daughter Amy hope you will spend many enjoyable hours playing and learning from KinderComp.

**Package and Instruction Booklet**  
Illustration: Bill Morrison

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