

Land of the Unicorn

**An Adventure in Synonyms, Antonyms and
Logic**



A Note to Parents and Teachers

Land of the Unicorn is designed to help students develop important vocabulary and logic skills as well as map-reading, critical thinking, visualization and perception skills. Three activities are included: Synonym Review and Quizzes, Antonym Review and Quizzes, and The Quest of the Silver Unicorn. The first two activities are of the drill and practice type, while the last is an adventure game that involves many other skills. **We suggest that students become familiar with the content of the first two activities prior to trying to play the Quest.**

The Quest Game helps build reasoning skills as children explore the many different screens that comprise the unicorn's kingdom. This interactive adventure game will help students learn to navigate mazes, read maps, solve anagram puzzles and make decisions. Slow learners will also benefit from this activity by learning to make their own decisions in a non-threatening environment in which time is no object. Fast-learners can adjust the difficulty level to their liking.

A Note About the Use of Speech in Land of the Unicorn

The speech and sound in Land of the Unicorn can be turned off prior to the program's loading. Simply follow the on-screen instructions. Digitized human voice is memory intensive. Because of this program's huge memory requirements, we could only include speech as a program enhancement to make the learning experience even more enjoyable. Speech is used mainly as a reward for correct responses and to point out any mistakes.

When the program is "talking", the computer cannot accept any input. Be sure to wait until the speech has stopped before entering information.



Land of the Unicorn

Apple II GS

1 MEGABYTE REQUIRED

You may wish to set the options on the Apple IIGS control panel prior to loading the program. Pressing the ESC, Open Apple, and Control keys simultaneously will access the desk accessories menu. Use the arrow key to select CONTROL PANEL and press RETURN.

Control Panel Menu

SOUND - Selecting sound permits you to adjust the volume and pitch to your liking. FOR NO SPEECH OR SOUND AT ALL in Land of the Unicorn, move the volume star all the way to the left. You will get another opportunity to set this option from within the program.

SYSTEM SPEED - We suggest your system speed be set at FAST.

SLOTS - If your 3 1/2" floppy drive is not already assigned as your start-up device, then change the start-up slot to 5 on the slot menu.

RAM DISK - This program requires 1 megabyte of memory to operate. If some of the memory is currently allocated for RAM disk, you must de-allocate

it. Select RAM disk from the Control Panel menu. Set BOTH minimum and maximum on RAM disk sizes to 0k (zero k.)

Loading Procedures

This four-disk program is organized as follows:

Disk #1 - This disk is self-booting and contains the Synonym Review and Quizzes.

Disk #2 - This disk is self-booting and contains the Antonym Review and Quizzes.

Disk #3 - This disk is self-booting and contains The Quest Game.

Disk #4 - This disk is loaded from within Disk #3 and contains the rest of The Quest game.

Land of the Unicorn Disk 1 - Synonym Review and Quizzes

After viewing the title and credit screens, you will be asked if you want speech and sound effects. The default option is "YES." If you wish, use the mouse to point and click on "NO" and then click on the "OK" button to proceed. Next, enter your name and press return.

You will then be asked to select the word list of your choice. "Original words" is the default option. These words are those included in the program. The 600 words are organized into six levels. Each level contains 100 words and is further broken down into ten groups of ten words. Levels 1 through 6 correspond to the fourth through ninth grade curriculum. The supplemental data disk can be ordered to further expand the program's usefulness and grade span through high school level. You will find the order form for this disk in the back of this manual. Click on the desired option and then click on "OK" to continue.

The next menu gives you the choice of either Synonym Review (learning words and their synonyms) or Synonym Quiz (testing what has been learned). Use the mouse's arrow icon to point and click on the activity you wish to play.

Synonym Review

Select the difficulty level by pointing and clicking and then click on "OK". Remember, levels 1 through 6 correspond to grades 4 through 9. Each level contains 100 words organized into 10 groups of 10 words. If you select "Randomize," the program will pick ten words from all the levels. Select your level and click on "OK".

The purpose of this activity is to expand the student's vocabulary by introducing new words and their synonyms and to show the words used in context. Use the mouse to point and click on the left or right arrows to cycle through the various words. To quit or get another word group, click on the "E" (EXIT) button on the lower right of the screen. **It is important that the student uses BOTH the Synonym and Antonym Review activities prior to playing the Quest game. If the game is played without learning the words, the student will probably find the game difficult and frustrating.**

After learning all ten words, the student will be asked if he or she would like to take the Synonym Quiz with these words. We recommend that students take the quiz at this time while the words are still fresh in their minds. If the student opts not to take the quiz, control will be passed to the Synonym Review / Quiz screen. **Pressing the "ESC" key on the keyboard's upper left will return you to the title screen.**

Synonym Quiz

Select levels and word groups as detailed above in the Synonym Review section. A question will appear on the top of the screen. Use the mouse's arrow icon to highlight the answer in pink and click. If the answer is correct, the program will tell you so and generate the next question. If an answer is incorrect, the correct one will be highlighted and flashed in red. Click the mouse to proceed from an incorrect answer to the next question.

The "E" (EXIT) button on the screen's lower right can be used to escape from the activity. After the ten words have been presented, any words that require review will be listed on-screen. Click the mouse to proceed to the next screen, which will ask if you wish to play again with the same words.

The score screen shows the number of correct and incorrect answers along with the level and word group. Control will then pass to the menu screen. **If you choose to play the Antonym Review or Quizzes, you will have to eject the Synonym disk (Land of the Unicorn disk 1) and replace it with Disk #2 (Antonym Review and Quizzes) and re-boot your machine. If you wish to play the Quest game, insert Disk #3 and re-boot. Remember, this program is really 3 separate programs in one package.**

Antonym Review and Quiz

As detailed earlier, please choose whether or not you want sound effects, enter your name, choose either Antonym Review or Quizzes, and select the desired level and word group.

Antonym Review

This activity works identically to the Synonym Review. Cycle through the word group by clicking on either the left or right arrow. Use the "E" button on the lower right of the screen to quit. For a thorough grasp of the words and their opposites, we recommend that the Antonym Quiz be taken after each group of words.

Antonym Quiz

The instructions on the bottom of the screen tell the student to match the word with its antonym. The word is shown on the left of the screen in a rectangular box below the bird's nest. Use the mouse's arrow icon to highlight the correct antonym in green and click the button. As a reward for a correct answer, the bird will fly and feed its young. If an answer is incorrect, the correct answer will be highlighted and flashed in red. The mouse must be

clicked to continue. Any words that have been skipped, or any words associated with incorrect answers will be listed for further review. Answer whether or not you wish to practice some more with these words. **Remember, it is important for the student to play with these words before attempting to play The Quest game.**

The Quest

Disks #3 and #4 contain The Quest Game. Insert Disk #3 and boot your computer. A scroll setting the scenario will appear. Click the mouse to continue and select whether or not you wish to have sound effects by pointing and clicking the mouse's arrow icon on your selection and then clicking on "OK". Next, select which word list you'd prefer and click on "OK". The next screen asks if you'd like to start a new game, restore a previous game or exit. Select your option and click on "OK" to continue.

Start A New Game

Choose your difficulty level:

Novice - Contains 4th and 5th grade level words

Apprentice - 6th and 7th grade level words

Master - 8th and 9th grade level words

The "E" or exit button appears on the screen's bottom right. Follow the directions asking you to insert Disk #4 and click on "OK" to proceed.

Game Objective and Movement

In this activity the player assumes the role of Kelsany, the unicorn, who is searching for the key to the castle that contains the magic necklace that will save his land from doom. By using the mouse to point and click on the directional arrows, Kelsany can be moved from one screen to another in search of the correct key that will open the castle containing the necklace. Because the land of Kelsan is, in fact, a giant maze, it will certainly help if the player can try to remember the various screen layouts. As you travel throughout the kingdom, you will find map pieces showing the land's layout. These pieces can be accessed by clicking the status button, but that will be detailed later on in this manual.

Moving Kelsany

Mouse Movement

Use the mouse to point and click on either the up, down, left, or right arrows appearing on the top left of the screen to move in that direction. The first click of the mouse on the arrow causes movement to begin, and the second click causes movement to stop.

Keyboard Movement

Use the directional arrow keys to move Kelsany up, down, left or right. The first keypress will start Kelsany moving in that direction, and the second keypress will stop his movement. You must start and stop movement before you can change directions.

***** **IMPORTANT** *****

1. Kelsany cannot move on any land that contains dark brow cracks.
2. Kelsany cannot move across any rivers or streams unless he is crossing a bridge.
3. Kelsany cannot cross mountains. He must walk around them.
4. Kelsany is white in color but his two rear legs are light grey. If Kelsany's rear legs touch any cracks, water or forest area, he will be unable to move.
5. Kelsany cannot walk into any trees or tree trunks.
6. Kelsany can move only on the light brown areas. He cannot walk on dark brown cracks, green forest areas, or water!

7. Sometimes it will seem as if Kelsany is stuck when you try to move him. He won't go because some part of his body is bounded by an area upon which he is unable to move. Just try moving him a slight bit in another direction before proceeding to move in the direction you wish.

For example, if you are moving to the right and the earth becomes cracked, move Kelsany up a bit so that he rises above the crack before you continue walking to the right. Or, if you're moving to the left and suddenly some of the trees seem to block Kelsany's passage, move him down a tiny bit, before proceeding to the left. Once you become familiar with these limitations the play is actually quite easy.

Crossing Bridges

You may cross a bridge only if you have enough gold. As you approach the bridge, a troll will tell you how much gold he requires in order for you to cross. You must click on either "YES" or "NO" in response to his question, "Will you pay?" If you agree to pay but do not have enough gold, he will take all the gold that you do have. It is important to use the status button to keep track of how much gold you possess.

Answering Questions and Earning Gold

It is important to earn gold so that you will be able to cross the bridges that exist throughout Kelsan. You receive a random amount of gold each time you answer a question correctly. There are two types of questions: multiple choice and fill-ins.

The multiple choice questions are synonym and antonym questions. Simply use the mouse to highlight the answer of your choice and click. Correct answers are rewarded with gold while incorrect answers are explained.

The fill-in questions are anagrams and are therefore more difficult. These questions require a **thorough** familiarity with the program's data. You must unscramble the letters appearing on the screen to correctly spell the word that completes the sentence.

As you travel around the land of Kelsan, the action will stop periodically, and a question will appear. Once in a while you may think that you're trapped because you need to cross a bridge but you're stuck in an area that holds no keys and no map pieces. What you need to do in order to continue game play is to walk back and forth across that area several times. The program will then generate enough questions that you can answer correctly so that you can acquire the gold necessary to cross.

The Status Button

On the screen's upper left you will see a box containing an "S." This is the status button. At any time during the game play, you can access the status screen by pointing the mouse's arrow icon on the "S" and clicking. A screen showing your current game status will appear. You can see how much gold you have, how many questions have been attempted, the number correct and incorrect, and the percentage as well as the number of keys you have found. If the keys have already been used, this information will also be shown on the status screen.

If you have found any map pieces, they will be displayed here as well. You will find that the map pieces are crucial in navigating your way around Kelsan. They show not only the location of all the castles, rivers and bridges but a detailed layout of the forest as well.

Another reason the status screen is such an important tool in game play is that it helps you remember how much gold you've earned so that you will not make any foolish attempts to cross a bridge when you don't have enough gold. Remember, the troll will rob you of all your gold if you say you wish to cross but can't afford it!

Map Pieces

Hidden around Kelsan are map sections showing the layout of the land. Each time you find a piece and answer the question correctly, the piece goes into its proper slot on the status screen. If, however, you answer the questions incorrectly, the map piece will disappear and be relocated elsewhere. Once you have found all the pieces, you will have a complete layout of the land of the unicorn. This map really helps you find your way around. You can access it any time by simply pointing and clicking on the "S" (status) button.

Keys to the Castles

There are 5 castles and their respective keys in this game: white, red, blue, green, and yellow. The keys to the castles are hidden around the kingdom and are obtained by answering questions correctly. As with map pieces, incorrect answers result in the disappearance of the keys, which will be placed elsewhere in the kingdom. The red key opens the doors to the red castle only, the white key the white castle only, etc. Once you've found a key, that color becomes highlighted in the key panel of the status screen. Once a key has been used, it is highlighted as "used" on the status screen unless it is the key that opens that castle containing the magic necklace, in which case the game is over!

Winning the Game

The game is over once you've found the key that opens the door to the castle containing the magic necklace. Doors are represented by large keyholes outlined in the color of their corresponding key. Sometimes you may have to move around to the proper side of the keyhole in order for you to use the key. If you have obtained the map pieces, you can see the keyholes of the castles highlighted in yellow on the exterior. This will enable you to determine what side of the castle you have to be on in order to use the key.

If your key doesn't fit, a message to that effect will appear on the screen. Otherwise, a congratulatory message will appear. Click the mouse button to proceed.

Once the game is over, a window will appear asking you to insert the LUC3.DSK disk. Remove DISK #4, insert DISK #3, and press return if you wish to start again. (The OK option is the default option on this window). Please note that if you use the left arrow key to highlight and select cancel and then press return, you will get a system error. To avoid this, remove your disks and re-boot whatever program you wish to use next.

The Exit Button

Following the directional arrows on the screen's upper left is an "E" or exit button. This button lets you exit the game, save the game, or both. The game can take anywhere from about 20 minutes (with a lot of luck) to 5 or 10 hours to play depending on varying game conditions. You will find the save game feature very valuable, especially when you first are learning how to navigate your way around the kingdom.

When you point and click on the button, an exit menu will appear with several options.

1. **Return to the Game** - This option returns you to the game.
2. **Format disk & save game** - This option enables you to format a save game disk and save the current game. You will need to use this feature before you can save a game. **Any save game disk must be formatted through this option.** The disk is especially formatted to permit space for up to 5 saved games.

You will need a blank disk. When selected, this option will ask you to enter the device number containing the disk to be formatted. Type **1** and click on "OK." Next, you will be instructed to insert a blank disk in drive.D1 for formatting. Eject the Land of the Unicorn Disk #4 and insert your blank and click on "OK." A window will appear with some technical information. Simply press return for formatting to begin. The program will tell you when formatting is

completed. The game in progress at the time you formatted the disk will also be saved on the newly formatted disk as Save Game 1. **We advise that you label this disk " LAND OF THE UNICORN SAVE GAME DISK."**

3. Save the game - Once you already have formatted a save game disk through option 2 as detailed above, you may use the save game feature to save any other games. Once selected, this option will instruct you to insert the Land of the Unicorn Save Game disk. Eject the current disk and insert your SAVE GAME disk in the drive and click on "OK." Next, click on the Save Game number under which you wish to save the game and then click on "OK." The program will ask you to replace this save disk with Disk #4.

4. Exit the game - Use this option to restart the game. The computer will request that you insert LUC.dsk (this is Disk #3). Press return and the game will re-boot. If you select cancel, you will get a system error.

Suggestions for Classroom Use

The Quest Game is especially useful as an interactive learning tool in the classroom. Children enjoy learning in groups. If computer space is limited, several children can be assigned to each computer, and the different teams can compete to see which team can find the magic necklace first.

So many skills are needed to quickly and efficiently find all the keys and the map pieces that a cooperative effort will really help solve the problem. The anagram questions are challenging. If a child approaches a map piece or key and gets the wrong answer to the question, that piece will be temporarily lost and hidden somewhere else in the kingdom. Brainstorming can result in a successful group effort.

Since the novice level contains 4th and 5th grade vocabulary words, the actual game play is easier than that of the other two levels. The game will come to a conclusion in a shorter timespan. There are 32 different screens that comprise the kingdom of Kelsan. Students with good spatial perception will be able to help the others navigate. These students will also be more adept at reading the map while those with good vocabulary skills can help answer the multiple choice questions and those with high tolerance levels for frustration can try solving the anagrams!

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Supplemental Data Disk Order Form

Extend the life of Land of the Unicorn! Use this form to order the supplemental data disk containing 600 additional words and their opposites that are geared to high school level. Many of the words included on this disk appear on college entrance exams.

___ Yes, please send me the Land of the Unicorn Supplemental Data disk for \$19.95 plus \$2.00 shipping, for a total of \$21.95.

Name _____
Address _____

Payment enclosed _____ Charge my credit card _____
AMEX _____ VISA _____ MASTERCARD _____
Card Number _____ Exp. Date _____
Authorized Signature _____

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Please ship my disks to:

Enclosed is my check or money order.

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Card # _____ Exp. Date _____

Signature _____



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