

VALUEWARE



The Educator 2™

User's Manual

Spellbound™

For Commodore 64 and 128 Computers*
(64K, 40-Column)

Loading the Main Menu

1. Turn on your computer, disk drive, and monitor.
2. Insert the program disk in your disk drive.
3. Type LOAD":*",8 and press **RETURN**.
4. When the word READY appears, type RUN and press **RETURN**.

Spellbound (Joystick Required)

Spellbound is a fast-paced game in which you must move a bee around your screen and "sting" letters to spell a given word. To play Spellbound, select option 2 on the main menu.

You will be asked to select a spelling list. You can use one of the program's three lists of 20 words each, or you can enter your own list of 20 words. Follow the prompts to select an option. If you decide to enter your own words, each word must be at least three and no more than 25 letters long, and they cannot use hyphens, numbers, or any type of punctuation. To enter less than 20 words, just press **RETURN** instead of a word, and your word list will be complete.

To use one of the program's lists, press **RETURN** in response to the prompt ENTER WORD #1.

Loading a Word List

Now you will see the prompt SAVE OR LOAD? If you are using your own word list and want to save it, place a formatted data disk in the disk drive and press **S**. Enter a title for the list and press **RETURN**. You may also use this prompt to load a previously created list by placing the disk with that list in your drive and pressing **L**. Enter the name of your list.

To use one of the program's lists, press **L** and enter one of the following file names: LIST1, LIST2, or LIST3. Each list contains more difficult words than the one before.

Difficulty Levels

Next you will be asked for a difficulty level. There are ten levels to choose from. In levels 1 through 4, the bee on your screen travels relatively slowly, and it can cross its own path safely. In levels 5 through 8, the bee moves more quickly, and it will explode if it crosses its path. More letters appear on the screen than in levels 1 through 4. In levels 9 and 10, you can only use the joystick to control the direction in which the bee travels. You will not be able to control each movement as in earlier levels. Also there will be more letters on the screen than in other levels. Use your joystick to select a difficulty level.

Playing the Game

The bee and the first word of the word list (called "Lesson 1") will appear on your display. A number of letters will be scattered randomly on the screen. Move the joystick to begin the game, and use the joystick to guide the bee around the screen and sting each letter of the spelling word in the correct order. To sting a letter, move the bee to that letter. Each correct letter is worth 50 points.

You have 4 bees for each game. If you sting an incorrect letter, run into the border of your display, or cross your path (in lessons 5 through 10, you will lose a bee. The number of remaining bees appears in the lower left hand corner of the screen.

If you see a beehive on your screen, move over and sting it. Beehives are worth 50 points and after you sting one, the game's pace will slow down for a short time. The border will flash just before you return to normal game speed.

If you become boxed in by previous paths on your screen and cannot reach a letter safely, press the fire button. This escape function will restart the lesson, but it will not work if you are out of beehives. (See the lower right corner of your screen for remaining beehives.) If you finish lesson 5 successfully, you will earn an extra beehive.

If you complete lesson 1 successfully, you will earn 25 points. Lesson 2 is worth 50 points, lesson 3 is 75 points, and so on. When you have finished all 20 lessons in a word list, those lessons will be repeated, but the game will be more difficult.

Changing the Difficulty Level

You can change the game difficulty level whenever the PRESS FIRE BUTTON FOR GAME prompt is on the screen between lessons. Just move the joystick straight forward (north) and press the fire button. Then enter a number from 1 to 10.

Pausing the Game

You can pause the game between lessons (any time the lesson number appears on the screen) by pressing the fire button until the display freezes. Press the fire button again to continue play.