VALUEWARE

The Educator 2™

User's Manual

Hickory Dickory Dock™

Muggin™

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`.

Hickory Dickory Dock (No Joystick Required)

Through the use of graphics, music, and animation, Hickory Dickory Dock teaches children how to tell time. To use this program, select 1 on the main menu. A program menu with three options will appear on your screen.

Before we look at these options, let's review the keys that you will use throughout the program:

Number keys 1 through 0

`RETURN`:   Press `RETURN` after typing an entry (the `SPACE BAR` can also be used).

`INST/DEL`:   Use this key to erase wrong entries.

`+` and `-`:   These move the clock hands forward and backward on your screen.

`RESTORE`:   Press this key to return to the program menu at any time.

Now let's look at the menu items.

Practice Telling Time

Menu option 1 allows you to practice reading time. After you select this option, a large clock face will appear on your screen. Notice that the hour hand is black and the minute hand is red. Under this clock is a prompt asking you to enter the correct time shown on the clock. Use the number keys to do so. If you are correct, the face in the upper left corner of your screen will smile, and you will hear music. If you enter a wrong answer, the face will frown, but you will have a chance to enter the correct answer. If you enter two wrong answers in a row, the computer will give you the correct answer and move on to the next exercise.

After you enter times for all ten exercises, your score will be displayed on your screen. You will receive 10 points for each correct answer that was entered on the first try and five points for a correct answer on the second try. 100 points is a perfect score. The computer will return to the program menu automatically.

Practice Setting Time

When you select this menu option, you will be asked to set the clock on your screen for a particular time. When the clock appears, the prompt at the bottom of your screen will tell you to set the clock for a certain time. Use the ➕ and ➖ keys to move the hands forward or backward to the correct time. Then press **RETURN** to enter your answer. If your answer is wrong, you will have a chance to enter the right answer. Scoring is the same as in menu item 1.

Hickory Dickory Dock

This game gives you a chance to put all of your time-telling expertise to work. After you choose this menu item, you will be asked to enter a speed for the game (1-5, 1 is the lowest, 5 is the highest). If you are playing the game for the first time, enter a low speed for starters.

You will see a clock face on the left side of your screen and a grandfather clock on the right. The object of the game is to enter the correct time shown on the clock face. You must do this before the mouse comes out of the mousehole, climbs the grandfather clock, and gets the cheese at the top. Press the **SPACE BAR** to begin the game. Then enter the first time shown on the large clock. If you let the mouse take five bites from the cheese, the game will be over, so type quickly. If you enter a wrong answer, try again. When the game ends, your score will be displayed.

Muggin (1 or 2 Players – Joystick Required)

Muggin teaches about red, green, and yellow traffic lights through the use of sound and full-color animation. Play the computer or play a friend. To play Muggin, select 3 on the main menu. (For one player, plug the joystick in joyport 2.)

You will see two street scenes on your screen with two traffic lights at the top of the screen. If two people are playing, press **F1** to begin the game. If you are playing the computer, press either **1**, **2**, or **3** instead of **F1**. Each number represents a difficulty level, 1 being the slowest and 3 being the fastest. You will be playing with the character in the top street scene.

The object is to use the joystick to move your character to the finish line before your opponent gets there. When the traffic lights at the top of your screen turn green, move your joystick rapidly from left to right to move the character forward. Be careful – after the light turns yellow, you have only a few seconds to stop before the light turns red. If you move the joystick when the light is red, your character will be moved backwards, and you will have to make up ground. The counter in the center of the screen keeps time during the race. The first player to reach the finish line wins.

To reset the game, press **F5**.