EARLY LEARNING FRIENDS

NOTE TO PARENTS

EARLY LEARNING FRIENDS™ was created by a team of artists, musicians, educators and game developers to provide your child with an entertaining and stimulating opportunity to develop important early learning skills.
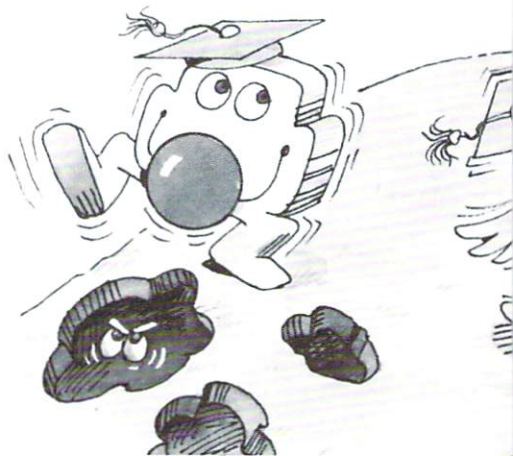
Through the easy to use EARLY LEARNING FRIENDS menu, your child may choose to play: ALF IN THE COLOR CAVES,™ CONEY ISLAND,™ and SHAPE SHOP.™ Each of these games offers preschool children an opportunity to develop fundamental learning skills such as routing, sequencing, matching, planning and understanding part/whole relationships. By mastering these early learning skills, children prepare for the challenge of higher level skills such as reading, writing, math, and thinking skills.

As your child has fun guiding ALF through the delightful color mazes, he or she is developing routing and prediction skills, which are important pre-math skills. In order to get Alf through the maze and to his color cave, players must navigate a course for Alf through the color mazes while avoiding the humorous little Wufflegumps that sometimes block Alf's path. Though players can not lose at Alf, they are challenged to adjust their game strategy as the maze expands with more advanced levels of play.

By helping Freezy the penguin to fill customer orders for ice cream cones in Coney Island,™ your child applies and develops pattern recognition, visual memory and color discrimination skills which are important pre-reading and pre-math skills. Players pick and choose scoops of ice cream from a variety of moving ice cream islands to fill the customer's order correctly. As the game progresses, customer orders become more challenging to fill.

SHAPE SHOP™ challenges players to understand part/whole relationships and develop matching skills as they help Robo-bird repair broken toys in the Toy Repair Shop. To help Robo-bird do his job, children must identify shape, size and color of the missing part as shown on the "blueprint," and then match them to make a part that completes the broken toy. They have to select the shape, size and color in a fixed sequence. Using these visual matching and sequencing skills provides important pre-reading practice.

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GETTING STARTED

On the Commodore 64™:
1. Turn on the disk drive.
2. Wait for the red light to go out and insert the disk into the disk drive.
3. Plug the joystick into port 1 for one player games, or ports 1 and 2 for two player games.
4. Turn on the monitor or TV.
5. Turn on the computer.
6. Type LOAD"SPIN",8 and then press the Return key.
7. The computer will begin searching for the Spin file. When the word READY appears, type RUN and press the Return key.

The title screens will appear briefly, followed by The EARLY LEARNING FRIENDS Menu.

If no selection is made from the menu, a demonstration game will begin automatically. Press the Restore key to exit the demonstration game and return to the menu.

On the Apple™:
1. Make sure the joystick is in place.
2. Insert the disk into the disk drive.
3. Turn on the monitor or TV.
4. Turn on the computer.

The program will load, the title screens will appear briefly, followed by the EARLY LEARNING FRIENDS Menu.

If no selection is made from the menu, a demonstration game will begin automatically. Press the Restore key to exit the demonstration game and return to the menu.

PROBLEMS??
If you experience difficulty getting to the menu, be sure that:
1. The disk drive is turned on.
2. The disk drive door is closed.
3. The disk drive is connected to the computer properly.
4. The disk is inserted in the drive properly. The label should face up and the notch should appear on the left side of the disk.

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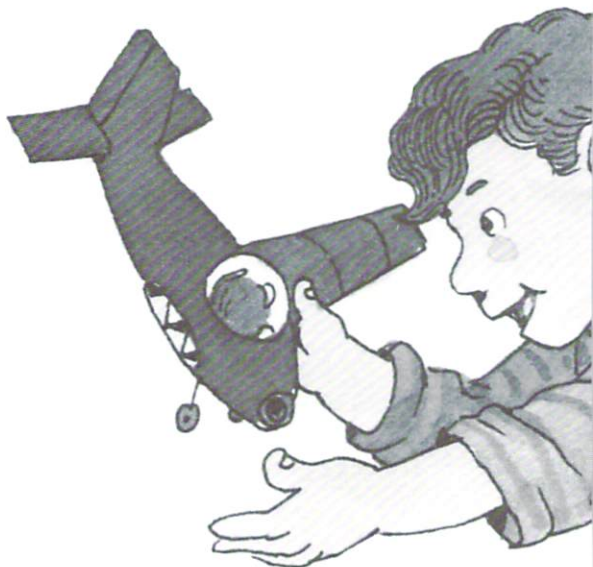
HOW TO PLAY ALF

Lead Alf down to the color caves at the bottom of the tunnels, where he will dance for you.

How to play:
When you first see Alf, he is at the top. You will hear music as he goes through the tunnels.

Move the joystick or press the joystick button, and instructions will appear. Lead Alf into the Color Cave.

Move the joystick, Press the button to move through a tunnel.

Watch out for Wufflegumps!

Move the joystick to the left to guide Alf to the entrance of the tunnels. Press the button and he will go down the first tunnel.

Point Alf's eyes the way you want him to go by moving the joystick. Then press the button when you want him to go. Watch out for Wufflegumps! If they catch Alf, they will bounce him back to the top.

Help Alf find a way to the color cave at the bottom. When he reaches the color cave, he will dance to music and change color. By moving the joystick, you can move Alf around in the color cave.

To play again:
First lead Alf back up to the top. Move him with the joystick to the right of the color cave where the straight tunnel is. Press the button and he will slide straight to the top. The game gets progressively harder.

To pause:
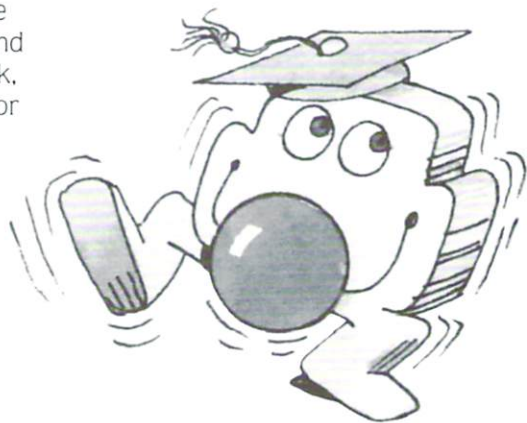For the Commodore 64, press the f7 key.
For the Atari, press the space bar. To start him moving again, press the same key or move the joystick.

To start a new game:
For the Commodore 64, press the f1 key.
For the Atari, press the start key. Do this to see the instructions and get back to the simplest level of play.

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HOW TO PLAY SHAPE SHOP

To begin:
Press 1 or 2 for one or two player option.
Press 1, 2, or 3 for the skill level of your choice.

Welcome to the toy repair shop where you can help Robo-bird repair the broken toys! Push and paint and shape and toss, but most of all, have fun!

As each game begins, notice that a toy appears in a small window in the lower right corner of the screen. This toy is the model or "blueprint" that you can use as a guide to repair the broken toy. It shows which part needs to be repaired.

Watch the conveyor belt. A broken toy will appear on the belt at the bottom of the screen at the far left and slowly begin moving to the right. The level you choose to play determines the speed of the conveyor belt.

If you look carefully at the broken toy, you will see that it is broken because a certain part of the toy is missing. Your job is to create the missing piece, help Robo-bird place it onto the broken toy, and make it whole again.

Choose level 1 if you wish to work with color and shape and play an unlimited number of rounds.

Choose level 2 if you wish to work with color, shape, size and you wish to keep score. You may play three rounds. Each round is represented by a little garbage can located at the bottom of the screen.

Choose level 3 if you wish to work with color, shape, size, you wish to play at a fast pace and keep score. As in level 2, three rounds are represented by little garbage cans located at the bottom of the screen.

Keys To Remember

While playing, Press:
F1 to change toys.
F3 to choose 1 or 2 players.
F5 to change skill levels.
F7 to pause.
Press F7 again to resume play.

Get Fixin'

1. Decide which shape is missing.

2. Use your joystick to move Robo-bird's nose onto the shape you wish to choose. (You must select the shape first, not color or size.)

3. Help Robo-bird create the missing piece in the following order: shape, size, color.

4. Press the joystick button to select that shape. Once selected, the shape will appear and begin to move across the top conveyor belt from left to right.

5. Use your joystick to move Robo-bird's nose onto the size button. The size button is the large button with the black outline. Press your joystick button to change the size of the shape selected. Remember that the size of the missing shape should match the size of the shape in the model window. There are three sizes to choose from – small, medium and large.
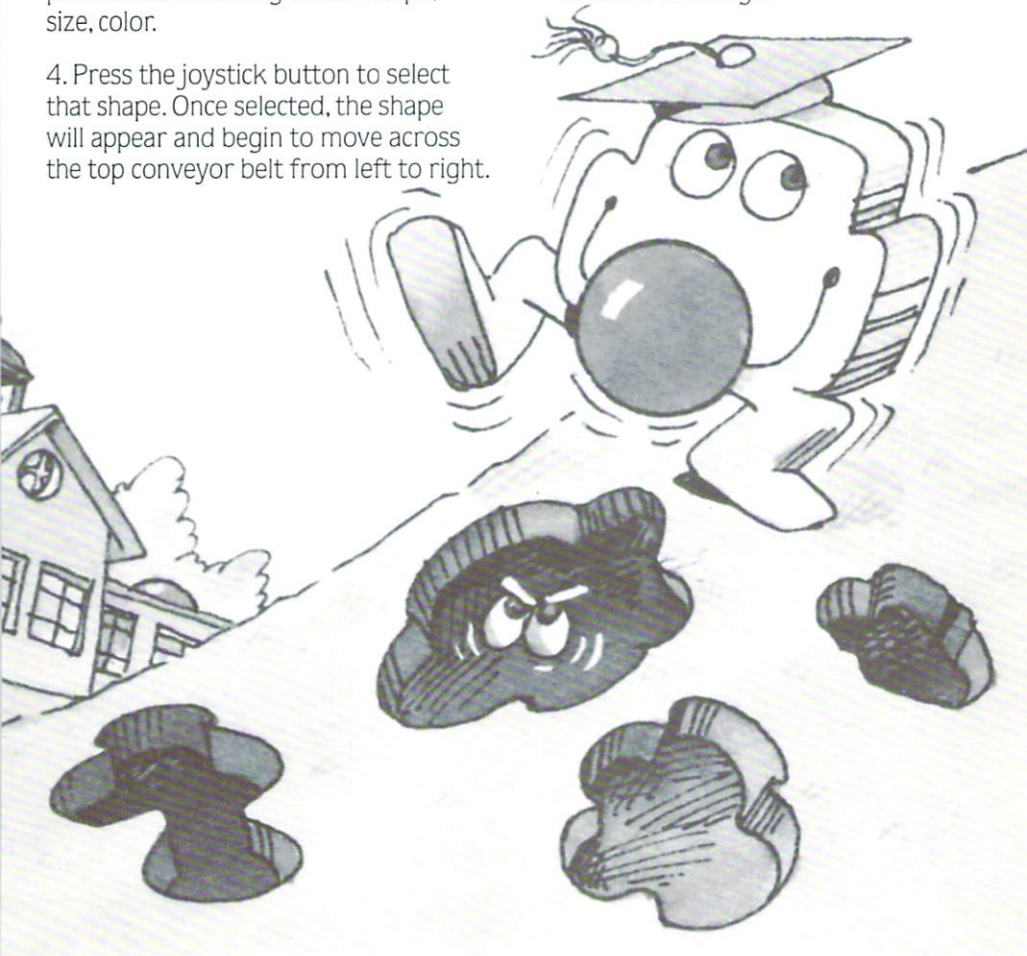
6. Next move Robo-bird's nose onto a color button. Remember that the color of the missing piece must match the color of that piece on the model toy in the window. Press your joystick button. The spray painter above the upper conveyor belt will fill with paint.

7. When the conveyor belt moves the shape just below the spray painter, the shape will automatically be painted.

8. Once the piece is painted, move Robo-bird's nose onto the piece and press the joystick button. (Note: You may have to wait for a second or two for the piece to move into Robo-bird's reach.) Robo-bird will pick up the piece.

9. After you have picked up the shape, use your joystick to guide Robo-bird and the missing piece down to the bottom conveyor belt to the broken toy.

10. Position the missing piece so that it fits correctly into the empty space. Press the joystick button and the shape pops into place.

The toy is repaired!

Don't worry if you drop the shape onto the belt. You can always use Robo-bird to pick it up again.

If you fixed the toy properly, the model will flash and Robo-bird will smile. If you made a mistake, the model and your repaired toy will flash alternately in the window. Robo-bird will shake his head and the toy will fall into the trash can.

Congratulate yourself if Robo-bird smiles. If you make a mistake, try again!

If you realize you have made a mistake before the end, pick up the piece, drop it into the trash can and start again. You'll have to work quickly though!
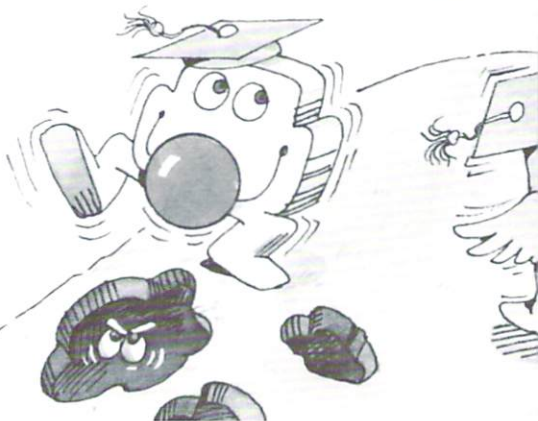
HOW TO PLAY CONEY ISLAND

To begin:
Press 1 or 2 for a one or two player. game. Press 1, 2, 3, or 4 to choose your skill level.
There are four levels of game play in CONEY ISLAND.

Level 1 is the free play level. There is no scoring, the currents move the islands slowly, and the customers have a choice of three flavors to choose from. There is an unlimited number of rounds in this level.

Level 2 introduces scoring as players are awarded 5 points for each correct scoop. The ocean currents are stronger. There are three rounds of play in level 2. Each round is represented by a little penguin located at the top of the screen.

Level 3 awards players 10 points for each correct scoop. A hungry ice cream eating fish appears and tries to steal the ice cream cone from Freezy. Customers have a larger variety of ice cream flavors to choose from. There are three rounds of play in level 3.

Level 4 awards players 25 points for each correct scoop. There are many different varieties of ice cream islands that float past Freezy's stand very quickly. The fish follows Freezy very closely. As in levels 2 and 3, there are three rounds of play.

As the player(s) repeatedly fill orders correctly on one level, the game automatically advances to the next level higher.

Keys To Remember While Playing
PRESS:
F1 to change your order.
F3 to change from 1 to 2 player games.
F5 to change skill levels.
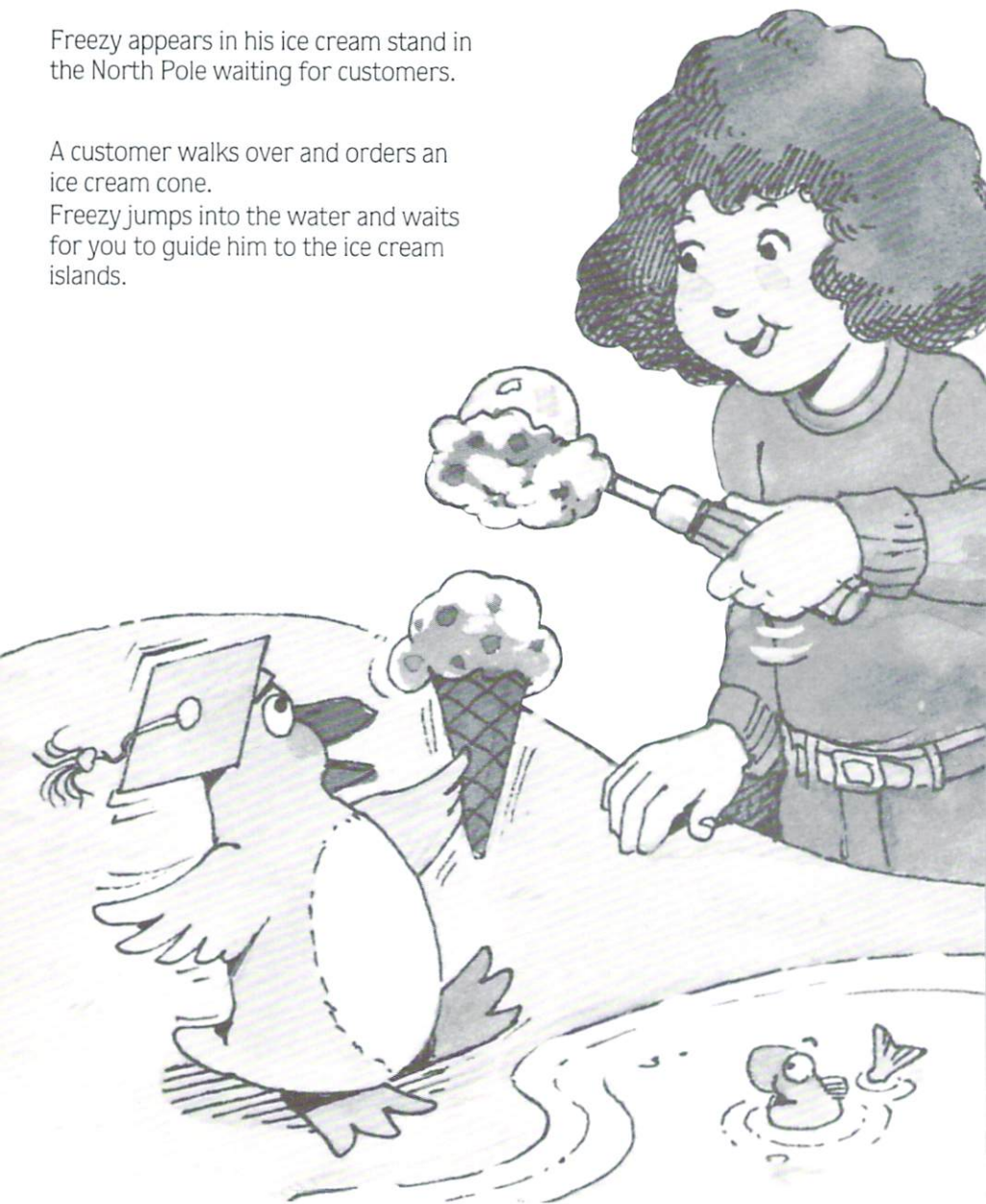F7 to freeze the game.
Press F7 again to resume play.

SWIMMIN' AND SCOOPIN'

Freezy appears in his ice cream stand in
the North Pole waiting for customers.

A customer walks over and orders an
ice cream cone.
Freezy jumps into the water and waits
for you to guide him to the ice cream
islands.

1. Look closely at the ice cream order.

How many scoops does Freezy need? What flavors does the customer want? In what order does the customer want the flavors stacked?
(NOTE: When filling the order, guide Freezy to the island that matches the bottom scoop first.)

2. Use your joystick to guide Freezy to the right flavor island. Move Freezy very close to the island and he'll automatically jump onto the island.
Freezy, like most penguins, loves to swim around in the water and climb onto the islands. But be careful about where you lead him with your joystick. The currents may carry him off the screen.
If Freezy is carried away, don't worry. His customer will leave, but Freezy and a new customer will quickly return for more ice cream fun.
If the game is over, press **Return** for even more ice cream fun!

3. When Freezy is standing on the ice cream island, press your joystick button to place a scoop of that flavor into the cone.

4. Once you have helped Freezy to collect the right number and sequence of flavors to fill the order, the ice cream stand door will open. You may then guide Freezy back into his ice cream stand.

5. Use your joystick to guide Freezy around the islands, or over the islands, and back to his stand. If you move him close to his stand, Freezy will automatically jump out of the water and into the ice cream stand.
If the order is filled correctly, the customer will then pay for his ice cream cone and be on his way!
If you fill the order incorrectly, the dissatisfied customer will leave without paying. If you are playing in levels 2, 3 or 4, a little penguin disappears and the round ends.

If a fish steals a cone from Freezy, or Freezy floats off the screen, the dissatisfied customer will leave without paying and the player will have one less round left in that particular game.

Get ready for more customers!

Joyce Hakansson and Associates, Inc., creators of EARLY LEARNING FRIENDS,™ is a team of artists, musicians, educators, programmers, writers and game specialists working together to bring excellence and excitement into young people's computer games.
Package and Instruction Booklet Illustration: Bill Morrison

SPINNAKER ®
We make learning fun.