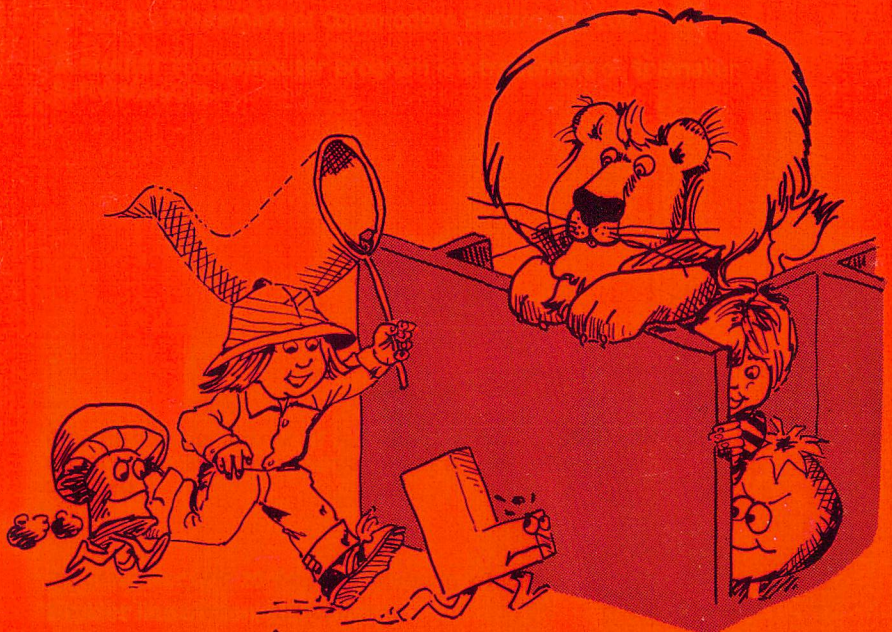
HesWare™

ALPHABET ZOO™



SPINNAKER™

A NOTE TO PARENTS

Any child 3 to 8 years old will enjoy this game.

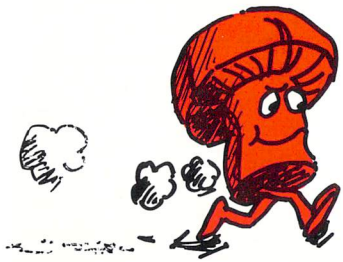
ALPHABET ZOO contains two exciting maze games that are fun and educational. Colorful pictures and delightful music accompany both parts of the program.

In The Letter Game, kids race through the maze to capture the first letter of the picture shown in the middle of the screen. The Spelling Game challenges young players to pick up the letters in the correct order to spell the word pictured on the screen.

ALPHABET ZOO helps children strengthen their letter recognition skills. The game also sharpens spelling skills and makes spelling fun for the child. ALPHABET ZOO will provide your children with fun at every turn of the maze.

TO START

To start the game, move the joystick until it is on the start option, then press the button on the joystick.



VIC-20

1. Turn the computer off.
2. Insert cartridge and turn the computer on.
3. To reset the game at any time, press the RESTORE key.
4. To halt the game at any point, push the P key. Then push any key to start the game again.

CHOOSING OPTIONS:

Use the joystick to move through the different game options. Press the joystick button to change the following options:

PLAYERS

One or two players can enjoy ALPHABET ZOO.

For **one player,** pick a character for PLAYER 1 and leave PLAYER 2 blank.

For **two players,** pick different characters for PLAYERS 1 and 2.

LETTERS

You can play Game #1 and #2 with all capital letters, or all small letters.

ABC—all capital letters

abc—all small letters

Use the joystick button to choose.

LEVEL

The level control allows you to choose the letters used and the difficulty of the game.

In **Game #1** the level determines which letters will be picked.

In **Game #2** the level determines the length of the words.

GAME 1
THE LETTER GAME

The game begins by drawing a maze on the screen, with a picture in the center. Move your character to search for the first letter of the picture on the screen. For example, if there is a picture of a MONKEY, then go out and get all the M's that you can before time runs out. When you touch the right letter, and press the joystick button, the word will be spelled out on the top of the screen.

Move your character through the maze until you find the right letter. Touch it by putting your character over the letter. Then press the button on the joystick to catch it.

To jump around the maze, land your character on one of the hyperspace circles in the corners and press the button on the joystick. This will hyperspace you to another part of the maze.

Don't stop until you've run out of time. When you're done with each round, press the button on the joystick to go on.

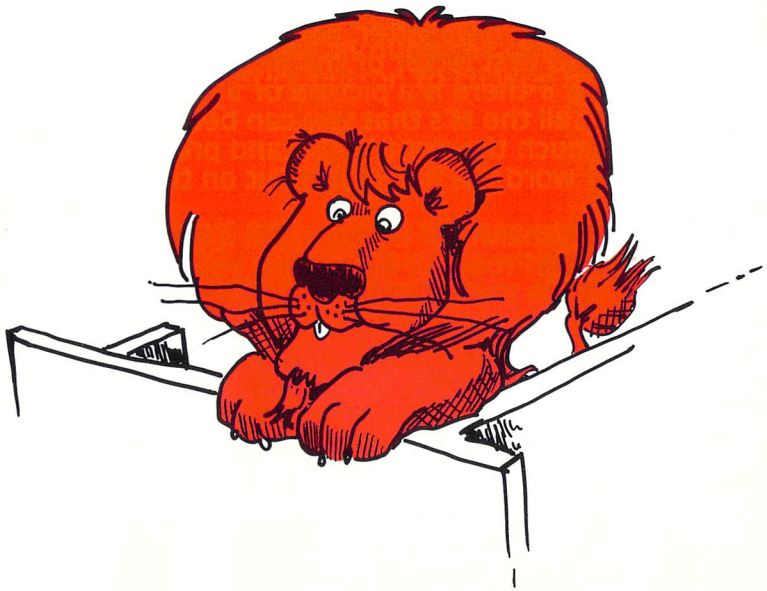
GAME 2
THE SPELLING GAME

In the spelling game, your character has to maneuver around the maze and pick up all the letters to spell the word in the middle of the maze. For example, if there is a picture of a COW, you have to capture a C, and then an O, and then a W.

To capture a letter, just move your character with the joystick until you land on the right one. Then press the button on the joystick and grab it.

To jump around the maze, land on a white hyperspace circle and press the joystick button. This will fly you to another section of the maze.

Once you've finished the round, press the button on the joystick.



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Dale Disharoon, author of ALPHABET ZOO, is a teacher, programmer and classical guitarist who specializes in educational games for young children.

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