AQUARIUS™

CARTRIDGE INSTRUCTIONS

SPACE SPELLER®

FOR 1 PLAYER



THE GAME

SPACE SPELLER® is a one player game designed to make learning to spell fun. Using the built-in words or entering words from your weekly spelling lessons you pilot a space ship and capture the correct letters, but watch out for the letter stealing comet which will swoop down and grab a letter when you least expect it.

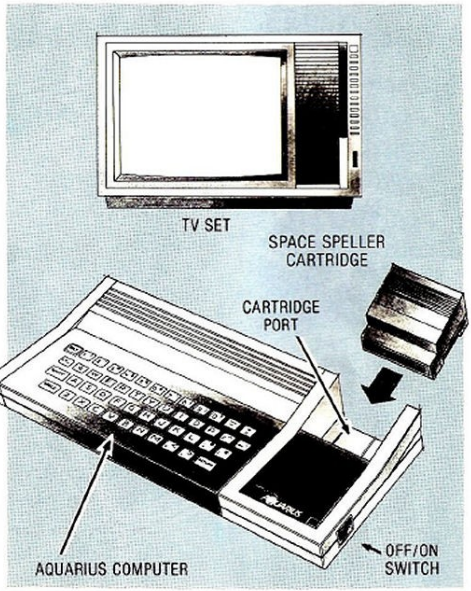
OBJECT OF THE GAME

To score the most points possible. You score points by capturing the correct letters and score bonus points by answering a question about the group of words being spelled.

CHECK YOUR EQUIPMENT

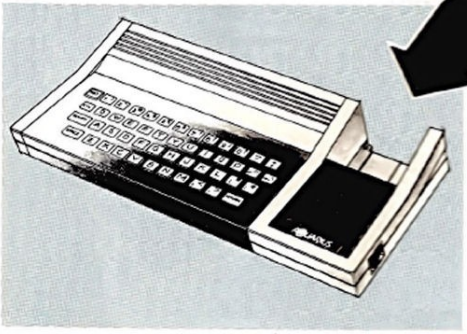
MAKE SURE:

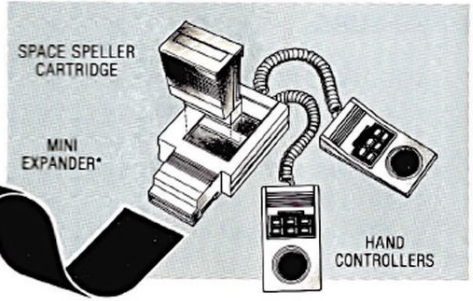
- ☐ AQUARIUS™ Computer is connected to TV set and power cord is plugged in.
- ☐ ANTENNA SWITCH BOX is set at COMPUTER.
- ☐ TV SET is plugged in and properly adjusted.
- ☐ SPACE SPELLER® cartridge is placed in CARTRIDGE PORT, firmly engaged. Game title should be facing up.
- ☐ OFF/ON SWITCH is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS* ARE USED

- ☐ Insert MINI EXPANDER MODULE in AQUARIUS™ computer cartridge port.
- ☐ Insert SPACE SPELLER® CARTRIDGE in front game port of the Mini Expander Module.





- ☐ Plug HAND CONTROLLERS into Mini Expander Module.
- ☐ Turn OFF/ON SWITCH on computer ON.

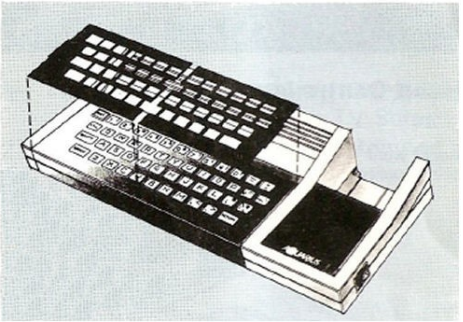
(For detailed directions, see your Mini Expander Module instructions.)

PRESS THE RST KEY ON YOUR COMPUTER. Game title will appear on the TV screen.

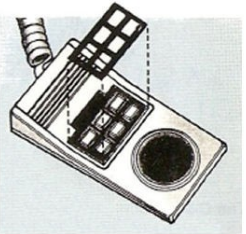
ADD OVERLAYS

Your SPACE SPELLER® cartridge comes with one overlay for the computer keyboard and one overlay for the hand controller. These overlays are your visual guide to the SPACE SPELLER® game.

If you are using tghe computer keyboard to play the game, fit the KEYBOARD OVERLAY over the keyboard.

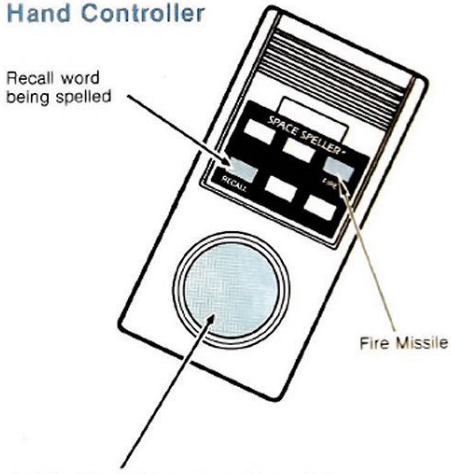


If you are using hand controllers to play the game, fit the hand controller overlay over the keys of your hand controller.

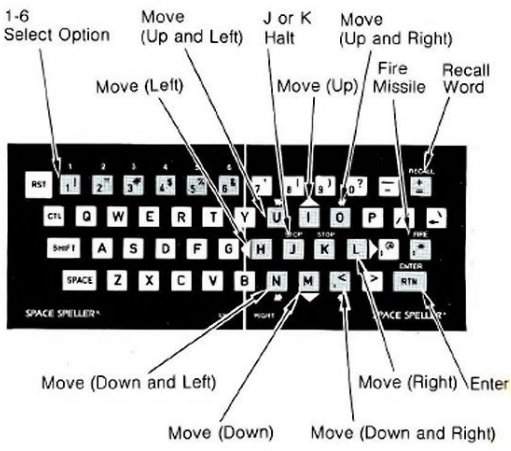


EXAMINE YOUR CONTROLS

Hand Controller



Keyboard



TIME OUT

You can put the game on hold and come back to it the way you left it. To do this, press [1] & [6] on the keyboard (or 1 & 6 on the hand controller) at the same time. The TV screen now cycles through a series of colors. When you return, press any key and continue.

If no keys are pressed for 5 minutes, the game automatically takes a time out! Press any key and continue play.

GET READY

1. Press [RST] key on your computer to bring up game title on TV Screen.
2. Press any key to bring up Menu on TV Screen.
3. You will now see on the screen:

*** MENU ***

1. START GAME
2. ADD GROUPED WORDS
3. ADD UNGROUPED WORDS
4. EDIT WORDS
5. LOAD WORDS FROM CASSETTE
6. SAVE WORDS ONTO CASSETTE

ENTER NUMBER: □

4. See the following sections for details on each of the above Menu choices.

START THE GAME

1. Press [1] key on the COMPUTER KEYBOARD and then press [RTN] key.

2. You will then see a space ship and the words "SPACE SHIP SPEED =". To the right of these words the Computer will cycle through the words SLOW/MEDIUM/FAST giving you the choice of selecting the game's speed level. SLOW will be the lowest speed and FAST the highest (most difficult). In order to choose just press any key while the level you want is displayed on the screen.

3. The screen will then come up with the words "WORD DIFFICULTY LEVEL =" and to the right show the numbers 1, 2 or 3. Select the Word Difficulty Level in the same fashion as you selected the Speed level. Level 1 has the simplest words and Level 3 the most difficult.

4. The space ship will then blast off and the game begins.

☐ When the game starts a group of flying saucers will be shown on the screen with each one containing a letter. Together they show the word that you will have to spell.

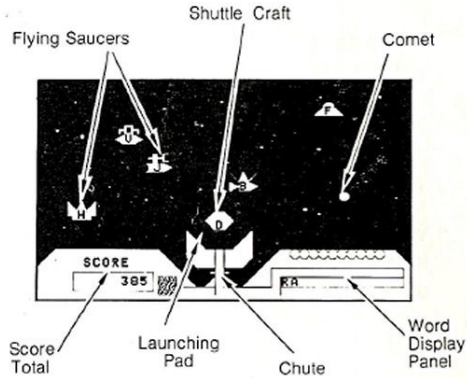
☐ The flying saucers will then turn different colors and begin floating about the screen. Each time they

touch another flying saucer they exchange the letters they each contain.

☐ You must move your white Shuttle Craft off the launching pad in order to capture the first letter in the word you have to spell. This is done by waiting until you see the letter you want in a flying saucer on the screen and then touch that flying saucer with your Shuttle Craft.
Be careful — If you stay touching too long the ships will exchange letters again and again.

☐ Once you have the right letter on board your Shuttle Craft you carefully return to the launching pad on the center of the screen. Remember if you touch another flying saucer on the way down the 2 ships will exchange letters. When you reach the launching pad the letter will drop down te chute and move over to the display panel.

☐ You will then see the game playing field



- ☐ After selecting the correct letter you will score 100 points and must then capture the next letter in the word to be spelled.

- ☐ If you have selected the wrong letter and brought it down to the launching pad you will lose 50 points.

- ☐ If you forget the word to be spelled you can recall it by pressing the [4] key on the Handcontroller or the [=] key on the computer keyboard but you will lose 200 points each time you have to 'peek'.

- ☐ While you are playing the game a letter grabbing comet will randomly appear on the screen. It will move around and if it thinks the time is right it will zoom down to the launching pad, travel down the chute and over to the display panel. It then steals a letter and moves on back onto the playing field. If this happens you will lose 100 points.

- ☐ In order to stop the comet you have a special Missile which is activated by pressing the [3] key on the handcontroller or the [:] key on the computer keyboard.

- ☐ To guarantee success you must wait until the comet is just about to enter the chute.

- ☐ Once you have correctly captured all the letters in your word a new word will appear on the screen. You then repeat the same steps to spell it.

☐ After you have successfully spelled 4 words the computer will ask you a multiple choice question about the group of words you have just spelled. If you answer it correctly the first time you will get a 1000 point bonus. For each incorrect try the bonus will go down by 100 points.

IF YOU ARE USING THE MINI EXPANDER AND HANDCONTROLLERS

Using the Disc you can move the colored box onto the correct answer. Push the bottom to make the box move down the list of answers and push the top to make it move up the list. Once you have selected your answer press the [6] key to enter it.

IF YOU ARE USING THE COMPUTER KEYBOARD

Use the [N] or [M] key to make the box move down the list of answers and the [U] or [I] key to make it move up the list. Press the [RTN] key to enter your answer.

☐ Once you have entered the correct multiple choice answer a new word appears on the screen and the game continues.

☐ See how many points you can score.

ADDING NEW WORDS

After you have the MENU on the screen (see step 3 under GET READY) you can add new words for variety or to help you practice your spelling homework.

GROUPED WORDS

By pressing the [2] key when you are in the Menu mode you can add groups of words. After pressing the [2] key the screen will show:

GROUP NAME: □

WORD 1:
WORD 2:
WORD 3:
WORD 4:

Enter a name for the group on the COMPUTER KEYBOARD and then press the [RTN] key. Then enter each of the 4 words followed by the [RTN] key. For example you might choose 'colors' as the group name and 'red', 'yellow', 'blue' and 'green' for the 4 words.

A maximum of 15 letters are allowed for a group name and a maximum of 13 letters are allowed for each word.

If you wish to enter another group of words follow the same steps. If you do not wish to enter any more groups just press the [RTN] key without pressing any other keys after the GROUP NAME statement and the game will begin using the groups you have selected instead of the groups of words stored in the Computer's memory banks. This will return you to the Menu. Press the [1]

key and then the [RTN] key to start the game.

UNGROUPED WORDS

You may not want to add words in a grouped form but may just wish to add a list of words. This is done by pressing the [3] key followed by the [RTN] key when you are in the Menu mode. The screen will then show:

ENTER WORD:

Just enter whatever the word you want on the COMPUTER KEYBOARD and press the [RTN] key. Do this for as many words as you want to enter. When you are finished with your list press [RTN] without pressing any other letters after the ENTER WORD statement. This will return you to the Menu mode. Press [1] and then [RTN] to start the game.

EDITING WORDS

If you wish to edit or change any of the words or groups of words you have added follow the following steps:

1) After returning to the Menu mode but before pressing the [1] key press the [4] key. This puts you in the edit mode.

2) Then depending on whether you previously added grouped words or ungrouped words you will see the first word group or a list of the ungrouped words.

3) If you are using grouped words press the [7] key to select the next group. If you want to delete an entire group press the [4] key when that group is shown on the screen.

4) If you are using ungrouped words you will see a list of up to 16 words. If you have entered more than 16 words press the [7] key to move from one page of words to the next.

5) Once you have selected the group or page of words to be edited use the [RTN] key to move the flashing cursor from line to line. When you come to the line requiring correction move the cursor to the first letter requiring correction by pressing the [SPACE] key. Then press the correct letter. Press the [4] key twice to delete a word from an ungrouped list of words.

6) After you have made the necessary corrections press the Zero [0] key to return to the Menu.

STORING WORDS FOR FUTURE USE

Normally, when you press the [RST] or turn Aquarius off the program saved in the AQUARIUS™ memory bank is lost. With SPACE SPELLER® this means that any words you have added will be lost. However by choosing item 6 off the menu you can save them on cassette for later use. This must be done after you enter the list of words but before you start game play.

STORING WORDS ONTO CASSETTE

To store words onto a cassette you must do the following:

A. Make sure your Data Recorder is properly plugged into your Aquarius computer.

B. Look at the tape counter. Make sure that there are at least three or more spaces between your new file and the last file you've saved. If it's a new tape, make sure you've gone past the plastic leader at the beginning, and that your counter reflects how far you went. Keep a written record of the load point (start of file) on all saved worksheets.

C. Add the list of grouped or ungrouped words and edit them if necessary.

D. Select item 6 off the Menu. You are prompted to give the list of words a filename. Enter the filename. Consisting of no more than six

characters. Note that SPACE SPELLER® converts lower case letters to upper case.

E. You are then prompted to press play and record on your Data Recorder at the same time. Then press the RTN key.

F. You will hear a high pitched squeal from you TV as the words load onto cassette, then DONE will appear on the screen and you will be automatically returned to the Menu.

G. After the file is saved press STOP on your Data Recorder and make a note of where the file ended.

LOADING WORDS FROM CASSETTE

This enables you to bring back your lists of saved words. You do it like this:

A. Make sure you Data Recorder is plugged into your Aquarius computer.

B. Be sure you are at the section on your tape which corresponds to the file you want to retrieve.

C. Select item 5 off the Menu. You are prompted to enter the filename. Enter the name of the list of words you want to load and press RTN.

D. You are prompted to press the play key on your Data Recorder and the RTN key. When Aquarius finds the file it tells you and then loads the list of words into memory.

E. Once the list has been loaded you will see the word DONE on the screen and you will automatically be returned to the Menu.

F. After the file is loaded press STOP on your Data Recorder.

TIPS ON LOADING AND SAVING

Always make sure you've got plenty of space on a section of tape to store a file without accidentally 'writing over' the next file on the tape.

It is better to store one type of file on each cassette. That is don't mix SPACE SPELLER® files with other kinds of programs or files on the same tape.

If you've got trouble loading a file, try adjusting the volume on your Data Recorder — it varies from machine to machine. Some load properly with the volume all the way up, others with it down. The AQUARIUS Data Recorder automatically adjusts the pitch for you.

If you want to save what you have got on a cassette without any changes, you can write/protect your files by breaking off the tabs located at the back of the cassette cartridge. If you decide to make further changes later, cover the indentations over with a strip of cellophane tape.



© Mattel, Inc. 1983. All rights reserved.
PRINTED IN HONG KONG
IB-2349-1