

# DesignWare™

*Learning Comes Alive*

## CREATURE CREATOR™

DO THE MONSTER MATCH



Ages 4 to 8

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# DesignWare™

*Learning Comes Alive*

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San Francisco, CA 94107

Toll Free: **800-572-7767**

In California call collect: **415-546-1866**

Written in MicroMotion FORTH-79.

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San Francisco, CA

## **A Note to Parents**

*We want our learning activities to masquerade as games. If you have looked at this program and seen only the fun, here's the learning that is occurring.*

### **A Gentle Introduction to the Computer**

*This program is a gentle introduction to the use of the computer. We want children to understand that they can control computers, rather than being controlled by them. (It is also wonderful for a child to be able to control these marvelous, strange creatures.)*

*The keyboard interaction has been kept as simple as possible. In the Make Window, children as young as three will be able to use the 2 keys that control the creation of numerous creatures.*

*There are several activities in the program that require increasing skills or knowledge on the part of the user. Thus, the program has aspects that will appeal to children of several ages.*

### **Very Simple Programming**

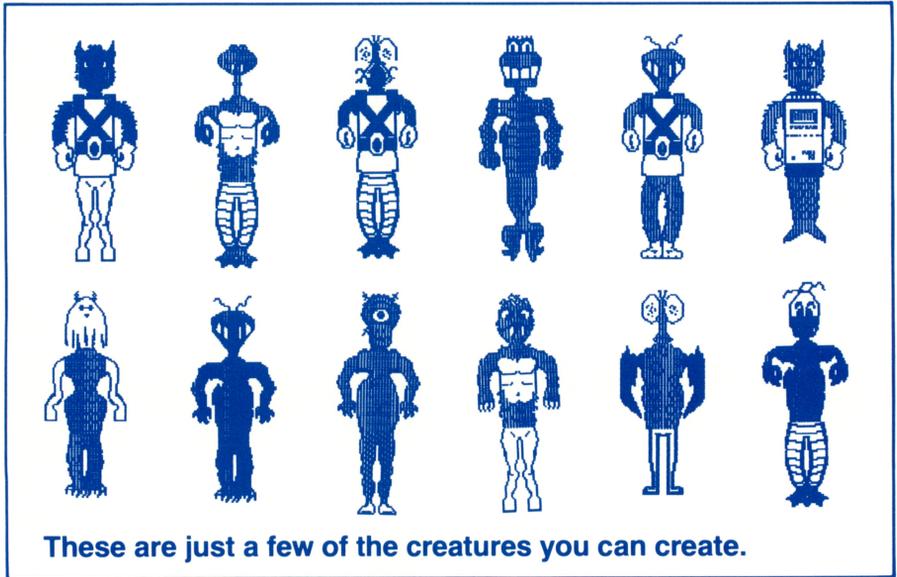
*The Dance Window is really an introduction to programming. A program is a series of instructions executed by a computer. In the Dance Window your child gives instructions to the computer (the dance steps the creature should do) and the computer executes those instructions (by making the creature dance). Most languages on microcomputers have two modes, immediate mode and execution mode. In immediate mode the instruction is executed immediately. In execution mode the instructions are stored and the computer executes them when it is told to do so. The Dance Page has both immediate and execution modes. When your child presses W and the creature waves immediately, the program is functioning in "immediate" mode. When your child completes the program grid on the dance page and then presses RETURN to see the creature dance, the computer is functioning in "execution" mode.*

### **Pattern Matching Fun**

*The Game Window has a pattern matching game that requires children to recognize dance patterns. Children observe the computer's creature dancing, determine the steps of which the dance is made, and program their creature to do exactly the same dance. There are three levels of difficulty in the pattern matching game. Pattern recognition and matching is a skill that is important in both math and reading.*

## About the Game

With Creature Creator you can create thousands of crazy creatures and then make them dance. Or you can play a matching game with the computer. The computer will create a twin for your creature and make it dance. You have to make your creature do the same dance.



The best way to become familiar with Creature Creator is to follow these steps. First, press 5 to watch the DEMONSTRATION. Then, press 1 to MAKE a creature. When you've made a creature or two, press 2 to make your creature DANCE. When you make it dance, you'll learn how to use the program squares. This will help you play the matching GAME. Press 5 to play the matching GAME.

## Getting Started

Apple® II Plus and Apple IIe computers: Put the Creature Creator diskette into the disk drive with the label facing up. Close the disk drive door, then turn on the computer and the monitor.

**IBM-PC®:** Put the Creature Creator diskette into the disk drive with the label facing up. Close the disk drive door and turn on the computer. *This program requires a Color/Graphics Monitor Adapter. It will not work with the IBM monochrome monitor.*

**Atari® 400, 800 and 1200XL computers:** Be sure that all cartridges have been removed from the computer. Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Creature Creator diskette with the label facing up and close the disk drive door. Turn on the computer and the monitor.

The program will start automatically. If you want a **Demonstration**, press 5.

## Press 1 to MAKE a Creature

Load the program into your computer. (For details, see page 2.) The computer will automatically show you a demonstration. Press 1 to make a new creature.

To select the head, arms, bodies, and legs, press the SPACE BAR to highlight one of the features.



**1-MAKE 2-Dance 3-Game 4-Help 5-Demo**

To see all of the different heads (or legs, arms, or bodies), press RETURN until you find one you like.

Press 2 to make your creature dance.

# Press 2 to PROGRAM a Dance

Press the letter that matches the action you want to see:

### Head

- R – Roar
- T – Turn head

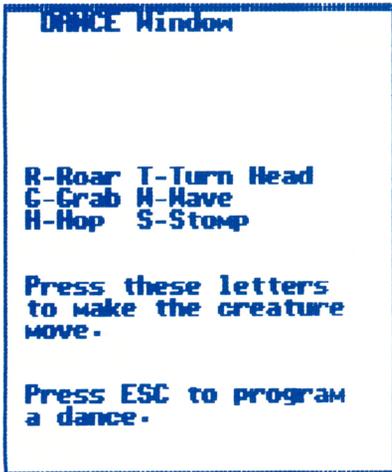
### Arms

- G – Grab
- W – Wave

### Legs

- H – Hop
- S – Stomp

Press ESC to write a program for the dance.



1-Make 2-Dance 3-Game 4-Help 5-Demo

Fill in the program squares at the top of the screen.

Use the arrow keys to move the cursor if you have an Apple IIe, IBM-PC, or an Atari. (Apple II Plus owners use the I, J, K, M keys.) Type the letter for the action you want and then move the cursor to the next box.

Use the space bar to erase.

Press RETURN to start the dance.

Press RETURN to stop the dance.

**DANCE Window**

HEAD	■	■	■	■	■	■	■	■	■
ARMS	■	■	■	■	■	■	■	■	■
LEGS	■	■	■	■	■	■	■	■	■

R-Roar T-Turn Head  
G-Grab W-Wave  
H-Hop S-Stamp

Press I to move up,  
J to move left,  
K to move right,  
M to move down.

RETURN to start dance,  
RETURN to stop.  
ESC to go back to  
single commands.



1-Make 2-Dance 3-Game 4-Help 5-Demo

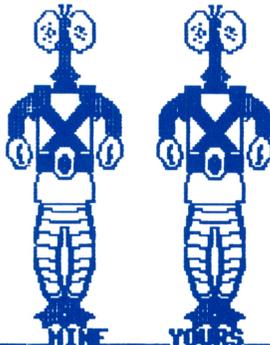
Press 3 to PLAY the Game

**GAME Window**

Press  
I to move up,  
J to move left,  
K to move right,  
M to move down.

R-Roar T-Turn  
G-Grab W-Wave  
H-Hop S-Stamp

RETURN to start  
or stop dancing.  
ESC to change  
levels.



HEAD	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
ARMS	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
LEGS	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■

1-Make 2-Dance 3-Game 4-Help 5-Demo





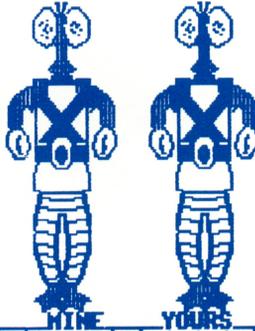
## Varying the Difficulty of Play

Press ESC to change the difficulty level. There are 3 levels of difficulty in the matching game: easy, medium, and hard. In the easy level only one part of the body will move at a time. Notice in the program squares that only one of the three squares has a letter in it.

**GAME Window**  
 Press  
 I to move up,  
 J to move left,  
 K to move right,  
 M to move down.

R-Roar    T-Turn  
 G-Grab    M-Move  
 H-Hop    S-Stomp

RETURN to start  
 or stop dancing.  
 ESC to change  
 levels.



* {	HEAD	<input checked="" type="checkbox"/>	T																
	ARMS	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>																
	LEGS	<input checked="" type="checkbox"/>	H																

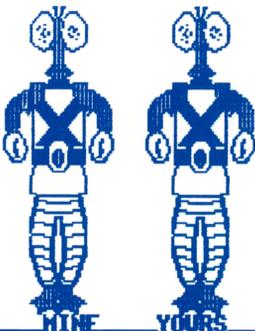
1-Make 2-Dance **3-Game** 4-Help 5-Demo

In the medium level two parts of the body may move at once. Notice in the program squares below that the head is roaring at the same time the foot is stomping.

**GAME Window**  
 Press  
 I to move up,  
 J to move left,  
 K to move right,  
 M to move down.

R-Roar    T-Turn  
 G-Grab    M-Move  
 H-Hop    S-Stomp

RETURN to start  
 or stop dancing.  
 ESC to change  
 levels.



* {	HEAD	<input checked="" type="checkbox"/>	R	T															
	ARMS	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	M															
	LEGS	<input checked="" type="checkbox"/>	S	<input checked="" type="checkbox"/>															

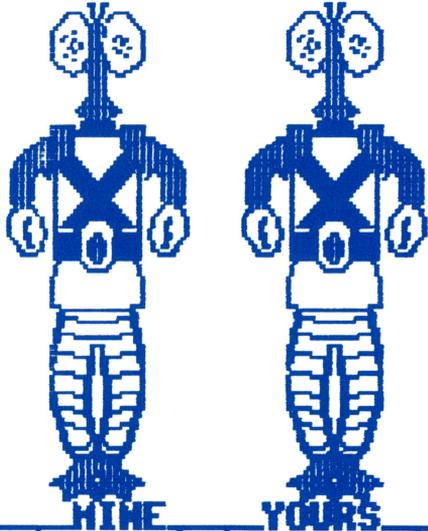
1-Make 2-Dance **3-Game** 4-Help 5-Demo

In the hard level all three body parts may move at once. In the program squares below you see that the head is turning, the arms are waving and the foot is stomping all at the same time.

**GAME Window**  
**Press**  
**I to move up,**  
**J to move left,**  
**K to move right,**  
**N to move down.**

**R-Roar      T-Turn**  
**G-Grab      W-Wave**  
**H-Hop        S-Stamp**

**RETURN to start**  
**or stop dancing.**  
**ESC to change**  
**levels.**



*	<b>HEAD</b>	<b>T</b>	<b>T</b>																
	<b>ARMS</b>	<b>W</b>	<b>G</b>																
	<b>LEGS</b>	<b>S</b>	<b>H</b>																

**1-Make 2-Dance 3-Game 4-Help 5-Demo**

As you have seen, at each level the dance starts with just two steps. The creature will dance these two steps over and over again until you press RETURN to stop the dance. As the creature dances, the step is highlighted in the program squares.

When you have succeeded in making your creature do the same dance as the computer's creature, the computer will create a new dance with one more step in it. If you keep getting them right, the dances will get longer and longer until all of the program squares are filled.

## Press 4 to Get HELP or Adjust the Program



**1-Make 2-Dance 3-Game 4-HELP 5-Demo**

The HELP window also tells you how to get from one part of the program to another.

The HELP window also lets you turn the sound on or off, adjust the colors on your TV, choose a black or white background, specify whether or not you are using an RGB monitor with your IBM-PC, and select the difficulty level.

To set the sound, select A and answer the question with Y for yes or N for no, and then press RETURN.

In the Apple version, you can select B to adjust the color on your TV set to match the names of colors on the screen. Use your "hue" or "tint" knob on the TV set. Press RETURN when you've finished.

In the Apple version, you can also select C and answer Y for a black background or N for a white background, and press RETURN.

In the IBM-PC version you need to specify that you have an RGB monitor if you are using one.

In all versions you can select the difficulty level. Press the number of the difficulty level you want and then press RETURN.

```
Level of difficulty?  
Press:  
1 - easy  
2 - medium  
3 - hard  
(and press RETURN)  
█
```



1-Make 2-Dance 3-Game 4-**Help** 5-Demo

## Press 5 to See a DEMONSTRATION

Press 5 to see how the program works.

Press 1, 2, or 3 to play with the creature after you've seen the demonstration.

```
Welcome to  
Creature Creator.
```



1-Make 2-Dance 3-Game 4-Help 5-**Demo**

# Notes

## Customer Support

If you have any questions about using Creature Creator, call the DesignWare Hotline. For customers outside of California, the toll free number is **800-572-7767**. For residents of California, call **(415) 546-1866** collect.



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# CREATURE CREATOR™

## DO THE MONSTER MATCH

### Explore the computer with fun-filled programming and pattern matching games.

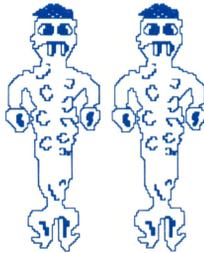
- Build creatures by selecting heads, bodies, arms and legs.
- Literally thousands of different combinations.
- Learn programming fundamentals by making the creatures dance.
- Dance a duet with a twin partner created by the computer.
- Pattern recognition and matching activity.
- Perfect for individual or group play.
- A friendly, colorful learning game for children 4 to 8 years old.
- Great entertainment for all ages.

**GAME Window**

R - Roar  
 T - Turn Head  
 G - Grab  
 W - Wave  
 H - Hop  
 S - Stomp

Press these letters to copy the creature's dance.

Press RETURN to start the dance.



HEAD	T					R	R												
ARMS		W	G			G													
LEGS				S	S														

Parents: This DesignWare software program combines wholesome entertainment with solid educational content. Children develop skills in pattern recognition and matching, both helpful in learning reading and math. They also learn to "program" a dance using a simple language.

