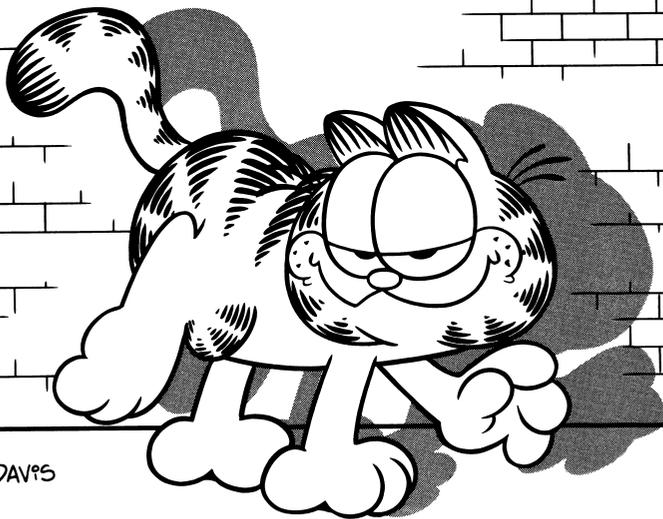


# Garfield

## **Double Dares**



JIM DAVIS

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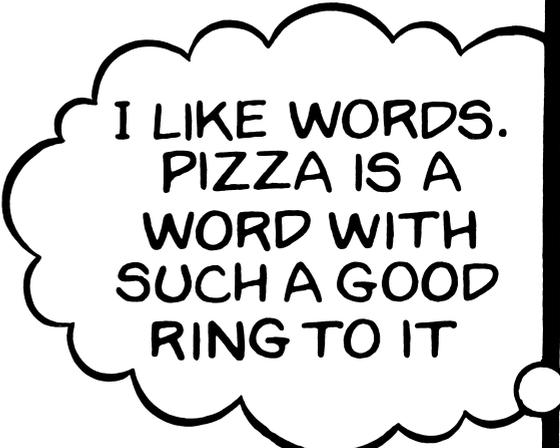
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# Garfield

# Double Dares



# The Game



I LIKE WORDS.  
PIZZA IS A  
WORD WITH  
SUCH A GOOD  
RING TO IT

Ready to match wits with a clever cat?

GARFIELD is ready to see how well you play with words.

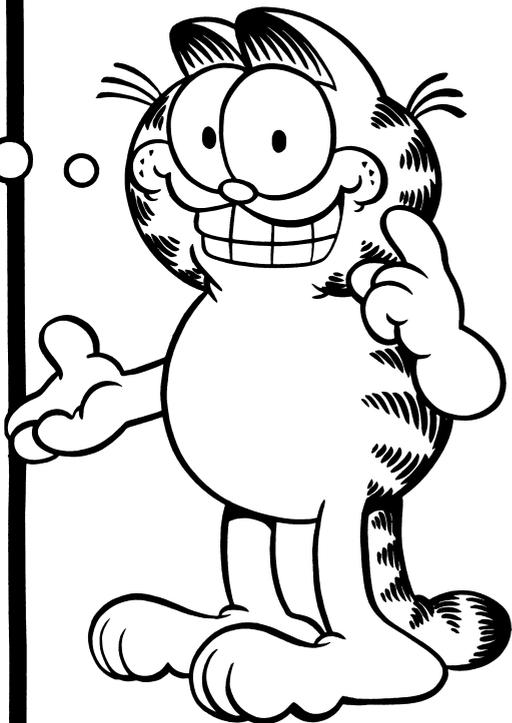
First, he'll give you a word and ask you to come up with words that rhyme with it.

Then, he'll take the initial letters of your rhyming words, add a couple of vowels, and challenge you to come up with as many words as you can from the scrambled letters. Every real word you make wins you more and more points.

If you think you've got a good thing going, raise your bet and go for a higher score. You can call or pass too.

And for double trouble, GARFIELD may return at any moment to sucker you into a double or nothing call. If you feel confident, go for it. But watch out; that cat is clever.

# Warm Up



Here's what you'll need to start:

- an Apple® IIe, Apple® IIc or Apple® II+ with 64K
- one Apple® disk drive
- a monitor  
(color monitor preferred)

To use the keyboard during the game, type the letters of the word you want to form and press RETURN.

You can change your mind anytime before you press RETURN. Use the left ARROW key to clear your word and type a new one. Then press RETURN.

# Starting Line

To begin play:

- Make sure the computer is off and the monitor is on.
- Open the disk drive door.
- Insert the GARFIELD DOUBLE DARES disk into the drive.
- Close the drive door.
- Turn on the computer and the program loads.\*

\*The first time you load this program, the Owner's Frame appears instructing you to type your name and press RETURN. Be sure to type your name accurately. This is the only time your name can be entered.



# Ready, Set, Go!

Type 0 at the Title Frame to pick your level of play:

**Level 1** — You need to make 5 rhyming words and then create 5 words or more using the scrambled letters only once in each word.

**Level 2** — Your challenge is to make 8 rhyming words

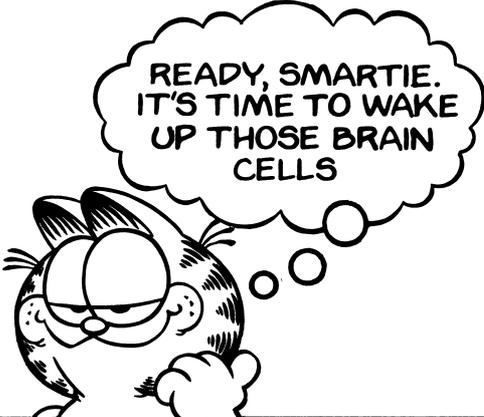
and unscramble at least 10 words.

**Level 3** — You must make 10 rhyming words and at least 15 words from the scrambled letters.

At Levels 2 and 3 GARFIELD lets you use the letters in your hand more than once to form words.

Willing to take a risk? The higher the level the more points you can make.

If you don't set a level, GARFIELD will assume you want Level 1. If you've chosen a higher level at an earlier time, you needn't choose it again. GARFIELD

A cartoon illustration of Garfield, the orange tabby cat, looking thoughtful with his hand on his chin. A large thought bubble above him contains the text: "READY, SMARTIE. IT'S TIME TO WAKE UP THOSE BRAIN CELLS".

READY, SMARTIE.  
IT'S TIME TO WAKE  
UP THOSE BRAIN  
CELLS

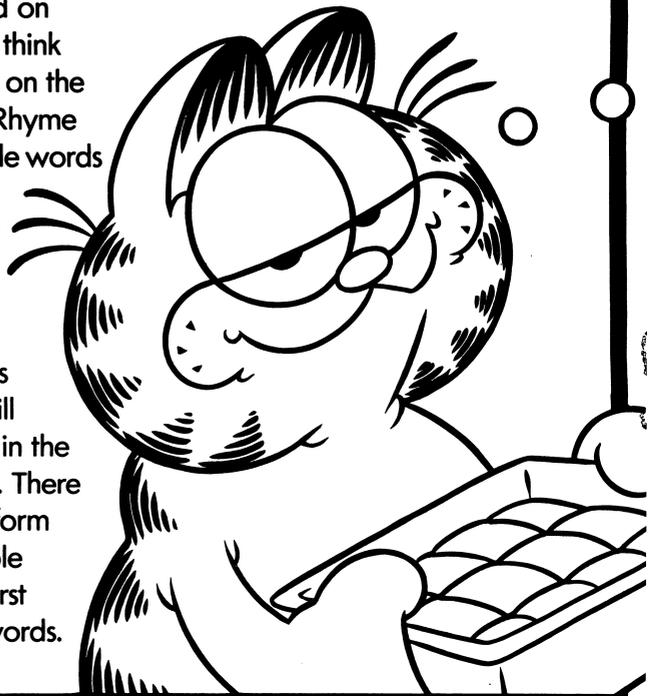
has a great memory! You can skip the Options Frame until you want to change the level again.

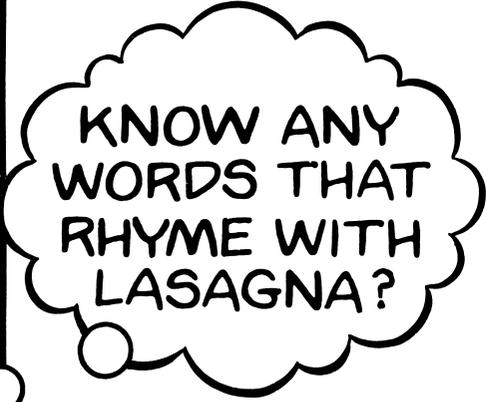
Got your rhyming cap on? Here comes GARFIELD with one of his witty words. Your first challenge is to type words that rhyme with the word on the screen. You'll need to think of 5, 8 or 10, depending on the level of play you chose. Rhyme words must be one-syllable words of five letters or less.

Type each word. Then press RETURN and type the next word.

Here's a hint. Think carefully about the words you type. Bad choices will come back to haunt you in the second part of the game. There you'll be called upon to form as many words as possible from all or some of the first letters of your rhyming words.

But don't think too long. You've only 3 minutes to play both parts of the game. So as soon as you've completed all your rhyming words, press RETURN and move on to Part 2.





KNOW ANY  
WORDS THAT  
RHYME WITH  
LASAGNA?



Now GARFIELD deals you 5 letters. Look familiar? They should. They're the first letters of all or some of the rhyming words you just made. He'll add two vowels in a grand gesture to give you a total of 7 fantastic letters.

Once you see your hand, GARFIELD will dare you to make words of 5 letters or less from the letters before you.

You can:

1. *call his challenge*. Then you only have to form the number of words he has dared.
2. *raise his dare and try for more words if you're feeling confident*. The more words you bet and make, the more points you win. You get more points for making a high bet than setting your bid low and making the same number of words.

But remember, if you don't make your bet, you lose all your points for that round.

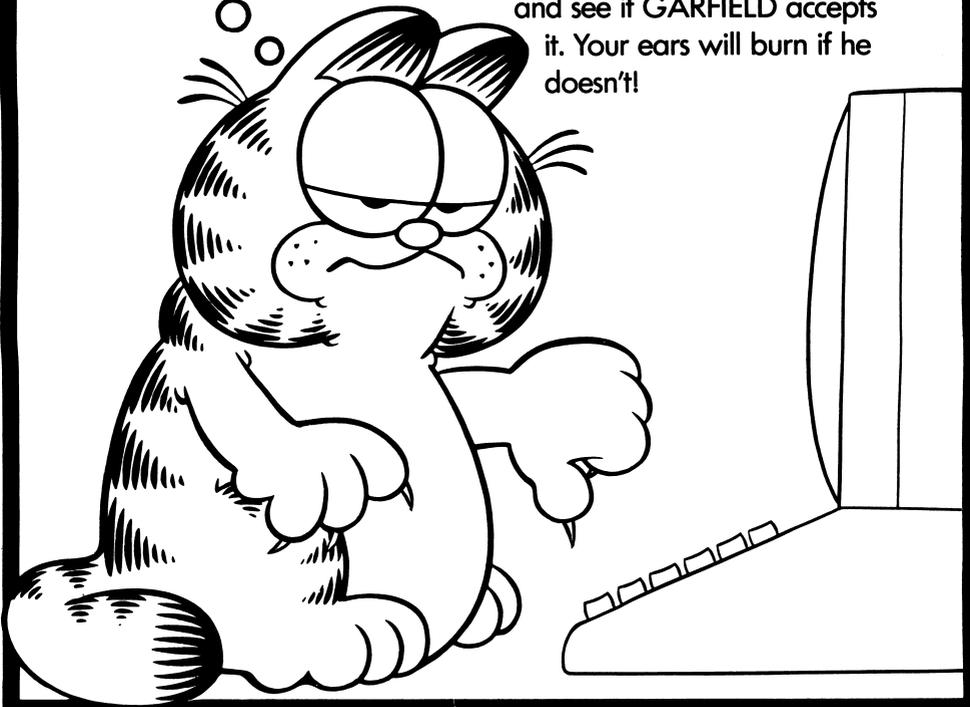
3. *pass if you feel discouraged*. GARFIELD will let you start fresh with the next round in your five-word game.

Placed your bet? GARFIELD just might dare you to go double or nothing with him. If you're daring enough to double your word bet and make it, your score for the round doubles!

CLAWS  
WERE MADE  
FOR  
TOUCH TYPING!

Once your bet is made, you're off. Think fast and start typing. If you make a typing error, you can erase the word by using the left ARROW key.

Once you've typed the word you want, press RETURN and see if GARFIELD accepts it. Your ears will burn if he doesn't!



A cartoon illustration of Garfield, the orange tabby cat, wearing his signature glasses. He is holding a long, thin keyboard key. Above him is a thought bubble containing the text "WANT ME TO SCRAMBLE UP SOME LETTERS FOR YOU?". To the right of the key, several letters are shown in a scattered, floating arrangement: O, E, D, V, J, U, R, L, Z, O.

WANT ME TO SCRAMBLE  
UP SOME LETTERS  
FOR YOU?

Sometimes it helps to see things from a different point of view. To scramble the game letters, press the up or right ARROW key. This trick may help you uncover a word just when you need it.

You can keep on making words until your time runs out. If you want to pause the timer, press CONTROL and P. Then press RETURN to restart.

Can't think of any more words? Press ESC to end the round early and let GARFIELD tally up your score.

At the end of the game, GARFIELD checks to see if yours is one of the Top Ten scores. If it is, see your name up in black and white on the Top Ten Frame.

A cartoon illustration of Garfield, the orange tabby cat, wearing his signature glasses. He is shown from the chest up, looking thoughtful with his hand near his chin. Above him is a thought bubble containing the text "WANT TO PLAY AGAIN? I LOVE TO SEE A GLUTTON FOR PUNISHMENT".

WANT TO PLAY AGAIN?  
I LOVE TO SEE A  
GLUTTON FOR  
PUNISHMENT

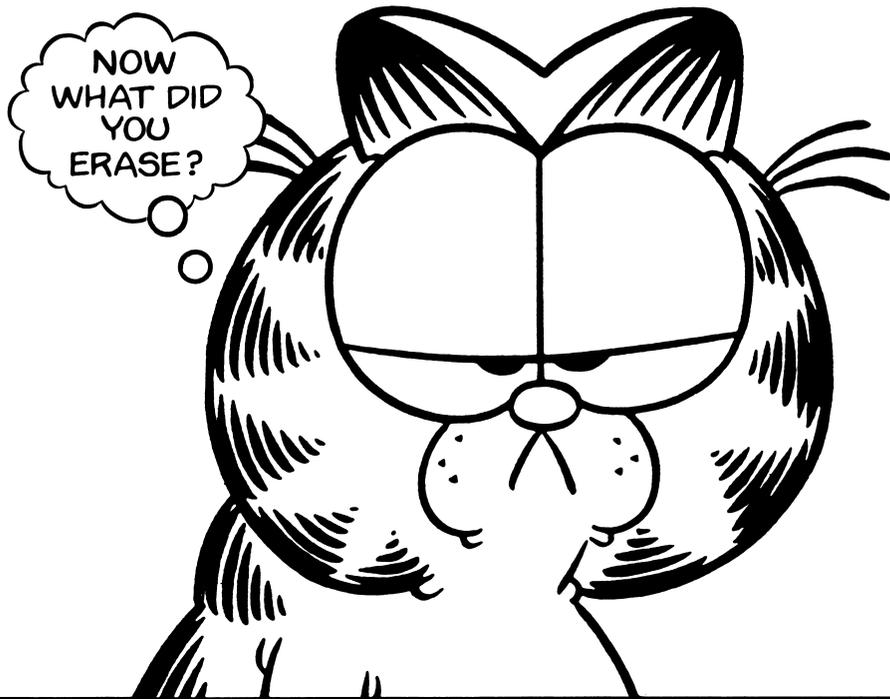
After the Score Frame, you can decided if you want to:

1. play again at the same level.
2. play again at another level.
3. return to the options menu to review your choices.

You may want to rhyme a word that GARFIELD hasn't thought about. If so, add a new word and a list of words that rhyme with it.

You can access GARFIELD's secret word bank from the Options Frame.

Go to the word bank to add or change information on the rhyming words. Directions are on the screen. Read them carefully. Be sure you want to erase something before you choose any of the "delete a word" options.



# Special Features

EVERY CAT HAS A  
FEW TRICKS UP HIS  
STRIPED PAWS

- **DIRECTIONS:** Press **CONTROL** and **D** to see a list of the special keys used in the game, to review how the game works, or to learn how to make menu selections.

You can do this at any time the program is waiting for a response.

- **SOUND:** Press **CONTROL** and **Z** to turn the sound off during the game. To turn it back on, press **CONTROL** and **Z** again.



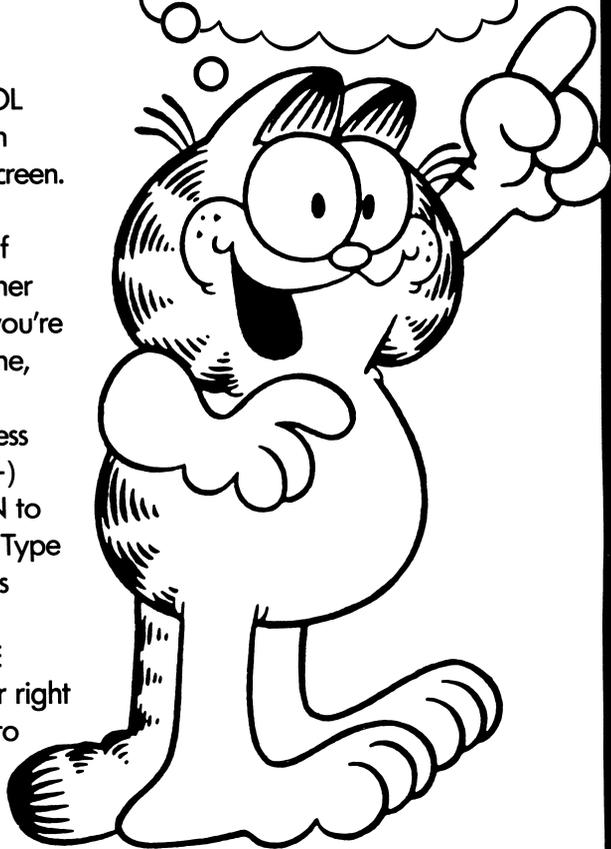
You can do this at any time the program is waiting for a response.

- **END A GAME:** Press **CONTROL** and **X** if you want to end the game without completing it. If you end the game early,

your score will not be added to the Top Ten Scores Frame.

- **END A ROUND:** Press ESC during a round to end that round early.
- **CLEAR TOP TEN SCORES:** Press CONTROL and E when the Top Ten Scores Frame is on the screen.
- **PAUSE THE TIMER:** Press CONTROL and P if you need to stop the timer during a game. When you're ready to restart the game, press RETURN.
- **CHANGE A WORD:** Press the left ARROW key (←) before pressing RETURN to clear an incorrect entry. Type the new word and press RETURN.
- **SCRAMBLE THE GAME LETTERS:** Press the up or right ARROW key (↑ or →) to scramble the letters in your game hand.

MAY YOU NEVER  
RUN OUT OF WORDS  
OR LASAGNA!



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