

Advanced Ideas

LearningWare



Provides extendability & flexibility

Hundreds of

additional questions

For use only with The

Game Show master diskette

Foreign Language Words

For use only with the Game Show master diskette

by

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WHAT IS A SUBJECT DISKETTE?

The LearningWare diskette in this package provides many additional subject areas to increase the extendability and flexibility of your master diskette. You can create your own subject areas with the authoring system or use the ones provided. The LearningWare diskette is not an independent program and must be used with its respective master diskette. Advanced Ideas produces a library of LearningWare diskettes available for your collection at home.

USING THE GAME SHOW SUBJECT DISKETTE:

This diskette must be used in conjunction with The Game Show main Program diskette. First insert The Game Show master diskette and boot up the computer. For details, refer to the manual accompanying your master diskette. A menu will appear on the screen. Select the number "1" indicating that you wish to play the game. Answer the questions as they appear on the screen. Remember to press *RETURN* after each answer.

Finally you will see this message on your screen:

"Insert the proper subject area diskette"

At this time insert the diskette from this package into your disk drive and press *RETURN*; proceed with the program as usual. Remember that should you wish to return to the main menu you will have to replace the subject diskette with the master diskette.

If you have any problems or questions, please refer to The Game Show manual for more detailed instructions.

Following are the subject areas with brief descriptions of each. Titles of the Apple*, Commodore**, and IBM*** versions are noted.

* APPLE is a registered trademark of APPLE COMPUTER INC.

** Commodore is a trademark of COMMODORE BUSINESS MACHINES INC.

*** IBM is a registered trademark of IBM CORPORATION.

SUBJECT TITLES

Subject titles are for Apple and Commodore. (IBM) titles are in parentheses.

SPANISH

1. AT THE ZOO (ZOO)—Can you find these zoo animals using the clues that are given in Spanish?
2. THINGS PEOPLE DO (WEDOIT1)—How do you spend your time? You're sure to find a favorite pastime here.
3. AT NIGHT (ATNIGHT1)—You won't lose a minute of sleep guessing these target words.
4. BUILDINGS (BLDNGS1)—How many "edificios" can you name?
5. WEATHER WORDS (WEATHER1)—Nature created these elements. Now see how well you guess what they are.
6. THINGS THAT RISE (GOESUP1)—Increase your score with these "uplifting" target words.
7. THINGS TO READ (READIT1)—Words! Words! Words! These targets are full of them.
8. DESCRIBING PEOPLE (PEOPLE1)—It's the amazing adjective which describes, in this case, people!
9. TWO BY TWO (2BY2-1)—Like lovebirds in a tree, the things listed here frequently come in pairs.
10. DESCRIBING THINGS (THINGS1)—Here are more adjectives for your descriptive fun!
11. BODY PARTS (BODY1)—From the head to the toes, can you recognize these parts of the body?
12. WHAT'S FOR DINNER? (EATS1)—Yummy dinnertime delights are listed here.
13. ROUND THINGS (ROUND1)—Don't go over the edge guessing these round objects.
14. NOISEMAKERS (NOISE1)—You won't have to listen to these loud sounds. You just have to guess them.
15. JOBS (JOBS1)—It's the work that these people do that helps the world function.
16. AT SCHOOL (SCHOOL1)—School just wouldn't be school without these things.
17. AROUND THE HOUSE (HOUSE1)—Home Sweet Home! You should recognize the objects listed here.

FRENCH

18. AT THE ZOO(F) (ZOO2)—Can you guess the animal names with the clues that are given in French?
19. THINGS PEOPLE DO(F) (WEDOIT3)—Now the activities are described in French. Can you guess them?
20. AT NIGHT(F) (ATNIGHT2)—Star light, star bright. Do you know these things from the night?
21. BUILDINGS(F) (BLDNGS2)—These buildings make up many communities. Which ones are they?
22. WEATHER WORDS(F) (WEATHER2)—It's only "natural" to guess these targets.
23. THINGS THAT RISE(F) (GOESUP2)—You can only go one way with these words -UP!
24. TWO BY TWO(F) (2BY2-2)—Like a "pas de deux", these things go hand-in-hand.
25. THINGS TO READ(F) (READIT2)—Anything that's fit to print is listed here.
26. DESCRIBING PEOPLE(F) (PEOPLE2)—Five-foot-two; eyes of blue. How else can you describe people? Here are some ways.
27. DESCRIBING THINGS(F) (THINGS2)—You're never at a loss for words if you can guess these adjectives.
28. BODY PARTS(F) (BODY2)—They're what people are made of!
29. WHAT'S FOR DINNER?(F) (EATS2)—You can make a meal out of these target words.
30. ROUND THINGS(F) (ROUND2)—Merry-go-rounds, O's, and planets are three examples, but they're not in the list! Guess the target words listed.
31. JOBS(F) (JOBS2)—In French, work is "travail". Which jobs do you know?
32. AT SCHOOL(F) (SCHOOL2)—Along with teachers and books, you'll find these things at school.

GERMAN

33. AT THE ZOO(G) (ZOO3)—Animals, animals, everywhere! This time the clues are in German.
34. THINGS PEOPLE DO(G) (WEDOIT4)—Practice your German while guessing these activities.
35. BUILDINGS(G) (BLDN3)—They may not have glockenspiels, but they're buildings nonetheless!
36. WEATHER WORDS(G) (WEATHER3)—Don't let Nature fool you and guess the target words!
37. TWO BY TWO(G) (2BY2-3)—These aren't math problems. They're things that come in pairs.
38. THINGS TO READ(G) (READIT3)—You don't have to have read Goethe to know these things!
39. DESCRIBING PEOPLE(G) (PEOPLE3)—How would you describe someone? Would you use these words? Guess them and see.
40. ROUND THINGS(G) (ROUND3)—Don't get dizzy guessing these round things. Use the clues to help you.
41. DESCRIBING THINGS(G) (THINGS3)—These words help you express yourself. Go ahead. Guess them.
42. NOISEMAKERS(G) (NOISE2)—Keep your ears open for these target words.
43. JOBS(G) (JOBS3)—Can you guess the occupations listed here?
44. GOING PLACES(G) (GOPLACES)—How to get around in ten clues or less.
45. WHERE ARE YOU?(G) (WHEREU)—Pick any spot or occasion and you'll guess the target word!
46. (ATNIGHT3)—Guess these nocturnal words. (Not on Apple)

NOTES

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