

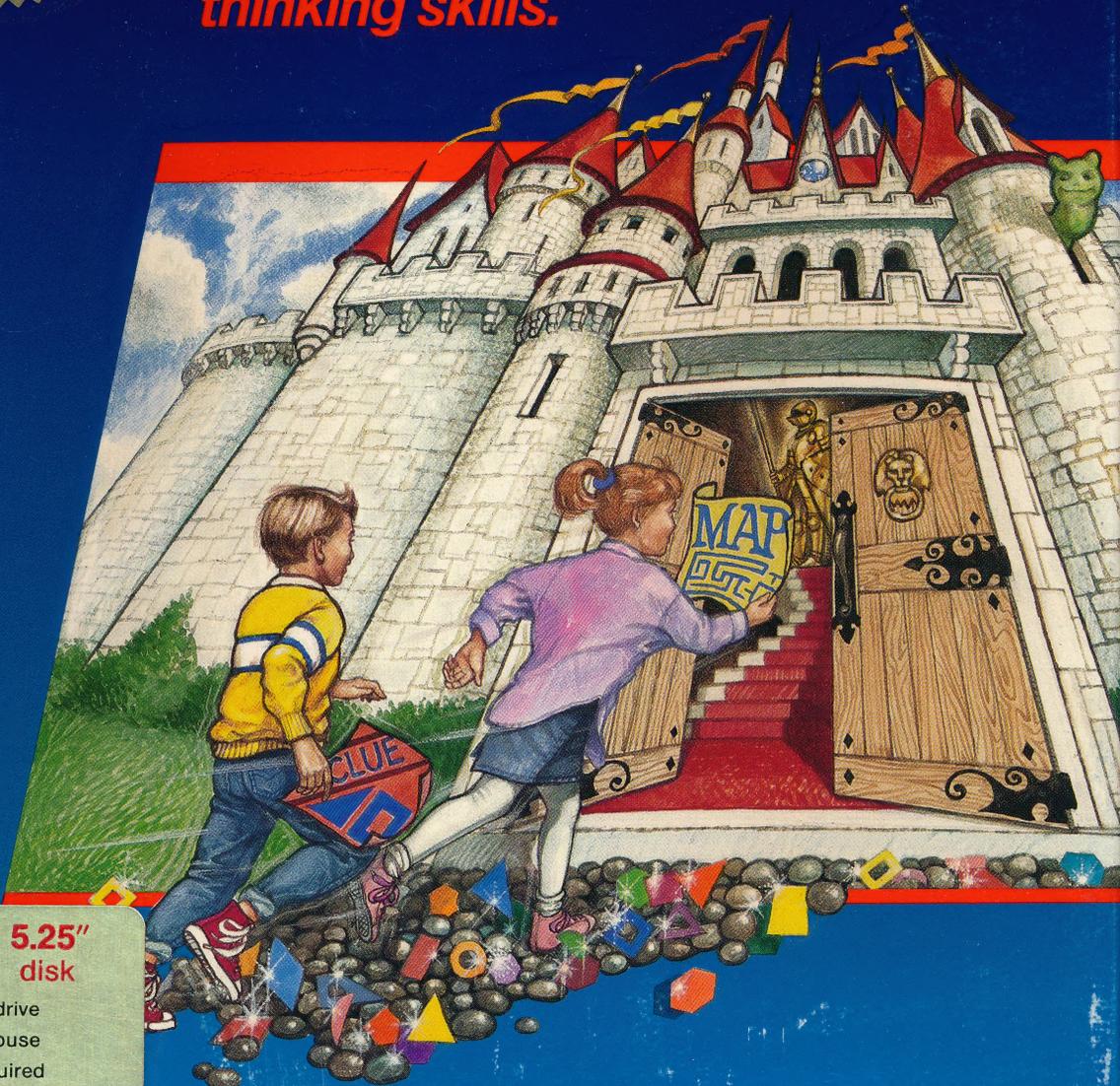
Ages 7 & Up

The Learning Company®

Think Quick!

Parents'
Choice
Award

*The adventure game that builds
thinking skills.*



Apple II Series **5.25"**
IIc/IIe/IIIGS **disk**

Requires: 5.25" disk drive
Optional: Joystick, mouse
Color monitor not required

1188TQ

64K

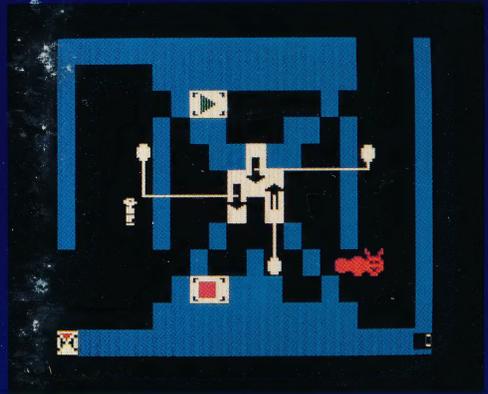
Think Quick!

Ages 7 & Up

"An exciting and very motivational program that enhances many areas of learning, including problem solving and decision making." —Judy Cato, Teacher, Ophir School

"...the best program I have ever played."
—Kellie I., 3rd grader

Players use their thinking skills to make their way through over 100 rooms of increasing difficulty.



A Thrilling Race Through Mystikar Castle

- Secret panels, magical objects, maps, clues, Slime Worms and an enchanted Knight all add up to a delightful exploration for children.
- The race against time to reach the Golden Tower motivates young players to *Think Quick!* and make fast, accurate decisions.

Valuable Educational Features

- *Think Quick!* has been designed by educators to develop important thinking skills including:
 - Problem solving
 - Decision making
 - Creative thinking
 - Logical reasoning
 - Spatial and visualization skills
 - Observation and analysis

Compare... No other game offers the rich learning value and the endless hours of fun that **Think Quick!** provides.

Choose the award-winning series that teaches children to THINK!

The Learning Company's programs are uniquely designed by a team of experts to take children beyond basic curriculum skills. They teach children to think, solve problems, and make decisions. Each incorporates an easy-to-use game format that makes learning fun!

Subjects	Ages 3 to 7	Ages 7 to 10	Ages 10 & Up
Math/Problem Solving	Math Rabbit	Super Solvers OutNumbered!	
Reading/Thinking	Reader Rabbit	Super Solvers Midnight Rescue!	
Writing/Publishing		The Children's Writing & Publishing Center	
Thinking/Problem Solving		Think Quick!	
Writing/Reading		Writer Rabbit	
Spelling		Magic Spells	

The Learning Company

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Customer Service

The Learning Company

V1.2TQA-T8270



ISBN:
TQ-APPLE

The Learning Company

Think Quick!

*The adventure game that builds
thinking skills.*

Ages 7 & Up

Apple®

IIc/IIe/IIgs

5.25" disk



Think Quick!

Ages 7 & Up

**The adventure game that builds
thinking skills.**

The Learning Company

The Learning Company[®]

...helping young minds grow

6493 Kaiser Drive

Fremont, CA

94555

(800) 852-2255

V1.2

Ages 7-14

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Apple Version
Side 1

Think Quick!™

The adventure game that builds thinking skills.

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DISKETTE CARE AND HANDLING INFORMATION



Protect
Protéger

Proteger
Schützen

保護



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Falsch

注意



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Sorgfältig Einsetzen

插入注意



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Jamais

Nunca
Nie

絶対禁止



10°C-52°C
50°F-125°F



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Jamais

Nunca
Nie

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V1.2

Ages 7-14

The Learning Company[®]

**Think
Quick!**[™]

The adventure game that builds thinking skills.

Apple Version
Side 1

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V1.2

Ages 7-14

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**Think
Quick!**™

The adventure game that builds thinking skills.

Apple Version
Side 2

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Apple Version

Storage Disk

For use with Think Quick!

Also Includes 4 advanced games made with the Castle Creator.

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絶対禁止

V1.2

The Learning Company®

Apple Version

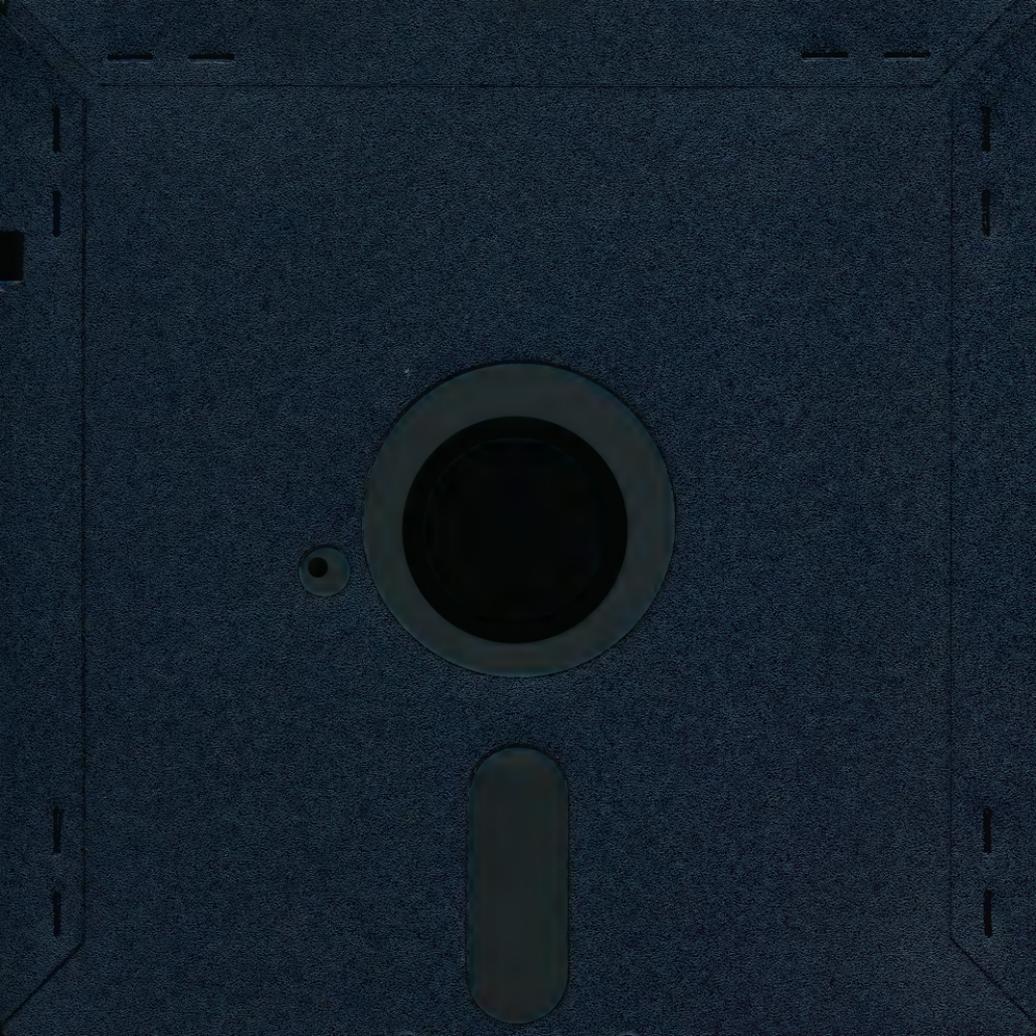
Storage Disk

For use with Think Quick!

Also Includes 4 advanced games made with the Castle Creator.

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The Learning Company

**IBM/Tandy & Compatibles Version
and
Apple Version**

Think Quick![®]

A Guide for Players

with instructions, maps, and strategies to win



Challenge your thinking skills in this fast-paced adventure game.

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Think Quick!

For

- Ages 7-14

Runs On:

- IBM PC, XT, AT, PS/2 and compatibles with 256K
Tandy 1000 HX, EX, SX, TX, SL, TL, and Tandy 3000
with 256K

With:

- 3.5" drive or 5.25" drive
- DOS 2.0 or higher
- VGA, EGA, MCGA, TGA, CGA, (all in 4-color CGA mode); Hercules or compatible monochrome graphics adapter (color monitor recommended but not required)

Optional:

- Joystick

- Apple II+, Apple IIc, or Apple IIe with 64K, Apple IIGS*, and IIc Plus

With:

- 5.25" drive, 64K
- 3.5" drive, 128K
- Monitor or TV
(color monitor recommended but not required)

Optional:

- Joystick
- Mouse

THE LEARNING COMPANY

The Learning Company is a leading publisher of children's learning software with a unique focus: we develop products that build children's underlying thinking skills while reinforcing the important basic curriculum subjects such as reading, writing, and math. To create a rich product line that grows with the child, we focus single-mindedly on quality, taking care to test our programs in homes and schools before we market them.

The Learning Company's best-selling line of software for children ages 3 to 14 includes *Reader Rabbit* (ages 3-7), *Math Rabbit* (ages 3-7), *Magic Spells* (ages 6-12), *Writer Rabbit* (ages 7-10), *Think Quick!* (ages 7 and up), *The Children's Writing & Publishing Center* (ages 7-14), and the Super Solvers series of products, including the reading program *Midnight Rescue!* (ages 7-14) and the math program *OutNumbered!* (ages 7-14). Online help makes each program uncomplicated, and multiple skill levels allow children to advance at their own pace.

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Welcome to *Think Quick!*

Welcome, traveler, to the Kingdom of Mystikar! A trouble-making dragon has taken over the Castle of Mystikar. Many of the bravest and brightest knights of the kingdom have tried to rid the castle of the dragon, but all of them have failed. You are Mystikar's last and greatest hope.

The Castle is guarded by Slime Worms that roam the halls and swallow you whole if you get too close. Lots of doors will block your way. Some of them must be opened in just the right order. Secret Panels marked with dragon code hide Magic Things that you need. And there are secret passageways to find in each part of the castle. Luckily, you have a safe Hideout with lots of things to help you. In there, you can build an enchanted knight to help you against the dragon, make a picture of the room with the secret passageway, see a map, and find things to protect you from the Slime Worms.

You'll have to think quick to get through the Castle and make your enchanted knight before the dragon wakes up. Can you do it? The people of Mystikar are counting on you!

And, after you've explored the Castle of Mystikar, you can go to the Castle Creator. There, you'll find everything you need to create your own games for family and friends to play.

Sound like fun? Then turn the page and begin your adventure!

Getting Started

Running the *Think Quick!* Program on an IBM/Tandy or Compatible Computer

Before you start the program for the first time, it's best to make a backup copy of the disk. For instructions on how to make a backup copy of a disk using the DOS (Disk Operating System) command DISKCOPY, see your DOS manual.

The most efficient way to run the program is to install it on your hard disk (or fixed disk), if you have one. See Appendix A on page 30 of this user's guide for instructions.

Getting Started (Continued)

To run the program from the *Think Quick!* floppy disk:

1. Put your DOS disk (version 2.0 or higher) in drive A of your computer and close the disk drive door. Turn on the monitor and then the computer. (If DOS is in your computer's permanent memory or on a hard disk, or if your computer is already up and running, you don't have to insert the DOS disk.)
2. If you see the prompts for entering a new date and time, just press **[ENTER]** on your keyboard twice.
3. When see A:> on the screen, remove the DOS disk and insert the *Think Quick!* disk (label side up) in drive A. (If you see C:> on the screen, type **A:** and press **[ENTER]**.)
4. **If this is the first time** you are running *Think Quick!*, type **SETUP** and then press **[ENTER]**. Follow the onscreen instructions. This procedure asks if you have a joystick and tells you which graphics adapter (color or monochrome) it detects in your computer system. You only have to do this procedure once.
5. Type **TQ** and press **[ENTER]**.
6. In a few moments, the title screen will appear.
7. When you see the dragon fly across your screen, press any key to see the menu.

Running the *Think Quick!* Program on an Apple Computer

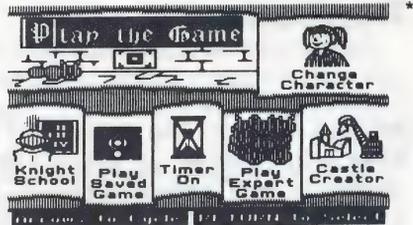
1. Put the *Think Quick!* disk in the disk drive, Side 1 up, and close the door.
2. Turn on your computer.
3. In a few moments, the title screen will appear.
4. When you see the dragon fly across your screen, press any key to see the menu.

If you have a hard disk and the 3.5" Apple version, and want to install (copy) the program on your hard disk, see Appendix B on page 31 of this user's guide for instructions.

THE MENU

To choose a menu option:

- Use the **ARROW** keys to highlight an option.
- Press **ENTER** or **RETURN** to pick the option or change its setting.



Play the Game

Enter the Castle of Mystikar and play the first game. Start with Castle Courtyard. Then explore the Throne Room and the Golden Tower. (See The Castle of Mystikar, page 4.)

Change Character

Change the look of your cursor by choosing this option.

Knight School

Learn everything you need to know to play the game with these step-by-step instructions.

Play Saved Game

Load a game you've saved from the Castle of Mystikar. (See Loading a Saved Mystikar Game, page 6.)

Hourglass Timer

Turn the game timer on and off by choosing this option.

Play Expert Game

When you're ready, play the more challenging Mystikar game and earn more points. Start with Entrance Hall. Then explore the Royal Chambers and the Mystic Tower. (See The Castle of Mystikar, page 4.)

Castle Creator

Create your own adventure game for friends and family to play, or load a Castle Creator game to change or play. (See The Castle Creator, page 18.)

For a list of keys to use in the program, see Special Keys on page 29.

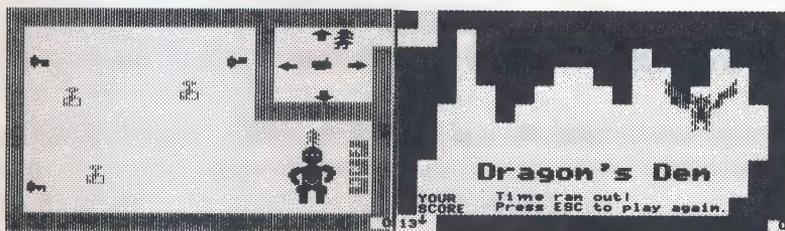
* The screen shots in this user's guide were taken from the Apple Version.

The Castle of Mystikar

Are you ready for the challenge? If you like, go to Knight School first for special training. Or, choose Play the Game from the menu and go directly to the Castle Courtyard—the first and easiest part of the game. When you need help, use the Knight's Guide that came in your *Think Quick!* package.

To play the game:

- Study the clue in the first castle room and find the one thing that is the same about both shapes. (See Strategies for Success, page 7.) Use this rule to decide which Secret Panels to open in the castle.
- Enter the castle and begin exploring. Use the map in your Hideout to find your way around.
- Look for Secret Panels that match the clue and open them. You'll discover Magic Things and Passage Finder pieces. Take them to your Hideout. Drop the Magic Things into the cauldron to build an enchanted knight and get the key to the Secret Passage door. Drop Passage Finder pieces in the Passage Finder box to complete a picture of the room with the Secret Passage.
- Go to the room shown in the Passage Finder. Touch the spot in the room marked by the black dot in the Passage Finder to make the Secret Passage door appear.
- Use your key to unlock the Secret Passage door and go to the next part of the castle.
- When you get through the tower, your enchanted knight will help you chase the dragon away. (See below.) May your mission succeed! The people of Mystikar are counting on you!



To chase the dragon away:

- When you get through the tower, the Secret Passage will take you to the Control Room instructions next door to the dragon's den. Go into the control room and use the knight to unlock the door to the dragon's den.
- Move your knight by touching the arrows and pressing **SPACEBAR**. Don't let your knight touch an alarm.
- Make the knight pick up a key its hand touches by touching the hand in the Control Room and pressing **SPACEBAR**. Move the knight until the key touches a matching lock. Press **SPACEBAR** to drop the key and unlock the lock.
- Unlock all three locks and watch the action!

SAVING A GAME

You can save your progress in a game whenever you want from anywhere in the castle. Use the Storage Disk that came in your *Think Quick!* package or a blank or reusable disk. You can save several games on one disk.

To save a game:

On the IBM computer:

- Press **ESC** to leave the game.
- Press **S** to see instructions on saving the game, as well as listing and deleting the saved games and changing the storage path name. A valid storage path name may consist of a drive identifier (i.e. **A:** or **B:**) or a subdirectory name up to 30 characters (i.e. **C: \TQ \SAVEGAME**).
- Follow the instructions on your screen to save the game. When you're done, return to the menu or go back to the game where you left off.

On the APPLE computer:

- Press **ESC** to leave the game.
- Press **S** to see instructions on saving the game, as well as creating (formatting) a new storage disk and listing and deleting the saved games.
- Follow the instructions on your screen to save the game. When you're done, return to the menu or go back to the game where you left off.

LOADING A SAVED MYSTIKAR GAME

After you've saved a game from the Castle of Mystikar and left the program, you can load that game again from the menu and continue playing where you left off. (To load a game you designed and saved from the Castle Creator, as well as the extra games included on the Storage Disk, choose Castle Creator from the menu. See page 18.)

To load a game:

- Start the program and choose Play Saved Game from the menu.
- Insert your storage disk and follow the instructions on your screen to load the game you want.

GAME SCORES

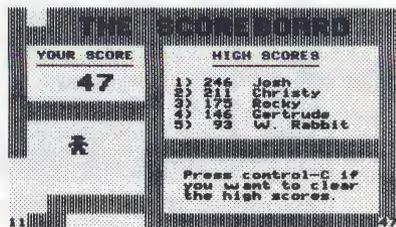
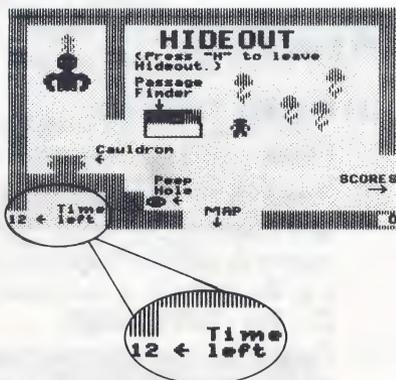
Your Hideout in the game has a scoreboard that shows the total number of points you've earned in the game so far for all the parts you've played. You earn 5 points when you:

- Find and pick up a Magic Thing or Passage Finder piece.
- Drop a Magic Thing into the cauldron.
- Put a key in the correct lock in the Control Room.

When you leave a part of the castle, each grain of sand left in the hour-glass earns you 2 bonus points (4 points in the expert game). Each time you get eaten by a Slime Worm, open a wrong panel, or set off an alarm, you lose a grain of sand and you'll earn fewer bonus points. The counter in your Hideout shows the number of grains of sand you have left.

As you move through each part of the castle, your points keep adding up. The number you win in each part is shown in the lower-right corner of the screen. The number you've earned in all the parts you've played so far is shown in the upper-left corner of the scoreboard in the Hideout. When you have enough points and leave the game, you will be asked to add your name to the list of high scores on the scoreboard.

You can erase all the high scores on the list any time you want. Just go to the scoreboard in the Hideout and press **CONTROL** **C**.



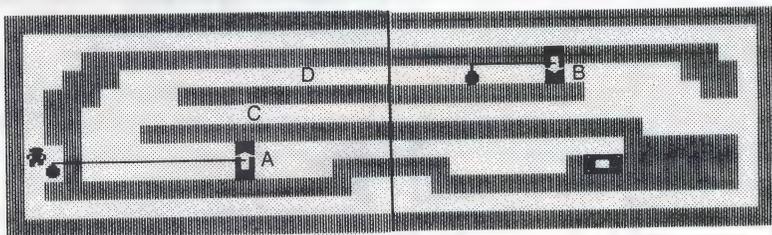
STRATEGIES FOR SUCCESS

There are lots of things to think about in the Castle of Mystikar, and you don't have much time before the dragon comes after you. On the following pages are some hints from kids who have made it all the way through.

Use the maps. They help you find where you are. For each part of the castle, there is a map in the Hideout that tells you what room you were in when you pressed H (marked with an X). It also shows rooms you haven't visited yet, and which rooms have Secret Panels in them. You can pick up this map and put it in the first Hideout room, or carry it into the castle rooms if you want to. See pages 11–17 for more detailed maps that show the walls and doors of all the rooms. Use these maps to figure out especially tricky parts of the maze and to find the room with the Secret Passage.



Study the doors before you move. Some of the Secret Panels are very hard to get to. You have to open several doors in just the right order. Use the maps and travel around until you know which doors block your way. For example, the Secret Panel below is guarded by two doors, and there are two rooms you must travel through to open the doors.



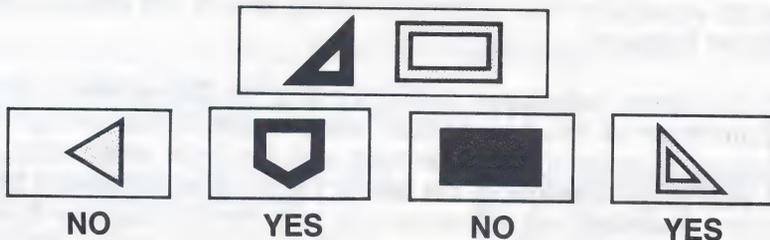
Work backward to figure out the order to open the doors. Decide which door is closest to the Secret Panel. In the rooms above, it is door A. You can open door A right away, but if you do, you will block the passage at C. Instead, you should open door B, which lets you get through passage D. Then open door A. Now you can get to the panel!

Figure out the clue. The clue tells you which Secret Panels to open. If you open the wrong panels, the Great Owl will come and show you the clue again, but you will lose a grain of sand from the hourglass and 2 bonus points (4 points in the expert game).

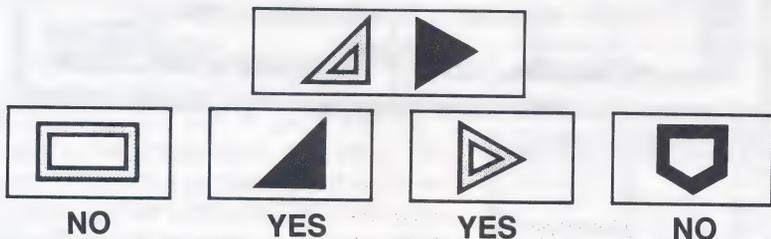
To figure out the clue, look at the two shapes on it. Find the one thing that is the same about both shapes. There are three things to check:

- **Hole or no hole**
- **Black or not black** (colored shapes look striped on monochrome monitors)
- **Number of sides** (3, 4, 5, 6, or round)

In the clue below, one shape is black and one is not. One shape has three sides and one has four. But *both* shapes have a hole, so you want to open panels with shapes with holes in them. The shapes' color and number of sides don't matter.



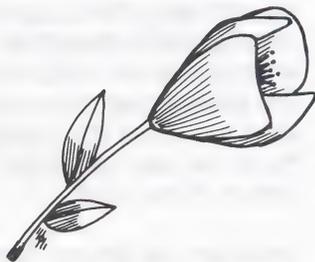
In the clue below, one shape has a hole and the other does not. One shape is black and the other is not. But *both* shapes have three sides, so you want to open panels with three-sided shapes on them. The shapes' color and whether or not they have holes don't matter.



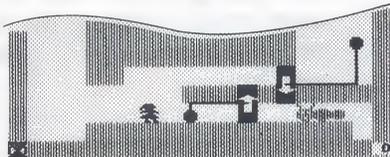
Put the clue in your Hideout. Once you figure out what the clue means, it's a good idea to put it in your Hideout. Then you can look at it whenever you want during the game.

Stay clear of Slime Worms. When a Slime Worm eats you, a grain of sand falls in the hourglass. This is especially bad if time is almost up! There are several ways to keep Slime Worms from eating you. Which one you choose depends on how much time you have left, and how good you are at getting past them. Here are some things to try:

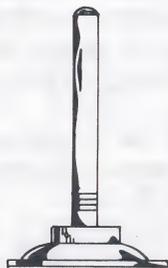
- **Outrun them.** Look at how each worm moves. Some bounce around. Others slide along walls. If you can tell how the worm is moving, you can stay out of its way. Also check to see how fast it is. Maybe you can be faster.
- **Feed them flowers.** A Slime Worm will take a nap and won't bother you for a while if you give it a flower. But there aren't many flowers, so it's a good idea to save them for times when nothing else will work. For example, a Slime Worm could be hanging around the last doorbell you need to touch when time is almost up. If you have a flower left, you can put the worm to sleep and open the door.



- **Lock them up.** This is the best way to deal with the worms. If you get the chance, close a door behind you so one or more worms are locked in.



- **Use the thumper.** In the expert game, you'll find a thumper in your Hideout. When a Slime Worm is in the same room with a thumper, it heads straight for it. The worms don't know how to go around walls to get to the thumper, though. You can put the thumper behind a wall and watch the worms gather on the other side of the wall.

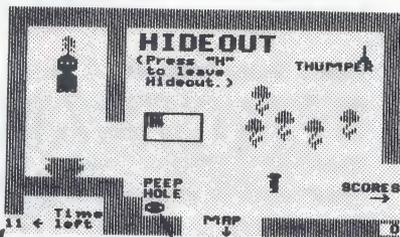


- **Watch for the Slime Worm Alarm.** Go slowly when you leave a room. If there is a worm just ahead, the little light by your head will flash and you can backtrack quickly to get out of the worm's way.

Turn the hourglass timer off. You can turn the timer off at the menu. The dragon will never come, and you will have all the time you need to figure out how to get through the tricky mazes in the Castle. You can choose any part of the castle to practice in. When you feel as if you know it pretty well, you can play with the timer on (and earn more points!).



Use the Hideout a lot. When you are in the Hideout, the timer stops so you can rest and think. You can sit on the peephole and study the room you just left to figure out what you will do next. You can also tell how many grains of sand are left in the hourglass by looking at the counter in the lower left corner of the room.



Timer

Peephole

Look for the Secret Passage as you go. When you first go into a room, check to see whether it could be the room you are making in the Passage Finder box. If it is, look at the map in the Hideout and make a note of where the room is. (This is a good time to use the maps on pages 11–17.) Then you can get back there in a hurry if you need to.

Save your game often. You can save your game in progress from anywhere in the castle. The best time to save your game is after you've gone through the Secret Passage and earned a new rank. Then if you run into trouble (a Slime Worm eats you or the dragon carries you away), you can go back to the saved game and try again. (See Saving a Game, page 5.)

Keep your knight away from the alarms in the Control Room.

When you move your completed knight around to pick up the keys to the dragon's den, keep him away from the alarms in the room. If your knight touches one, the Great Owl picks him up and returns him to his starting place, and you lose a grain of sand in the hourglass.



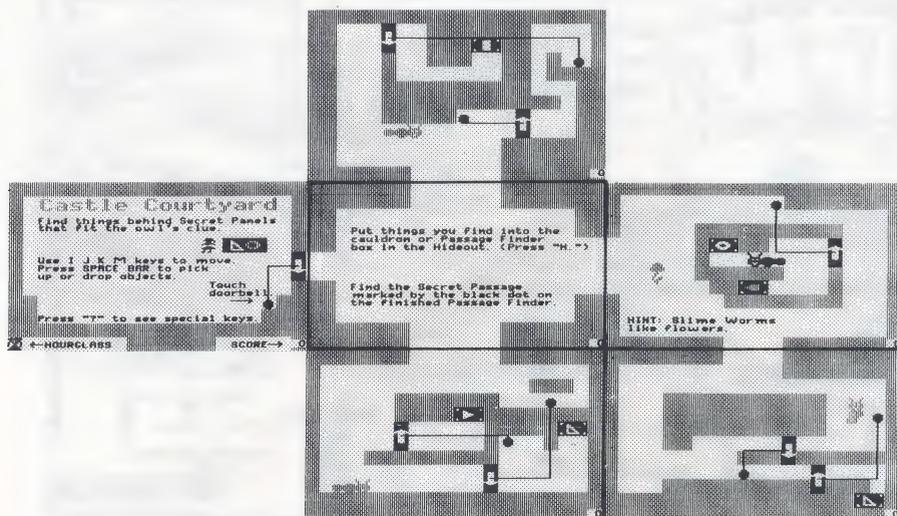
CASTLE MAPS

The maps on the following pages show the rooms that make up each part of the two Castle of Mystikar games. Use them to find your way around and to help you figure out the best order in which to open doors to get to a Secret Panel.

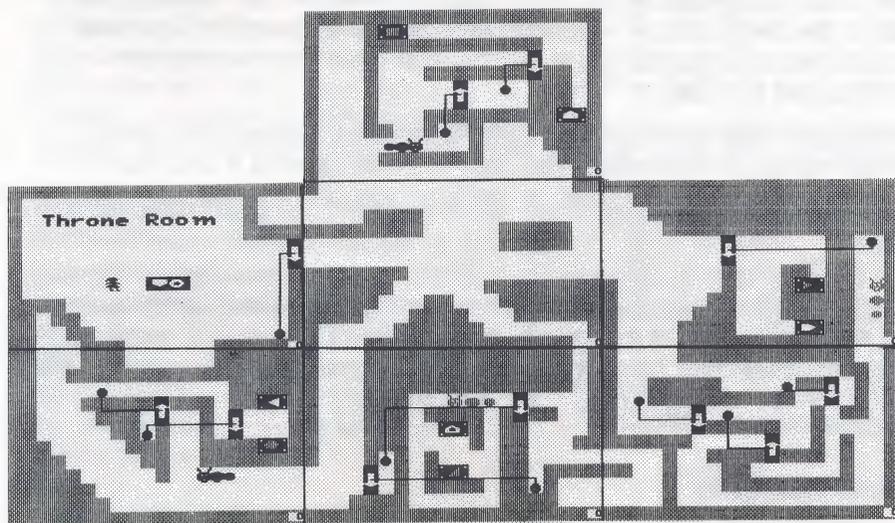
The heavy lines on the maps mark the borders between the rooms. When you are in the castle, you only see one room at a time. The map shows you all the rooms at once, so you can find out just where you are.

You will see from studying the maps that to reach some Secret Panels, you need to move back and forth between two or more rooms, opening and closing doors as you go. You may want to start the game by doing the parts that have only one or two rooms, and then go on to the harder ones.

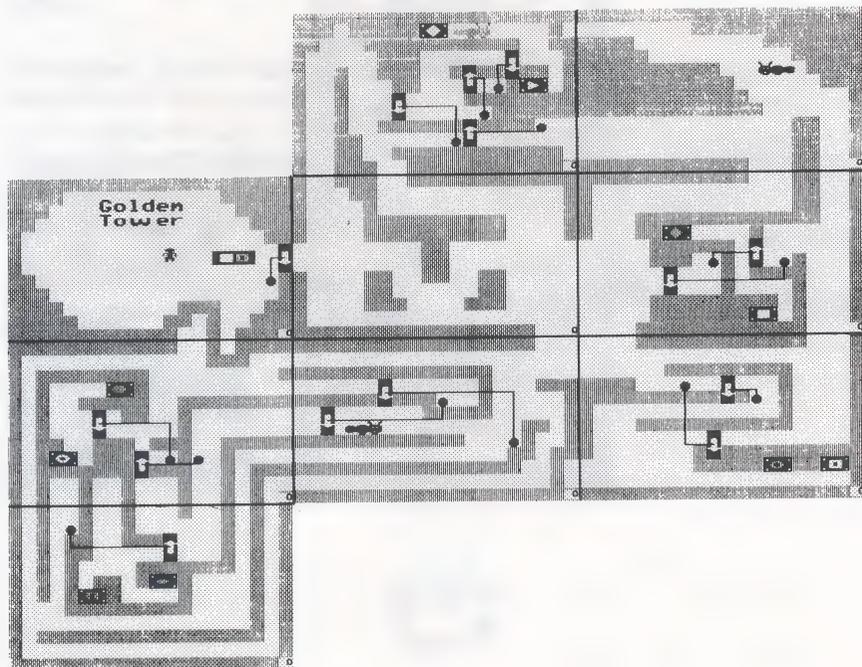
Castle Courtyard



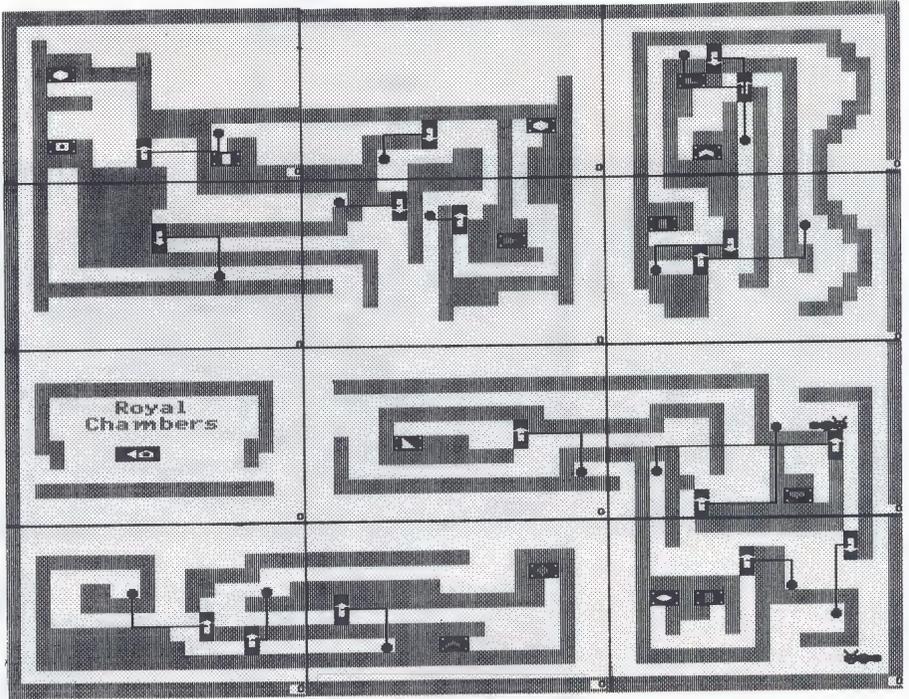
Throne Room



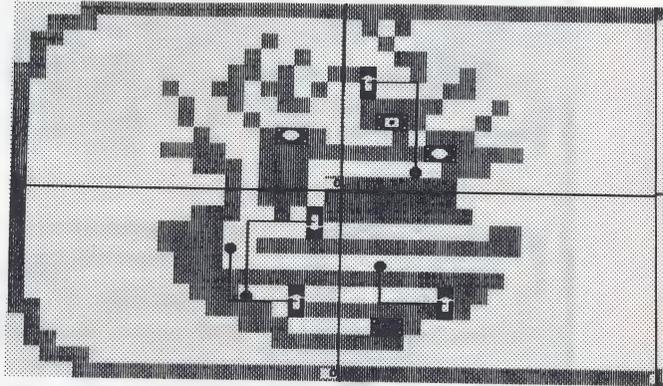
Golden Tower

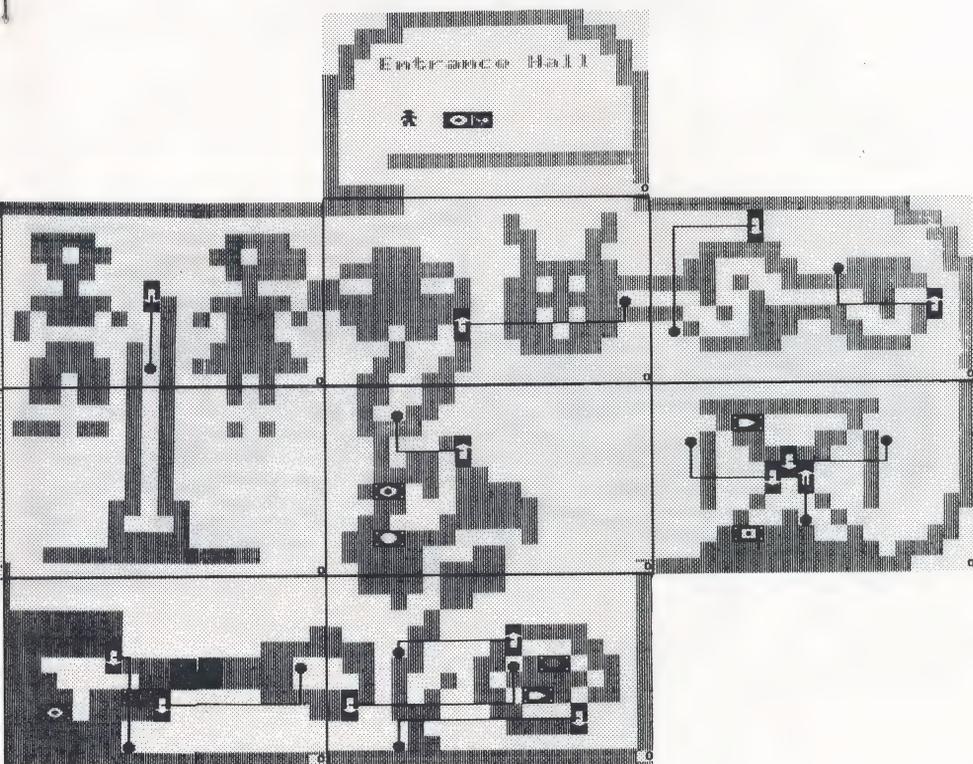


Royal Chambers

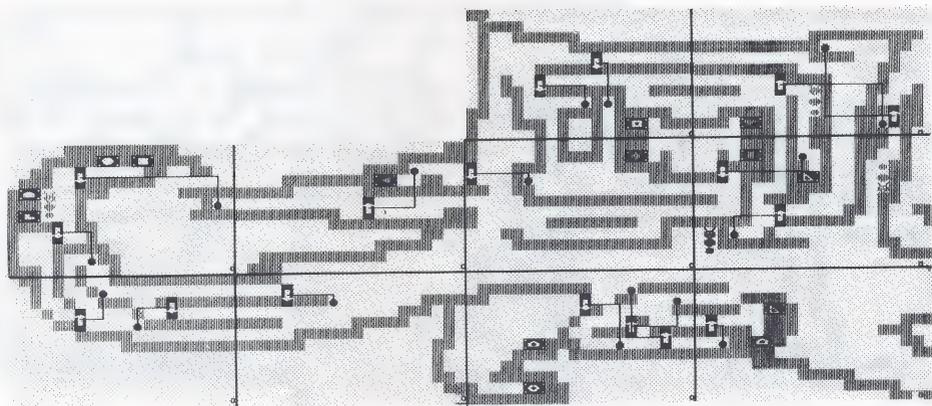


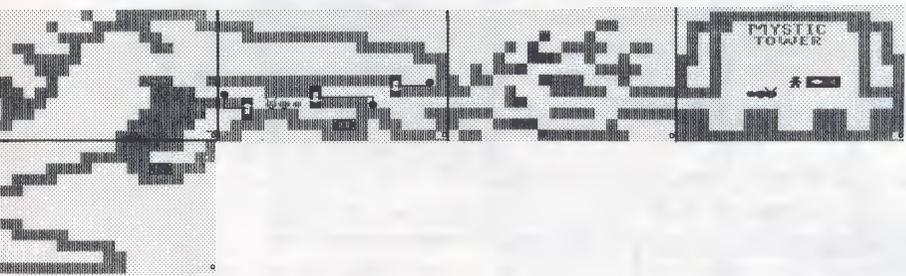
Entrance Hall





Mystic Tower



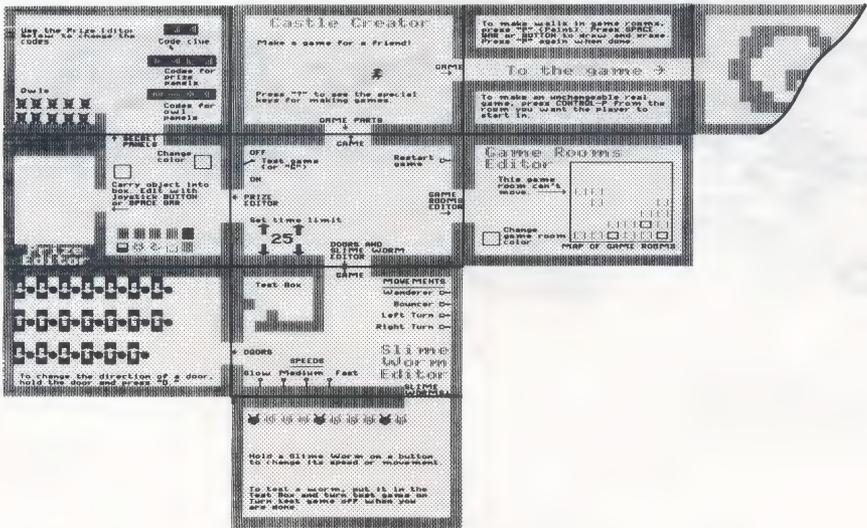


The Castle Creator

Go to the Castle Creator to make new games for yourself, friends or to load a Castle Creator game. You can create mazes like those in the Castle of Mystikar with doors, Slime Worms, Secret Panels, and prizes (instead of Magic Things and Passage Finder pieces). Your game has a Hideout, a dragon, and a timer you can set yourself.

To create a game:

- Choose Castle Creator from the main menu.
- Choose Make a New Castle.
- When the program loads, start in the room labeled "Castle Creator," as shown on the map below. Use this map to find your way around.
- Follow the steps on the next few pages for designing, changing, and making a real game of your own.



LOADING A CASTLE CREATOR GAME

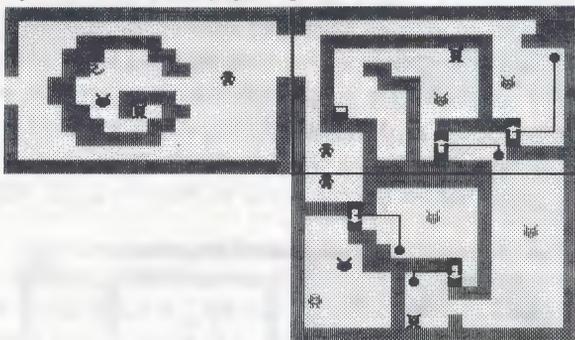
You can load one of the four Castle Creator games included on the Storage Disk or a Castle Creator game you designed yourself and saved.

To load a Castle Creator game:

- Choose Castle Creator from the main menu.
- Choose Load a Saved Castle and you will see a list of games made with Castle Creator. Real games—games you can play but can't change—are marked with a padlock () in front of the name.

DESIGNING A GAME

To make your own game, you first need to design it and figure out how it will work. You can use the Room Grid on page 28 to help you design a game. If this is your first time in the Castle Creator, use the pictures below to design a game just like it. It's a three-room game that's fun to make and play, and it will help you get started.



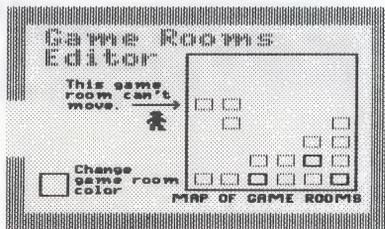
1. **Arrange and color the game rooms.** Follow the Game Parts sign and enter the Game Rooms Editor. The 16 little squares inside the box are the game rooms you can use. An arrow points to the first game room, which can't be moved. The rooms beside it will be in the game. Those below it can be added. If this is the first time you've made a game, start with just a few rooms.

To arrange the game rooms:

- Go inside the box and move the squares around. Move the squares that you want in the game so that their sides are touching. One of them should connect to the first game room. Move the squares that you don't want in the game away. The squares snap in place when you drop them.
- Make sure each square in your game is connected to another square on at least one of its four sides. Otherwise, there will be rooms in your game you can't reach.

To change the color of a room:

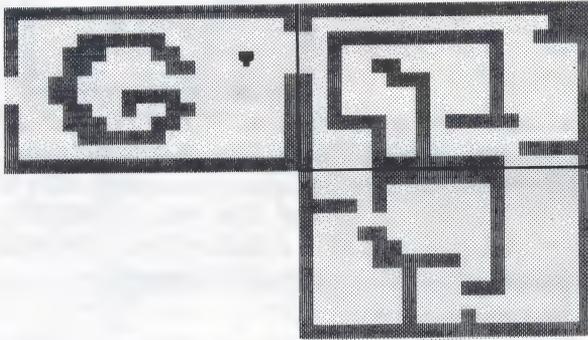
- Pick up a square and hold it so it touches the little box labeled "Change game room color." You will see colors change in the little box. When you see a color you like, drop the room square. It will pop back into its place.



2. **Paint the maze walls.** Leave the Game Rooms Editor and follow the signs to the Game. Enter the game rooms. You can make openings between rooms and draw maze walls inside the rooms by using the paintbrush.

To paint walls:

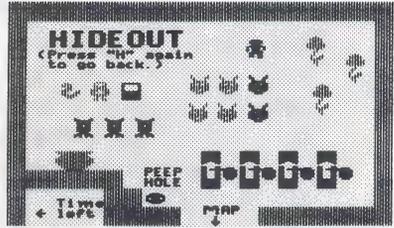
- Press **P** to change into the paintbrush. Now you can move through walls. Try it! (If there is no room on the other side of the wall you go through, you will come back into the room you were just in, but from the other side. This is called “wrap-around.”) Move around a while until you are ready to begin painting.
- To paint, move to an empty spot and press **SPACEBAR** or the joystick **BUTTON**. To erase, move to a painted spot and press **SPACEBAR** or **BUTTON**. (If you are using a joystick, you can hold the button down and move, leaving a trail behind you.) Experiment a bit. Paint some walls in each room.
- Press **P** again when you're done to change back into the cursor.



3. Put the things you need for the game in the Hideout. Leave the game rooms and follow the Game Parts sign to the Doors and Slime Worm Editor and to the Prize Editor. From those rooms, you'll find the doors, Slime Worms, prizes, and owls you'll need for the game. (Secret Panels will replace the prizes and owls when you make a real game from your game design.) Use the map to help you. As you find these game objects, you'll see that you can change the direction that the doors open, the way the Slime Worms move, the color and shape of the prizes, and even what clue to use in the game. For now, just get the game objects and put them in your Hideout. You can make changes to them later.

To get the game objects:

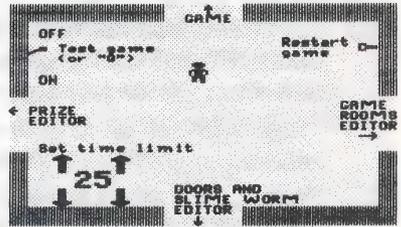
- Find the room that holds the doors, Slime Worms, prizes, or owls and pick one up.
- Press **H** to go to your Hideout and drop the object.
- Press **H** again to return to the room you just left. Pick up more of the same kind of object, if you like, and put them in your Hideout.
- Continue finding the objects you need and put them in the Hideout.
- Decide how many flowers you want the player to have in your game. Take the extra ones out of the Hideout and leave them in any of the Castle Creator rooms except the game rooms.
- Decide if you want a thumper in the Hideout. If not, take it out and leave it in any of the Castle Creator rooms except the game rooms.



4. **Arrange the game objects in the game rooms.** Go to the game rooms and put all the objects in place. (If you are designing the sample three-room game, use the picture of the game on page 19.) If the arrow on a door points the wrong way, hold it and press **D** to change its direction. If the door's bell is on the wrong side of a wall, pick up the bell and move it. If your way is blocked by a wall, press **P** to become the paintbrush and paint an opening. You can paint it closed again when you are done.
5. **Test the game design.** In the room below the first Castle Creator room, you'll find the switches you need to test the game design. One switch turns the test game on and off, which controls the doors and Slime Worms. The other switch resets the test game so that all the game objects go back to their starting positions. You can go there and use the switches to start and end your test, or you can use the keyboard as described below while you are in the game rooms. Drop any object you are holding before you turn the test game on and off.

To test the game design:

- Go to one of the game rooms and press **T** to turn the test game on. The doors will work and the Slime Worms will start to move. A large letter T will appear in the lower-left corner to show that you are testing the game.
- Check that the doors work the way you want them to, and that you can get everywhere you need to in the maze.
- When you are finished, reset the test game by pressing **CONTROL R**. The doors, Slime Worms, prizes, and owls will go back to their starting places. Then press **T** to turn the test game off. The large letter T will disappear.
- Make any changes you want to your game design, then test the game again by repeating these steps. (If you want to change the way the Slime Worms move, the color and shape of prizes, or how the clue and codes will look when you play a real game, see *Changing a Game Design*, page 23.)



6. **Save the game design.** When you are happy with the design of your game, it's time to save what you have done. Then you can come back later and make more changes, if you like, or go on to make the real game. When you save the game design, you'll always have it to make more changes to later, even after you've used it to make a real game.

To save your game design, use the Storage Disk that came with *Think Quick!*, or choose "C" from the save menu to create a new storage disk.

To save the game design:

- Press **ESC** to leave the Castle Creator and follow the instructions on the screen.

CHANGING A GAME DESIGN

After you've designed a game by painting maze walls, arranging game objects, and testing the doors, you may want to make a few more changes to the game design. You can change the direction that the doors open, how the Slime Worms move, the color and shape of the prizes, and make changes to the clue and Secret Panels that will appear when you play the real game. You can also set the timer to give players more or less time to play. After you've made your last changes, save the new game design. Game designs can always be changed again later, unlike real games.

If you've already saved your game design, load it from the Castle Creator menu (see Loading a Castle Creator Game, page 18). This puts you back in the Castle Creator where you can make these changes.

Changing Doors

In the game rooms, you can change the direction the door opens without having to go back to the Doors room to get another one. The arrow on each door shows you how it opens when you touch its bell.

To change a door:

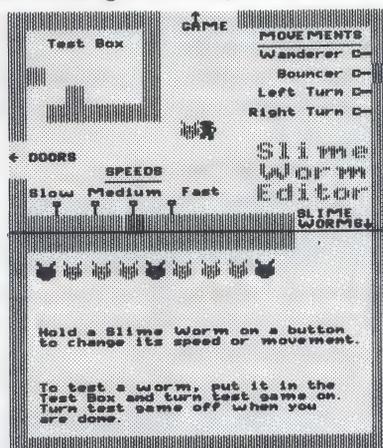
- Pick up the door you want to change.
- Press **D** to change its direction. The arrow on the door will point the other way.
- If the bell moves when you drop the door, just move it back where you want it.

Changing Slime Worms

In the Slime Worms Editor room, you can change the way the Slime Worms move and their speed.

To change a worm:

- Go to the game rooms or the Slime Worms room and pick up a worm. Carry it into the Slime Worm Editor room. You will see two colored blocks: one on the bottom wall and one on the right wall of the room. The blocks show the current speed and movement pattern for the worm you're holding.



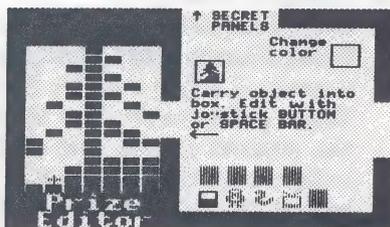
- To change the speed of the worm, touch the switch at the bottom of the room for the speed you want. You will see the colored block move to that switch.
- To change the way the worm moves, touch the switch for the movement you want. If you have a color monitor, you will see that the color of the worm also changes when you change the way it moves. The "wanderer" and "bouncer" movements are almost the same, but the wanderer moves farther. The other two movements are for wall-hugging worms. One worm turns left (and goes counterclockwise) and the other turns right (and goes clockwise.)
- To see how the worm will move in the game, drop it into the test box. Leave the test box (so you don't get swallowed). If it's a fast-speed worm, you might also want to get a door and lock the worm inside.
- Turn the test game on by touching the on/off switch in the room above or by pressing T . The worm will move inside the test box just as it will in the game.
- Turn the test game off when you are done by touching the switch or pressing T .
- When you are happy with the way the worm moves, carry it to the game rooms or drop it in your Hideout. (By using the Hideout, you can later carry more than one worm to the game rooms in one trip.) Then repeat these steps for other Slime Worms you want to change in the game.

Changing Prizes

In the Prize Editor room, you can change the color and shape of the prizes in your game. The 10 prizes are at the bottom of the room when you first load Castle Creator.

To change a prize:

- Go to the game rooms or the Prize Editor room and pick up a prize.
- To change the color of the prize, carry it into the box labeled "Change Color" in the Prize Editor room. The colors will change slowly. When you see a color you like, move out of the Change Color box.
- To change the shape of a prize, pick it up and carry it into the large box at the left. You will see the prize up close in white and the cursor will change to a plus sign (+). The real size and color of the prize will show in the little box to the right.

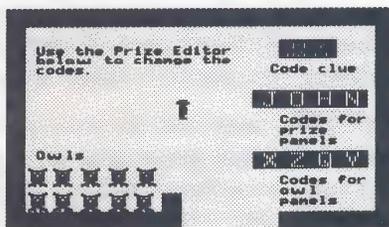


- To draw, move the plus sign to an empty space and press **SPACEBAR** or the joystick **BUTTON**. To erase, move to a filled space and press **SPACEBAR** or the **BUTTON**. (If you are using a joystick, you can hold the button down and move, leaving a trail behind you.) When you have a shape you like, move the plus sign out of the box. You'll find yourself holding the new prize.
- When you are happy with the prize, carry it to the game rooms or drop it in your Hideout. (By using the Hideout, you can later carry more than one prize to the game rooms in one trip.) Then repeat these steps for other prizes you want to change in the game.

Changing the Secret Panels

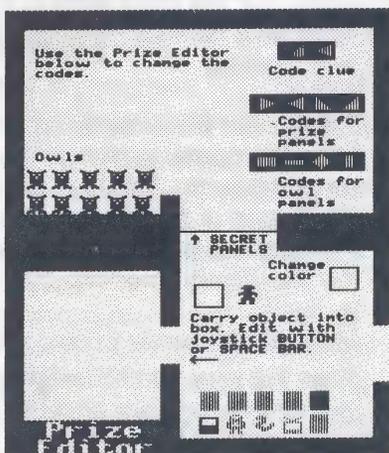
When you play the real game, a Secret Panel will replace each prize and owl that you left in the game rooms. (The panels hiding prizes and owls may change places with each other, though, so the game will be more fun to play.) In the Secret Panels room (above the Prize Editor), you can change the codes that will be on the panels, as well as the clue that will be used in the game.

You can change the codes and clue to anything you like. For example, the clue could read "MY NAME" as shown here. The codes for the panels hiding prizes would be letters from your name; the codes for the panels hiding owls would be letters not in your name. Or, the clue could be two odd numbers and the codes for the prize panels would be odd numbers, the owl panels even numbers. Or, the clue could be two flowers and the codes for the prize panels would be flowers, the owl panels animals.



To change the codes and clue:

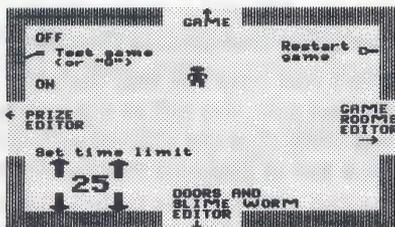
- Go to the Secret Panels room to see the codes and the clue. The codes for the Secret Panels that will hide prizes are labeled "Codes for prize panels." The codes for the panels that will hide owls are labeled "Codes for owl panels." The clue that will be in the first room of your real game is shown at the top of the room.



- To change the codes and clue, pick up one of the shapes in the Secret Panels room and carry it into the Prize Editor room. Change its shape and color the same way you change prizes (see Changing Prizes, page 24). When the shape is the way you want it to be, just drop it from wherever you are. It will pop back into its place in the Secret Panels room.
- Make sure you change all the codes, since any of them can be found on the panels later.

Setting the Timer

In the room below the first Castle Creator room, you can change how long you want the game to last. The timer is set for 25, which means the game will last about 15 to 25 minutes. The real time will change, depending on how many Slime Worms are in the game, and whether the player uses a joystick. (The timer runs slower if the player moves with the keyboard, because that is a slower way to move.) A setting of zero gives the players the least time to play; a setting of 99 gives the most time.



To find the best time for your game, you will need to experiment by playing the real game (see Making a Real Game, page 27). Before you begin playing, check a clock to see what time it is. When you finish the game, see how many minutes it took you. Then go into the Hideout to see how many grains of sand were left in the hourglass timer. It always has 13 grains at the start of each game. If you finished the game and still had 6 grains of sand left, you did it in half the time. You could cut the timer setting in half. But if the dragon got you when you were only halfway through the game, you would want to double the timer setting.

To change the timer setting:

- Load the game design of the game you just played. Then go to the room below the first Castle Creator room.
- Touch one of the arrows next to the numbers. The UP arrows increase the setting, the DOWN arrows decrease it. The arrows on the left change the time by 10. The arrows on the right change it by 1.
- Move off the arrow to stop the changing numbers.
- Save the new game design by pressing **ESC** and following the instructions on your screen. Then play the real game with the new timer settings (see Making a Real Game, page 27).

MAKING A REAL GAME

After you've designed a game and made all the changes you want in the Castle Creator, it's time to make and save a real game from the game design. In a real game, the Great Owl brings the clue in the first game room. Secret Panels replace all the prizes and owls, but they may change places with each other to make the game more fun to play. A real game also keeps score, and the dragon comes when time is up. You will get 5 points for finding prizes and 2 points for putting them in the cauldron in your Hideout. You'll also get 2 bonus points for each grain of sand left in the hourglass at the end of the game. When the last prize is dropped in the cauldron, you will see a sign saying "You Won!"

A real game is one you can play, but can't change after you save it. You won't be able to get back into the Castle Creator or use the paintbrush to change walls. So be sure you are happy with the game design you have, or have saved it already before you make it into a real game!

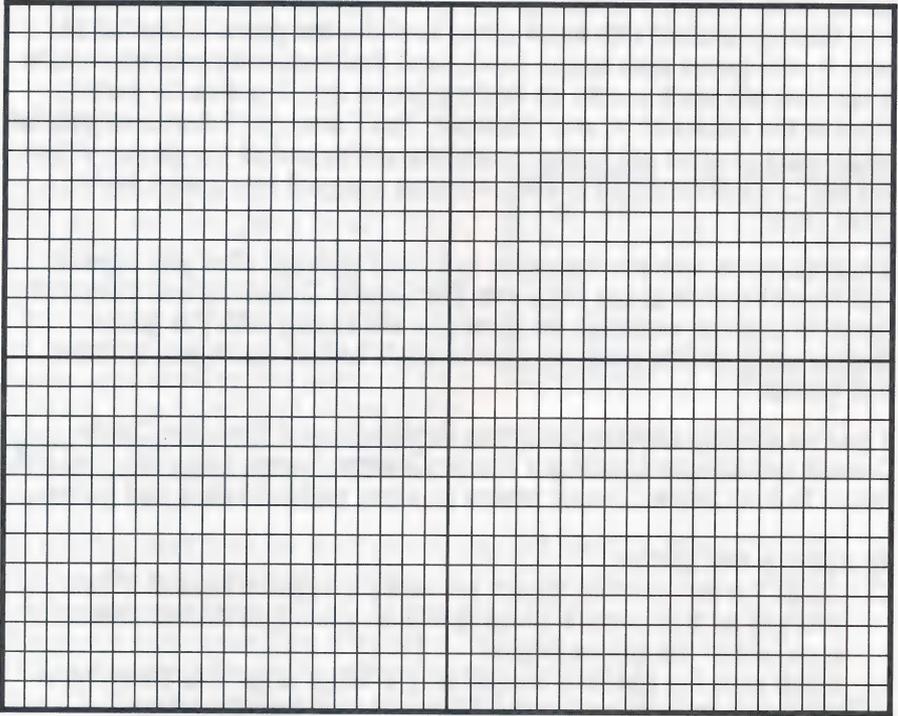
If you've already saved your game design, load it from the Castle Creator menu (see Loading a Castle Creator Game, page 18). You will return to the Castle Creator where you can make it into a real game.

To make a real game:

- Go to the game room where you want the game to start. Place yourself so that there's some space to your right for the clue to show when the game begins.
- Make sure the game is turned off (no large letter T is showing in the lower-left corner and the Slime Worms aren't moving).
- Press **CONTROL** **P** (for Playable game). You will see a screen that asks you if you want to save your game or play the game right away. It's a good idea to save it now.
- Follow the instructions on the screen. If you press **S** to save the new game before playing it, you will be asked to give it a name. If you press **ENTER** or **RETURN** to play right away, you can still save your progress in the game (and the game itself) when you leave the game.
- Play the game and see how you like it. Press **CONTROL** **R** any time you want to start the game over.
- If you want to save your progress in the game, press **ESC** to leave the game and save it. If you want to save the game for family and friends to play, press **CONTROL** **R** to reset the game, then press **ESC** and save the new game. If you don't want to save the game, press **ESC** to leave the game and return to the menu.

ROOM GRID

Use this grid to help you design a game in the Castle Creator. Each room is 20 squares wide and 12 squares high.

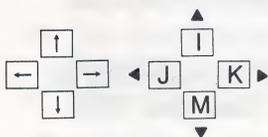


Special Keys

Use these keys when playing the game or creating your own game.

Keys	Function
------	----------

Keyboard Basics



Moves you up, down, left, and right (Use CONTROL and I, J, K, M to move in small steps.)

You can also use a joystick or a mouse.

SPACEBAR

Picks up and drops objects you are touching.

JOYSTICK BUTTON

MOUSE BUTTON

H

Lets you enter or leave the Hideout.

ESC

Lets you leave the game. Then you can save the game or go to the menu.

CONTROL

R

Restarts the current game.

CONTROL

S

Turns the sound on or off.

CONTROL

C

Erases the high scores listed on the scoreboard if you are in the score room in the Hideout.

?

Shows a list of keys to use.

Castle Creator

T

Turns the test game on and off.

D

Changes the direction a door opens when you are holding the door. (The test game must be off.)

P

Changes the cursor to the paintbrush and back again. (The test game must be off and you must be in a game room.)

CONTROL

P

Lets you make a real game with your game design. (The test game must be off and you must be in a game room.)

APPENDIX A:

Hard Disk Installation of the IBM/Tandy and Compatibles Version

If you have a hard disk (fixed disk), it is best to run the *Think Quick!* from that hard disk.

The installation procedure puts a copy of *Think Quick!* on your hard disk. This procedure creates a special storage area, a directory, on your hard disk called TLC (for The Learning Company) and another directory within that one called TQ (for *Think Quick!*).

Before you continue, be sure you have made a backup copy of the disk using the DOS command DISKCOPY. (See your DOS manual for instructions.)

To install *Think Quick!* on hard disk:

1. When you see the C:> prompt (or another DOS prompt that identifies your hard disk), insert the *Think Quick!* disk in drive A (or another floppy disk drive).
2. Type **A:** (or the letter of the drive you put the disk in followed by a colon), and press **[ENTER]**. Then type **INSTALL**, and press **[ENTER]** again.
3. Follow the instructions on the screen.

To start the program once you have installed it on your hard disk: at the C:> prompt, type **TQ** and press **[ENTER]**.

Troubleshooting

1. If you see an onscreen message that says "a hard disk is not available":
 - a. You may not have a hard disk.
 - b. You may have to delete some files to make more room on your hard disk.
 - c. You may have started your computer with a DOS disk and have a hard disk set up by a disk manager program. Be sure to start your computer from the hard disk.
 - d. If your hard disk is a separate unit, check that it is turned on.
2. If your monitor does not display the program properly (blank screen or distorted graphics), you may need to run the SETUP program. See the instructions for getting started on page 2 of this user's guide.

If you have any questions, call our Customer Service Department toll free at 1-800-852-2255!

APPENDIX B:

Hard Disk Installation of the 3.5" Apple Version

If you have a hard disk drive and the 3.5" disk version of *Think Quick!*, you can run the program directly from your hard disk and keep the program disk for backup purposes. To do this you will need to install (put a copy of) the program on your hard disk.

To install the program:

1. Put the program disk in a disk drive.
2. Open that drive from your Finder or Launcher. You will then see the contents of the program.
3. Run the program called *INSTALL*. (You may have to scroll to the right or down to find the *INSTALL* program.)
4. Follow the instructions on the screen.

The *INSTALL* program will create a folder on your hard disk with all the files in it. Do not change the name of this folder or the program may not run properly.

Customer Service

We are proud of the special relationship we have with many satisfied parents, children, and teachers. If you have a problem, a question, or a suggestion, please call our Customer Service Department at 1-800-852-2255 or 1-415-792-2101.

The Learning Company warrants to the original purchaser that the disk provided with this user's guide and the software program coded there on will perform in accordance with the descriptions in this user's guide when used with the specified equipment. If the program is found defective within 90 days of your purchase, it will be replaced. Simply call The Learning Company's Customer Service Department at the above toll-free number and a replacement disk will be sent within 24 hours. Replacement of the disk is the full extent of our liability.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including those of merchantability and fitness for a particular purpose, are limited in duration to 90 days from the date of purchase of this product.

The Learning Company shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury even if The Learning Company has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Warning: Any attempt to duplicate this program may result in a damaged disk. This does not constitute user damage as covered by the warranty.

Damaged Disk Replacement Policy

The Learning Company will replace disks that the user damages for a duplicating and handling fee. Return your damaged disk and a check for \$10 to:

The Learning Company
6493 Kaiser Drive
Fremont, CA 94555
Attention: Disk Return Dept.

CREDITS

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Acknowledgements

Many children, parents, teachers, and school administrators have been involved in pilot-testing this program. Without their help, The Learning Company could not have produced the quality educational product you have purchased. We would like to acknowledge the generous cooperation of the following schools who gave time and energy to the development of the *Think Quick!* program.

Corte Madera School, Portola Valley, CA
Fair Meadow Elementary School, Palo Alto, CA
Los Lomitas Elementary School, Menlo Park, CA
Laurel Elementary School, Atherton, CA
Ophir School, Oroville, CA
Ormondale Elementary School, Portola Valley, CA
Phillips Brooks School, Menlo Park, CA
Theuerkauf Elementary School, Mountain View, CA
Woodside School, Woodside, CA

Get a quick start with *Think Quick!*[®]
All you need is right here.

A Knight's Guide to the Castle of Mystikar[®]

Welcome, traveler, to the kingdom of Mystikar! A trouble-making dragon has taken over the Castle of Mystikar. Many of the bravest and brightest knights of the kingdom have tried to rid the castle of the dragon, but all of them have failed. You are Mystikar's last and greatest hope.

The castle is guarded by Slime Worms that roam the halls and swallow you whole if you get too close. Lots of doors will block your way. Some of them must be opened in just the right order. Secret Panels marked with dragon code hide Magic Things that you need. And there are secret passageways to find in each part of the castle. Luckily, you have a safe Hideout with lots of things to help you. In there, you can build an enchanted Knight to help you against the dragon, make a picture of the room with the secret passageway, see a map and find things to protect you from the Slime Worms.

You'll have to think quick to get through the castle and make your enchanted knight before the dragon wakes up. Can you do it? The people of Mystikar are counting on you!



GAME ELEMENTS

Characters



You (Choose your character at the menu.)

Slime Worm Wanders the castle and eats you, but will not kill you. Use flowers or the thumper to protect yourself. (See Hideout.)

Dragon Catches you when time runs out. (You can turn the timer off at the menu if you don't want to be timed.)

Clue for the Secret Panel Code



Clue Shows which Secret Panels to open. Find the rule for how both shapes of the clue are the same. Rules are:

- Hole or no hole
- Black or not black
- Same number of sides

Clue Example 1



In this clue, one shape is black and one is not black. One shape has three sides, and one has four. But *both* shapes have a hole. That's the rule for the code. Open only panels that have shapes with holes, such as those below. Here, the shape color and number of sides don't matter.



NO



YES



NO



YES

Clue Example 2



In this clue, one shape has a hole and one doesn't. One shape is black and one is not black. But *both* shapes have three sides. That's the rule for the code. Open only panels with three-sided shapes. Here, the shape color and whether or not they have holes don't matter.



NO



YES



YES



NO

In the Castle



Hourglass Timer Shows how much time you have left in the game. (You can turn the timer off at the menu if you don't want to be timed.)



Secret Panel Hides Magic Things or Passage Finder pieces. Open only panels that match the clue. Touch the panel to open it. The clue and the panels change each time you play.



Passage Finder Piece Found behind Secret Panels. Shows a part of the room where you'll find the Secret Passage. The pieces snap into place when dropped in the Passage Finder in your Hideout. (See Passage Finder.)



Magic Things Found behind Secret Panels. Create parts of the enchanted Knight and the key to the Secret Passage door when you drop them into the cauldron in your Hideout.



Secret Passage Door The entrance to the next part of the castle. Find it by going to the spot shown by the black dot in the completed Passage Finder.



Key to Secret Passage Door Unlocks the Secret Passage door. Get it by putting a Magic Thing into the cauldron.

TIPS FOR SUCCESS

- Use your Hideout and the peephole often. The timer stops and you are safe.
- Use the detailed maps here and in the Guide for Players to find your way, as well as the map in your Hideout.
- Save your game when you finish a part of the castle and get a new rank.
- To get the highest score, turn the timer on (for bonus points), explore the parts of the castle in order, and think quick!
- For more tips, see Strategies for Success in the Guide for Players.

Your Hideout



Hideout A safe place in the castle where you can rest and think. It has a cauldron, Passage Finder, peephole, map of the castle rooms, flowers, and sometimes a thumper. (The timer stops when you are here.)

Cauldron Creates an enchanted Knight and keys to the Secret Passage doors when you drop Magic Things into it.



Passage Finder Shows a room in the castle with a Secret Passage when you drop Passage Finder pieces into it. The black dot in the finished picture shows where the Secret Passage is.



Peephole Lets you see the castle room you just came from. Touch it to see the room.



Flower Puts a Slime Worm to sleep when you hold it near one.



Thumper Attracts Slime Worms. (Found in the expert game.) Use it to trap Slime Worms.



Enchanted Knight Chases the dragon away when it's complete. Build it piece by piece by dropping Magic Things into the cauldron.

PLAYING THE GAME

Starting on an IBM/Tandy or Compatible Computer

At the A> prompt, insert the disk in drive A and type TQ. Then Press ENTER.*

Starting on an Apple Computer

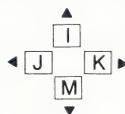
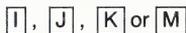
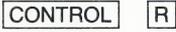
Insert the disk in drive 1 and turn on the computer.*

When you see the dragon flying, press any key. After a few seconds, you will see the menu.

Choose your cursor character (boy or girl) from the menu by following the instructions on the screen.

If you want step-by-step instructions for playing the game, choose Knight School. Otherwise, choose Play the Game and go to the Castle Courtyard - the first and easiest part of the game to play. Use this guide when you need help.

SPECIAL KEYS

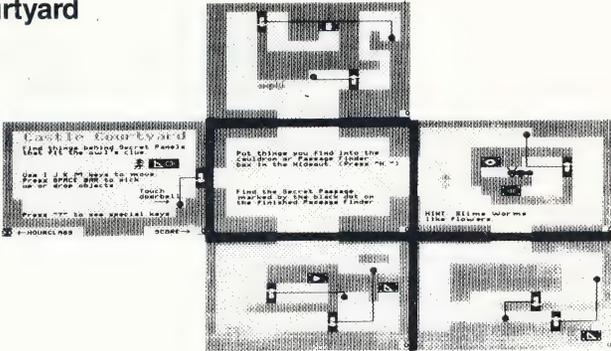
IBM Keys	Apple Keys	Functions
 or 		Moves you up, down, left, and right.
 or 		To move in small steps. (The shift key + number lock key need only be activated once to move in small steps.)
 		
		Picks up and drops objects you are touching, like flowers, Magic Things, and Passage Finder pieces.
JOYSTICK BUTTON	JOYSTICK BUTTON MOUSE BUTTON	
		Lets you enter or leave the Hideout.
		Lets you leave the game. Then you can save the game or go to the menu.
		Restarts the current game.
		Turns the sound on or off.

*See page 2 of the User's Guide for more detailed instructions on getting started. To install *Think Quick!* on a hard disk, see Appendix A (IBM/Tandy and Compatibles Version) or Appendix B (3.5" Apple).

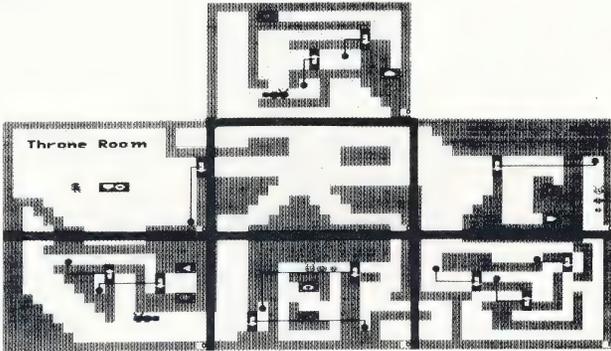
CASTLE MAPS

Use these maps to find your way through the three parts of the first Castle of Mystikar game. (Maps for the expert game are in the Guide for Players.)

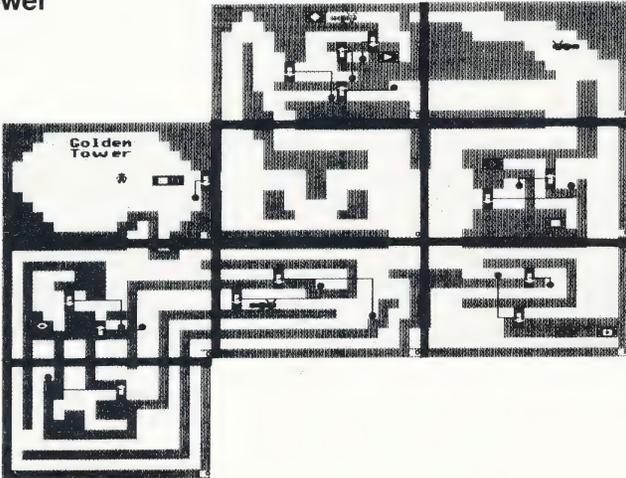
Castle Courtyard



Throne Room



Golden Tower



Get on Our "Head of the Class" Mailing List!

Just take a few minutes and register your software today and you will receive valuable updates, product information and "special offers" from The Learning Company. Send it today!

The Learning Company® Software Warranty Registration

1. NAME _____ PHONE (_____) _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
2. Name of program: _____
3. Number of children using program: 1 child 2 children more than 2
Age of child(ren) using program: 3-7 8-11 12-14 14 & Up
4. This program will be used at: Home School Both Other (Specify): _____
5. Machine version: Apple IIGS Apple IIc Plus Apple IIe/c/+ Macintosh Tandy
 Other (Specify): _____
6. Which of the following do you own (Check all that apply):
• 5.25" drive 3.5" drive Hard disk Mouse Joystick
• Memory: 48K 64K 128K 256K 384K 512K More than 512K
• Color monitor Monochrome
• Printer: Dot Matrix Monochrome Dot Matrix Color Daisy Wheel Other None
• Printer Brand/Model: _____
• Interface card/model for Apple _____ Don't know
7. How long have you owned a computer?
 Less than 6 months Less than 1 year Less than 2 years More than 2 years
8. Store where software was purchased: Babbages Egghead Electronics Boutique/Games & Gadgets
 Software, etc./B. Dalton Mail order Other
9. Do you also own a Nintendo, Sega, or Atari system? Yes No
10. Please indicate which magazines you read: inCider/A+ Classroom Computer Learning
 Electronic Learning Mac User Mac World Nibble Teaching & Computers Other None

APPLE

The Learning Company®



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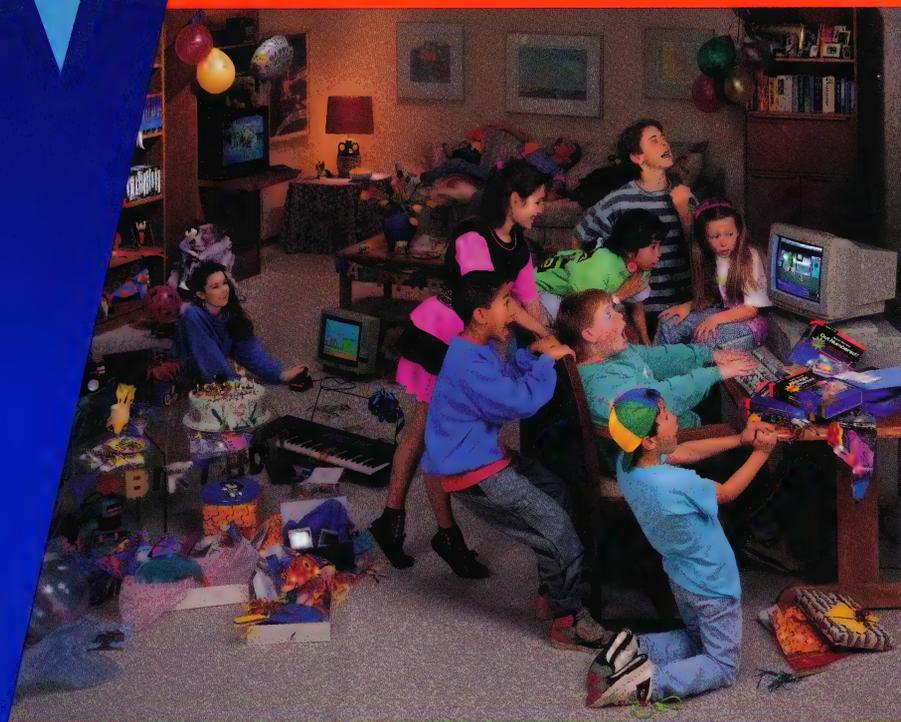


Ages 3 & Up

The Learning Company[®]

Software Selection Guide

New!
**Spring-
Summer**
1990



Five Tips on Selecting Software that Helps Children Learn

Make an investment in your child's learning. Be certain that the software you buy passes this test:

1. Does it have **proven learning value**? The software should have been developed by a team of qualified learning experts using sound approaches.
2. Is it **fun**? Given the right environment, children love to learn. Good software stimulates children's natural curiosity and provides a rich, rewarding experience. It should also offer several levels of play to motivate continued use and provide options to customize content to individual learning needs.
3. Is it **easy to use**? You and your child should not have to spend time figuring out how to use the software. A simple set of commands and consistency from one product to the next should allow you to get straight to the fun.
4. Does it develop **thinking skills**? The right software will provide more than drill-and-practice work. It should also enhance your child's thinking and problem-solving abilities, paving the way to future learning success.
5. Is it part of a **family of products** that is **guaranteed**? Look for a line of products that covers all of your child's learning needs. Make sure the company stands behind its products and guarantees your satisfaction.



Build Reading, Math, and Early Thinking Skills for Ages 3-7

Reader Rabbit®

(Ages 3-7)

Builds early reading skills



Four animated games help develop fundamental reading, spelling, and thinking skills. Children improve word recognition, vocabulary, and memory skills in Reader Rabbit's fabulous word factory.

- ▶ Uses **positive reinforcement** to motivate children and reward correct solutions
- ▶ **Carefully sequenced games** increase in difficulty as your child's skills grow
- ▶ New **"talking" version** for the Apple IIGs uses high-quality digitized speech for an even more exciting and rewarding learning experience

"Reader Rabbit is a highly motivational game . . . well designed and easily used by young children."

—The Computing Teacher

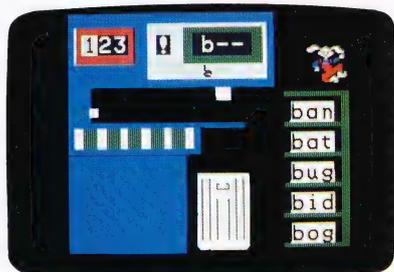
"Parents' Choice Gold Award"

—Parents' Choice

"Critics' Choice Award"

—Home Office Computing

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) \$49.95
 Apple II Series (5.25" disk) \$39.95
 Special "Talking" version for Macintosh, Apple IIGs
 and Tandy 1000 (3.5" disk) \$59.95
 Commodore 64/128 also available



Math Rabbit®

(Ages 3-7)

Builds early math skills



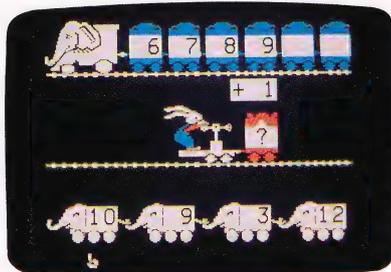
Introduce your child to the fascinating world of numbers! Four games teach children how to add and subtract one- and two-digit numbers and recognize number patterns and relationships. Math Rabbit develops children's early thinking skills while teaching them math.

- ▶ **Many options** let you customize games to child's learning level
- ▶ **Builds a solid foundation** for future work in multiplication

"Rich in educational content and fun to play."

—Dr. Carol Wilder, Parent and Educator

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) \$39.95
 Apple II Series (5.25" or 3.5" disk versions) \$39.95
 Macintosh (Special "Talking" version) \$59.95



Develop Writing, Spelling, and Thinking Skills for Ages 6-12

Writer Rabbit®

(Ages 7-10)

Builds reading & early writing skills



Reading and writing are related skills that form an important foundation for a child's future success. Through a series of six highly entertaining games, children have fun as they learn to recognize simple sentence parts.

- ▶ **Can be customized to child's ability** by selecting vocabulary level, sentence length, and game speed
- ▶ **Develops creativity** as children make up their own stories and letters
- ▶ **Prints out** over 70 stories and letters, plus an award certificate

"A must for every child who is beginning to write. A natural step before introducing the child to word processing"

—Dr. Ariella Lehrer, Child Psychologist and Software Evaluator

"Critics' Choice Award"

—Home Office Computing

IBM/Tandy & Compatibles

(5.25"/3.5" disks in one box) \$49.95

Apple II Series (5.25" or 3.5" disk versions) \$49.95

Magic Spells®

(Ages 6-12)

Builds essential spelling skills



Sharpen spelling skills by unscrambling words and spelling flashed words in a magical kingdom. Magic Spells enriches a child's understanding of letter relationships as it provides spelling practice.

- ▶ **Includes sample word lists** with hundreds of words at many levels
- ▶ **Enter weekly spelling words** with the easy-to-use "Spells Writer" editor
- ▶ **Rewards and motivates children** with captivating graphics and amusing sound effects

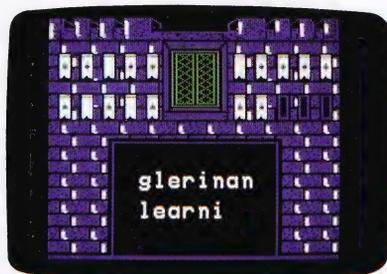
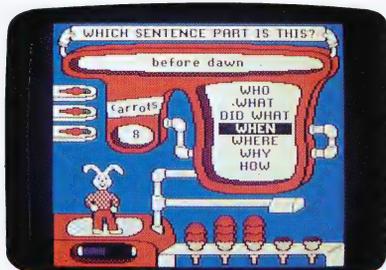
"We only wish that spelling drills had been this much fun when we were kids."

—Apple II Review

IBM/Tandy & Compatibles

(5.25"/3.5" disks in one box) \$39.95

Apple II Series (5.25" or 3.5" disk versions) \$39.95



Develop Thinking and Written Communication Skills for Ages 7 & Up



Think Quick!®

(Ages 7 & up)

The animated adventure game that builds thinking skills

This fast-paced adventure game helps children develop important thinking skills needed for future learning. Players overcome increasingly difficult challenges as they race through over 100 rooms in the magical Castle of Mystikar.

- ▶ **Helps build skills in logical thinking**, developing strategies, decision making and problem solving
- ▶ **Six increasingly difficult game levels** provide endless hours of learning fun
- ▶ **Several play options** let children explore at their own pace, race against the clock or create their own games
- ▶ **Secret panels, magical objects, maps, clues, Slime Worms and an enchanted Knight** all add up to a delightful exploration for children

"An exciting and very motivational program that enhances many areas of learning, including problem solving and decision making."

—Judy Cato, Teacher

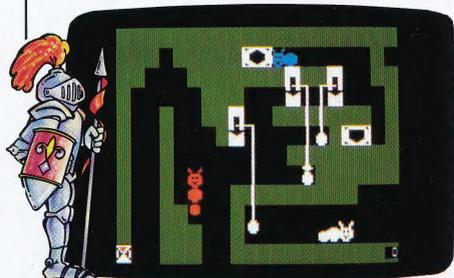
"Parents' Choice Gold Award"

—Parents' Choice

"A+ All Stars"

—A+ Magazine

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) \$49.95
Apple II Series (5.25" or 3.5" disk versions) \$49.95



The Children's Writing & Publishing Center™

(Ages 7-14)

The easy-to-use program for writing reports, letters, outlines, newsletters, and more

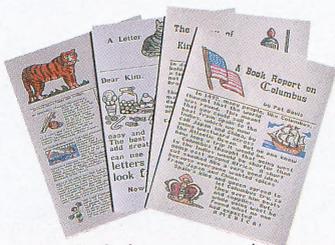
Now children can produce high-quality reports, letters, outlines, stories, and newsletters at home and school with a program designed especially for them. Designed for ease of use, this program stimulates the natural creativity of young people, and makes the process of writing both fun and rewarding.

- ▶ **More features** than any other children's word processing or desktop publishing program. Combine text and pictures effortlessly—watch words automatically wrap around pictures that are placed on documents.
- ▶ **Over 150 pictures** - also compatible with Print Shop and other graphics libraries.
- ▶ **Easy-to-follow instructions** and attractive screen displays coach new users every step of the way.

"Children's Product of the Year!"

—COMPUTE!'s Choice Award, January '90

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) \$69.95
Apple II Series (5.25" or 3.5" disk versions) \$59.95



Look what you can create!

Strengthen Reading, Math, and Problem-Solving Skills for Ages 7-14

Super Solvers Midnight Rescue!™



(Ages 7-14)

The breakthrough arcade-action reading and thinking game

Morty Maxwell, alias the Master of Mischief, has taken over Shady Glen School! Disguised as one of his five robots, he and his team are painting the entire school with disappearing paint. As Super Solvers Club Members, children have only until midnight to explore the school, read for clues, and collect facts to out-think their clever opponent. Finding out which robot is the Master of Mischief challenges children to play this fast-paced action adventure over and over again.

- ▶ **The most complete and comprehensive reading program available.** Readings develop essential skills of recalling key facts, identifying main idea, and drawing inferences, while “stretcher” words with on-line hints build vocabulary. Children collect and organize information in determining who the Master of Mischief is!
- ▶ **A breakthrough adventure-game format that engages children and motivates learning.** Midnight Rescue! blends the exciting elements found in the best videogames with rich educational content that builds reading and thinking skills.

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) \$49.95



Super Solvers Out Numbered!™



(Ages 7-14)

The new-generation arcade-action game that builds math, thinking, and problem-solving skills

The Master of Mischief is up to his old tricks, threatening to take over the airwaves at Shady Glen TV Station. To stop him, players must locate his secret hideout before he changes all of Shady Glen's shows to his own boring programs! As Super Solvers Club members, players have only until midnight to solve math problems, match the clues and secret code, and deduce which room conceals the Master of Mischief.

- ▶ **Unique design blends game excitement with education.** Fast-paced arcade action is blended with a comprehensive math and thinking-skills curriculum.
- ▶ **Two complete programs build math and thinking skills.** Regular game sharpens problem-solving and deductive-reasoning skills. The Drill for Skill game allows children to practice basic math facts.
- ▶ **Easy-to-use design with multiple educational and gameplay levels.**

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box) \$49.95



About The Learning Company

The leader in children's software, The Learning Company is dedicated to producing high-quality software products that enrich the education of young people ages three and up. The Learning Company is unique in its focus on building children's underlying thinking skills, while reinforcing important areas of basic curriculum. Its single-minded focus on quality is reflected in the extensive pre-market testing conducted in homes and schools and in a rich line of award-winning products.

Entertainment and ease of use are premier qualities of The Learning Company's products. Intriguing characters, challenging situations, and rich game environments are the ingredients for captivating programs that children can enjoy for hours. Multiple skill levels and easy-to-follow directions broaden the appeal of each program to a wide audience. With software from The Learning Company, you'll experience no frustrations or complicated procedures. And, your satisfaction is guaranteed.

Choose the award-winning series of programs from The Learning Company . . . rich, entertaining programs that build basic curriculum skills and **develop underlying thinking skills.**

Subjects	Ages 3 to 7	Ages 7 to 10	Ages 10 & Up
Math/Problem Solving	Math Rabbit	Super Solvers Out Numbered!	
Reading/Thinking	Reader Rabbit	Super Solvers Midnight Rescue!	
Writing/Publishing		The Children's Writing & Publishing Center	
Thinking/Problem Solving		Think Quick!	
Writing/Reading		Writer Rabbit	
Spelling		Magic Spells	

Check the Reference Guide Below for Your Hardware Requirements

Programs (Ages)	IBM® /Tandy® and Compatibles*		Apple® /Macintosh®	
Reader Rabbit (3-7)	256k	1,3	64k	1
"Talking" Reader Rabbit (3-7)	256k	1,2	256k	1,4,5
Math Rabbit (3-7)	128k	1,3	64k	1,5,6
Writer Rabbit (7-10)	256k	1,3	64k	1,6
Magic Spells (6-12)	256k	1,2	64k	1,6
Think Quick! (7 and up)	128k	1,3	64k	1,6
<i>Super Solvers</i> Midnight Rescue! (7-14)	512k	1,3,8	N/A	N/A
<i>Super Solvers</i> OutNumbered! (7-14)	512k	1,3,8	N/A	N/A
The Children's Writing & Publishing Center (7-14)	384k	1,3	128k	1,7,6

Notes on system requirements:

1. Color monitor not required
2. Color graphics adapter required
3. Color graphics or Hercules monochrome graphics adapter required
4. Apple IIgs only-3.5" disk drive required
5. Apple Macintosh formats available. Runs on Mac SE, Mac II, Mac Plus and Mac 512 with 800k/1MG disk drive
6. 3.5" disk for Apple IIgs, IIc Plus also available
7. Dot matrix printer, black & white or color, required
8. Requires 640k for Tandy

*IBM/Compatible Information

Requirements: IBM and compatible products require PC-DOS or MS-DOS version 2.0 or higher.

Systems tested for compatibility:

IBM PS/e; IBM PC/XT/AT; TANDY 1000 TX/SL/TL/EX/SX/HX/3000; COMPAQ 286/PORTABLE; LEADING EDGE D; EPSON EQUITY 2/3; PACKARD BELL; HYUNDAI; COMPU-ADD; EVEREX; VENDEX; AMSTRAD; KAYPRO; HP VECTRA; AT&T 6300; PANASONIC FX 600; TOSHIBA t-1100/3100; ZENITH 148/158/248/258.

- ▶ All of The Learning Company's MS-DOS products are hard-disk installable and fully compatible with the IBM family, Tandy 1000 series, and other PC compatibles. Also note that both 5.25" and 3.5" disks are enclosed in each box and you can back up your program disk.
- ▶ **3.5" Disk Version** for the Apple IIgs, IIc Plus, and other compatible 3.5" disk drives is available. Call us.
- ▶ **Satisfaction Guaranteed!** All programs from The Learning Company carry a no-risk, 30-day money-back guarantee.
- ▶ **Special Note to Educators:** The Learning Company also offers a complete line of School Editions. Call our School Division for more information.

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