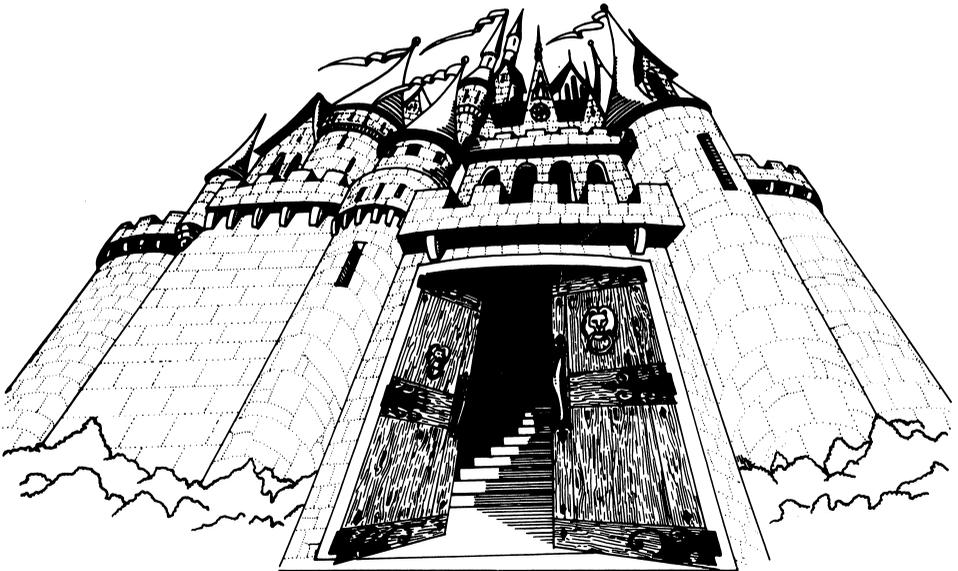


Think Quick!™

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

Think Quick! runs on:

- Apple® II + , 64K
- Apple IIe
- Apple IIc
- Apple IIgs™

Optional:

- Joystick
- Mouse

- IBM® PC, XT, AT PCjr
and Compatibles with 128K

- Tandy® 1000, 256K

Optional:

- Joystick

With:

- Disk][or UniDisk 5.25
- Monitor or TV
(color not required)

- Double-sided Disk Drive
- DOS 2.0 or greater
- CGA or Hercules
Compatible Graphics Adapter
- Color monitor recommended
but not required

- Double-sided Disk Drive
- DOS 2.0 or greater
- Color monitor recommended but
not required

Introducing . . .

The Learning Company

Since its beginning in 1982, The Learning Company has been widely recognized as the leader in educational software. Our innovative products have won "Software of the Year" awards from *Learning Magazine* and *Parents' Choice*, and "Critics' Choice" awards from *Family Computing*. Developed and evaluated by a team of educators, program designers, and educational software specialists, our programs have set the highest industry standards for educational quality and design excellence. We've combined imaginative graphics, the best in animation and program design, and proven educational theory to bring you the finest educational software available today.

The Authors

Leslie Grimm

Meet Leslie Grimm, Ph.D., the coordinator and lead designer of the *Think Quick!* program. An experienced educator, programmer, and software designer, Dr. Grimm has authored *Writer Rabbit*, *Reader Rabbit*, and *Magic Spells*. Recognized for her creativity, technical expertise, and commitment to education, Dr. Grimm leads the design team at The Learning Company.

Sid Weber

Meet Sid Weber, the person behind the technical quality of *Think Quick!*, as well as the architect of the advanced game levels. A graduate of Humboldt State University with credentials in computer programming, Mr. Weber's ingenuity in program design and mastery of quality assurance techniques give this product its high performance and technical integrity.

Shaun Gordon

Meet Shaun Gordon, who contributed the operating system, the save and load routines, and the scoring feature of *Think Quick!* Mr. Gordon is currently studying computer science at UC Berkeley.

Andy Stadler

Meet Andy Stadler, the designer and programmer of most of the *Castle Creator*. A recent graduate in physics from Occidental College, Mr. Stadler's special talents added to the versatility of the program's game editor.

Dennis Caswell

Meet Dennis Caswell, creator of the animated title, menu, and dragon flight. With an M.S. degree in Computer Science from UCLA and many years experience in programming, Mr. Caswell has earned a reputation for outstanding graphics.

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Shaun Gordon
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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 and individuals who gave time and energy to the development of the *Think Quick!* program.

Corte Madera School, Carol Benoit
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Fair Meadow Elementary School
Palo Alto, CA

Las Lomas Elementary School
Tom Rhoads
Menlo Park, CA

Laurel Elementary School
Lynn Murphy
Atherton, CA

Ophir School
Judy Cato
Oroville, CA

Ormondale Elementary School
Portola Valley, CA

Woodside School, Rhonda Rolla
Woodside, CA

Theuerkauf Elementary School
Pat Neu
Mountain View, CA

Phillips Brooks School
Paul Sterngold
Menlo Park, CA

Contents

<i>Welcome to Think Quick!</i>	1
<i>Getting Started</i>	2
The Menu	3
<i>The Castle of Mystikar</i>	4
Saving a Game	5
Loading a Saved Mystikar Game	6
Game Scores	6
Strategies for Success	7
Castle Maps	11
<i>The Castle Creator</i>	18
Loading a Castle Creator Game	18
Designing a Game	19
Changing a Game Design	23
Making a Real Game	27
Room Grid	28
<i>Special Keys</i>	29
<i>Customer Service</i>	30
<i>Appendix A</i>	31

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

To load your *Think Quick!* program:

On an Apple Computer:

- Put the *Think Quick!* disk in the disk drive and close the door.
- Turn on your computer.

On an IBM Computer:

Before you use *Think Quick!* for the first time, you need to install the *Think Quick!* diskette. This is described in Appendix A on pages 33 and 34.

Once DOS is on your diskette, follow these instructions the next time you want to play *Think Quick!*:

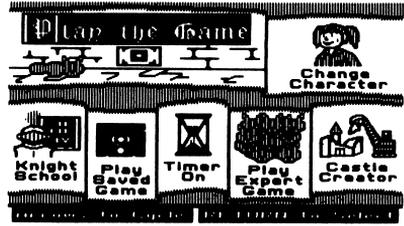
- Put your *Think Quick!* diskette in the primary disk drive and close the door.
- Turn on your computer or, if it is already on, type TQ and press or .

When you see the dragon fly across your screen, press any key to see the menu.

THE MENU

To choose a menu option:

- Use the **ARROW** keys to highlight an option.
- Press **RETURN** or **ENTER** 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.)

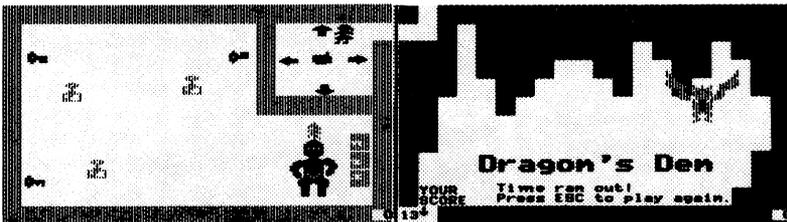
For a list of keys to use in the program, see Special Keys on page 29.

The 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 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.

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.

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

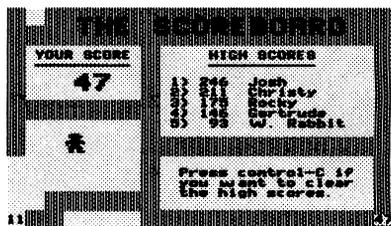
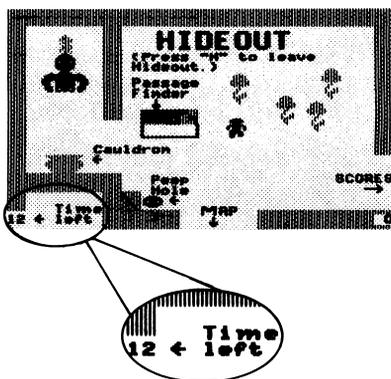
Your Hideout in the game has a scoreboard that shows the total number of points you've earned in the game so far for all the parts you've played. You earn 5 points when you:

- 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 game. 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.

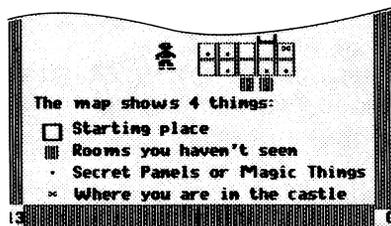
You can erase all the high scores on the list any time you want. Just go to the scoreboard in the Hideout and press **CONTROL** + **C**.



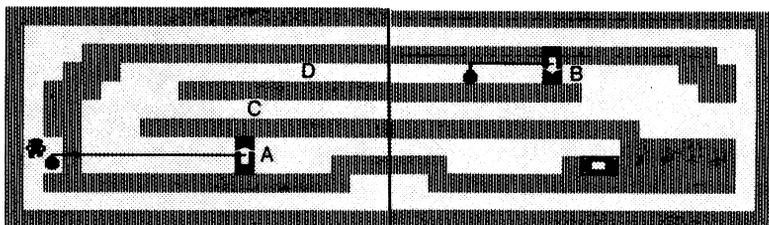
STRATEGIES FOR SUCCESS

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.



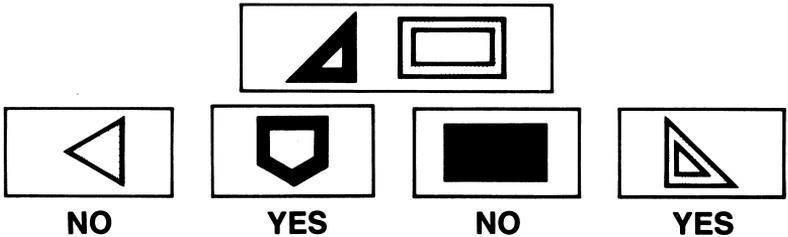
Work backward to figure out the order to open the doors. Decide which door is closest to the Secret Panel. In the rooms above, it is door A. You can open door A right away, but if you do, you will block the passage at C. Instead, you should open door B, which lets you get through passage D. Then open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

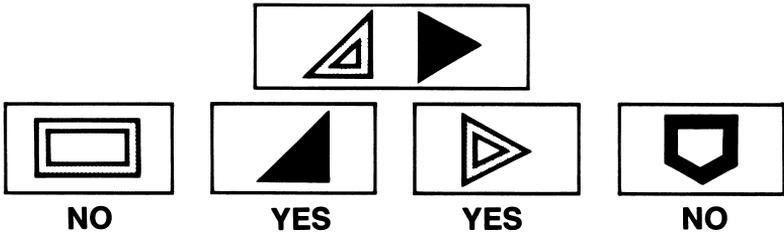
To figure out the clue, look at the two shapes on it. Find the one thing that is the same about both shapes. There are three things to check:

- **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.



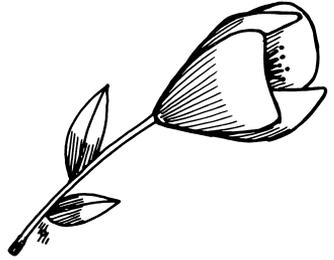
In the clue below, one shape has a hole and the other does not. One shape is black and the other is not. But *both* shapes have three sides, so you want to open panels with three-sided shapes on them. The shapes' color and whether or not they have holes don't matter.



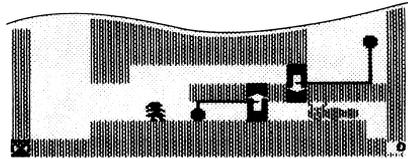
Put the clue in your Hideout. Once you figure out what the clue means, it's a good idea to put it in your Hideout. Then you can look at it whenever you want during the game.

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:

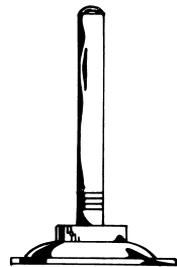
- **Outrun them.** Look at how each worm moves. Some bounce around. Others slide along walls. If you can tell how the worm is moving, you can stay out of its way. Also check to see how fast it is. Maybe you can be faster.
- **Feed them flowers.** A Slime Worm will take a nap and won't bother you for 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.

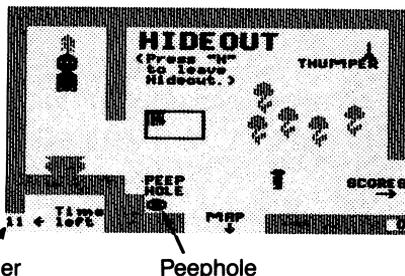


- **Watch for the Slime Worm Alarm.** Go slowly when you leave a room. If there is a worm just ahead, the little light by your head will flash and you can backtrack quickly to get out of the worm's way.

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.



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.



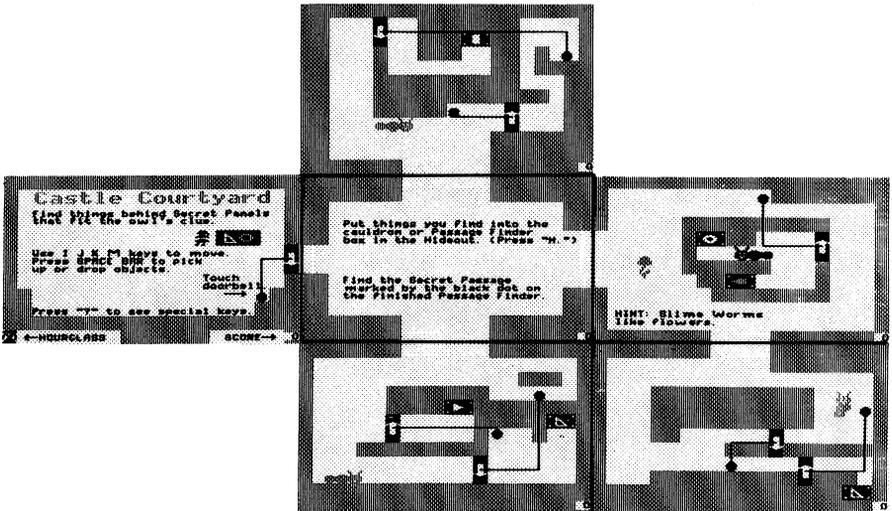
CASTLE MAPS

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.

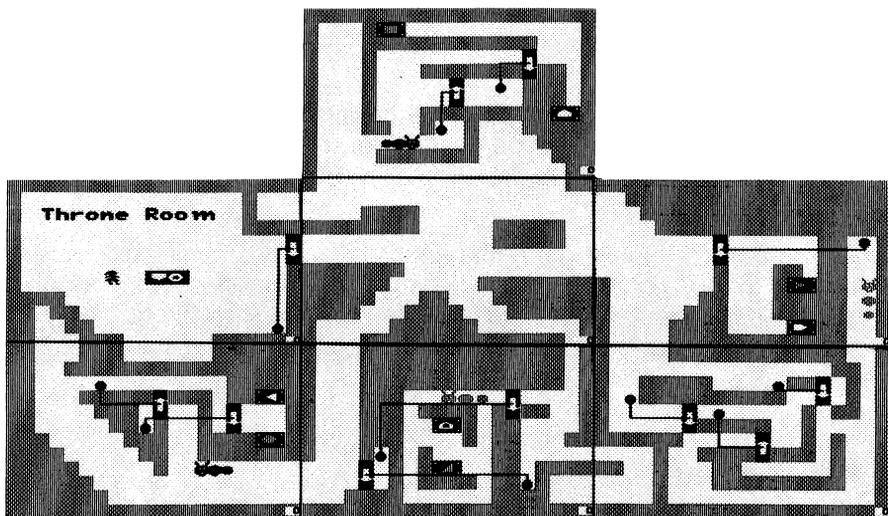
The heavy lines on the maps mark the borders between the rooms. When you are in the castle, you only see one room at a time. The map shows you all the rooms at once, so you can find out just where you are.

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.

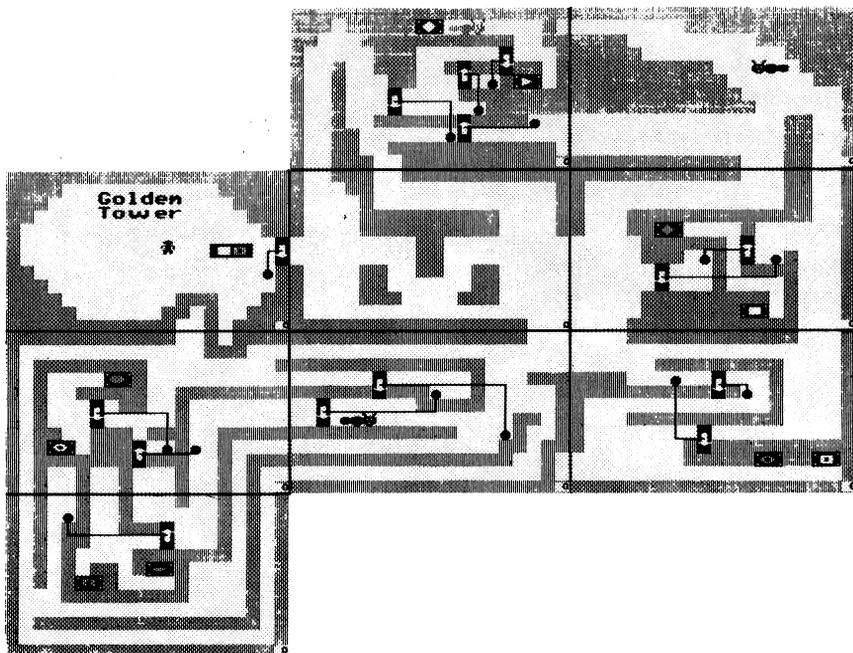
Castle Courtyard



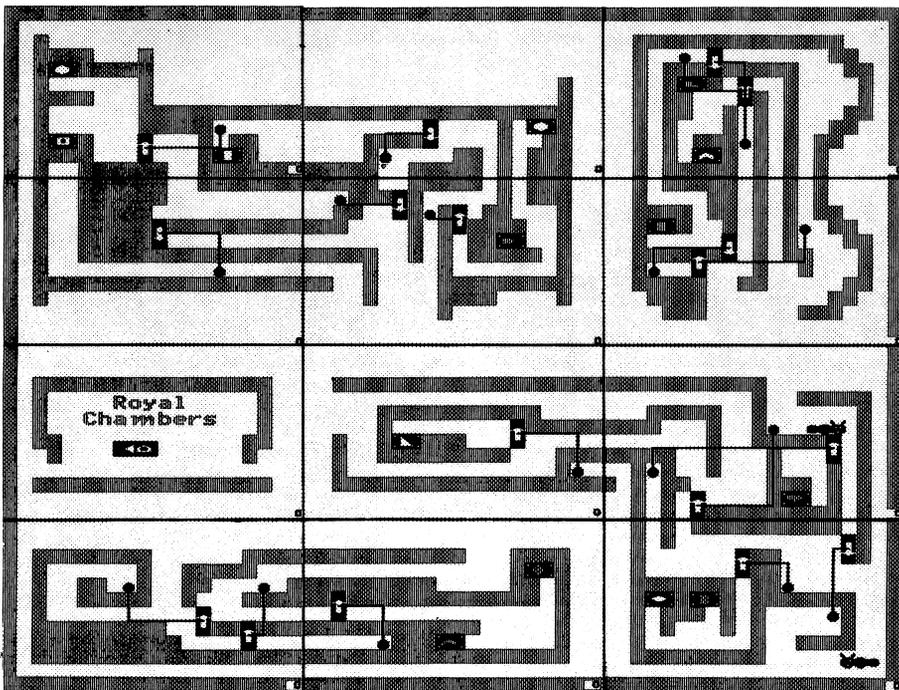
Throne Room



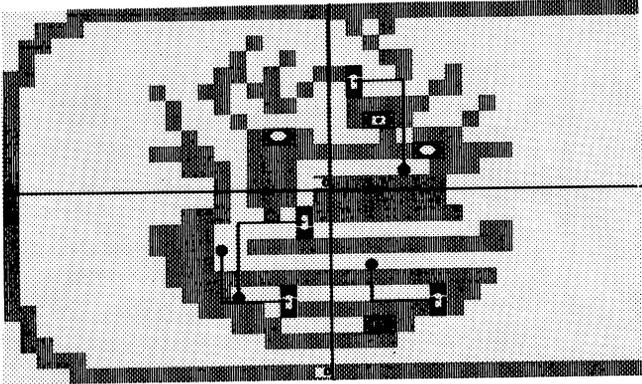
Golden Tower

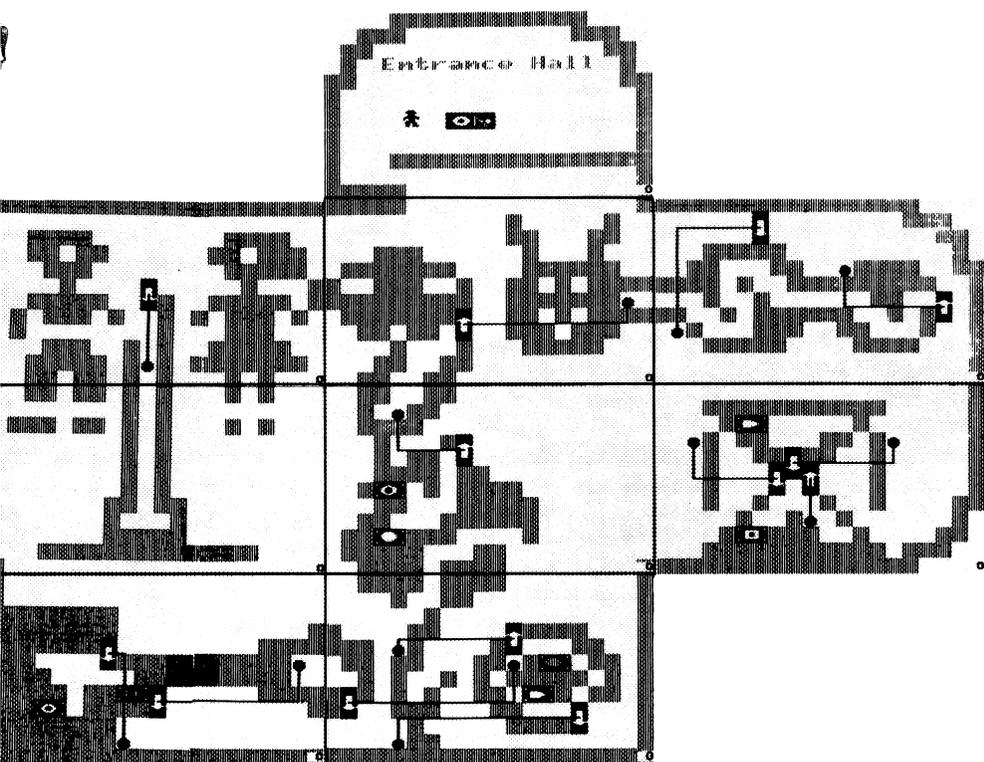


Royal Chambers

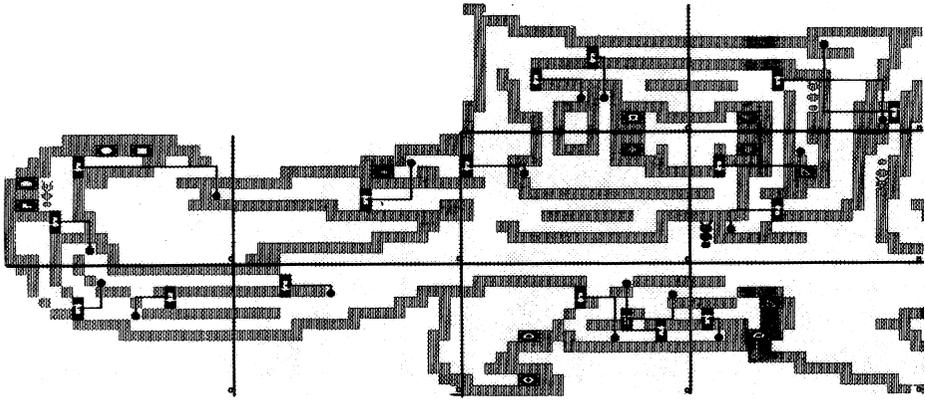


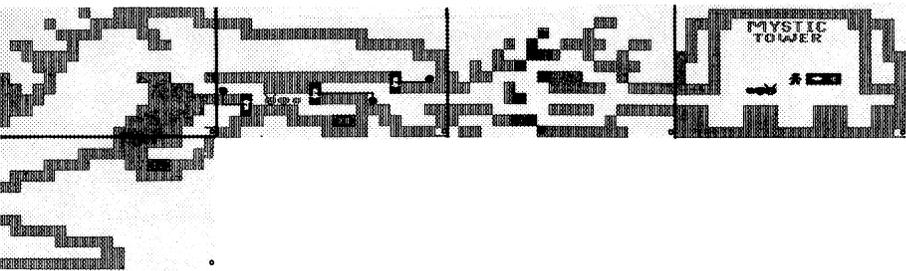
Entrance Hall





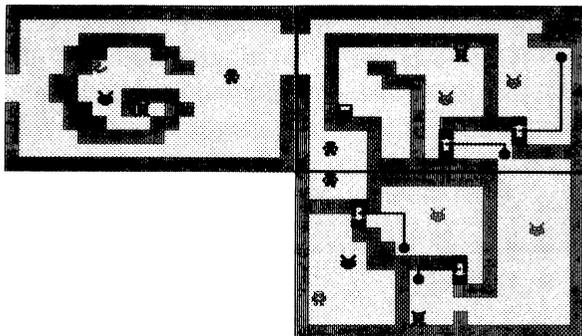
Mystic Tower





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.



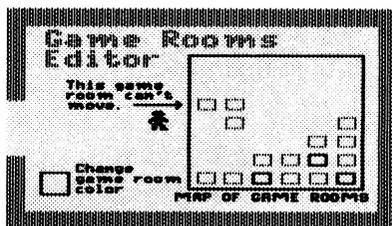
1. **Arrange and color the game rooms.** Follow the Game Parts sign and enter the Game Rooms Editor. The 16 little squares inside the box are the game rooms you can use. An arrow points to the first game room, which can't be moved. The rooms beside it will be in the game. Those below it can be added. 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:

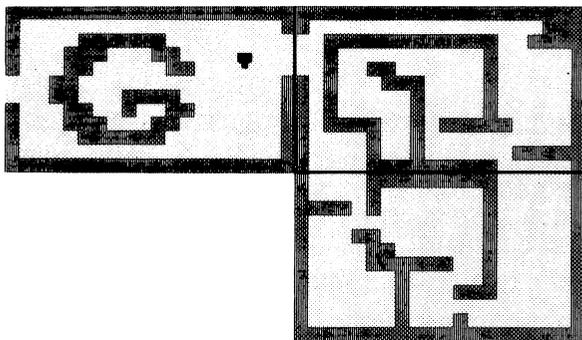
- Pick up a square and hold it so it touches the little box labeled "Change game room color." You will see colors change in the little box. When you see a color you like, drop the room square. It will pop back into its place.



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:

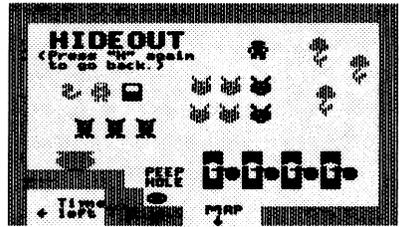
- Press **P** to change into the paintbrush. Now you can move through walls. Try it! (If there is no room on the other side of the wall you go through, you will come back into the room you were just in, but from the other side. This is called “wrap-around.”) Move around a while until you are ready to 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:

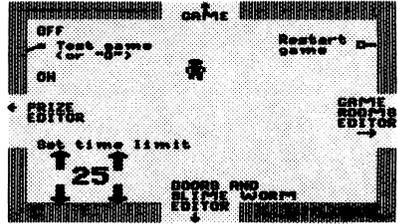
- Find the room that holds the doors, Slime Worms, prizes, or owls and pick one up.
- Press **H** to go to your Hideout and drop the object.
- Press **H** again to return to the room you just left. Pick up more of the same kind of object, if you like, and put them in your Hideout.
- Continue finding 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:

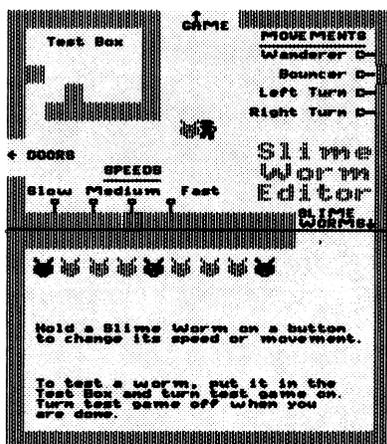
- Pick up the door you want to change.
- Press **D** to change its direction. The arrow on the door will point the other way.
- If the bell moves when you drop the door, just move it back where you want it.

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.



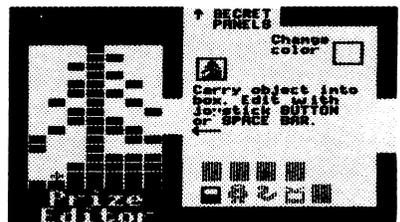
- ❑ To change the speed of the worm, touch the switch at the bottom of the room for the speed you want. You will see the colored block move to that switch.
- ❑ To change the way the worm moves, touch the switch for the movement you want. If you have a color monitor, you will see that the color of the 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 . 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 .
- ❑ 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.

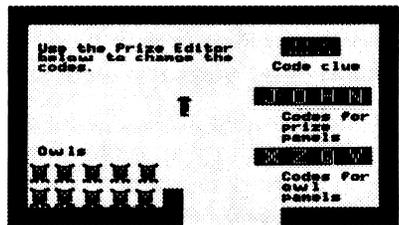


- To draw, move the plus sign to an empty space and press **SPACEBAR** or the joystick **BUTTON**. To erase, move to a filled space and press **SPACEBAR** or the **BUTTON**. (If you are using a joystick, you can hold the button down and move, leaving a trail behind you.) When you have a shape you like, 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

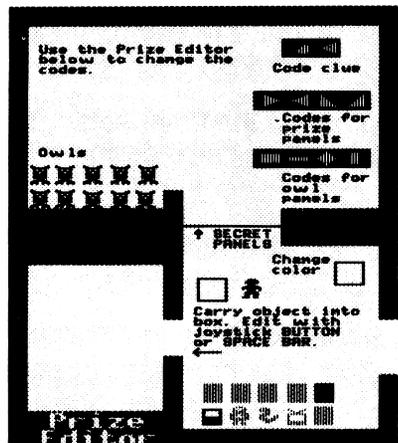
When you play the real game, a Secret Panel will replace each prize and owl that you left in the game rooms. (The panels hiding prizes and owls may change places with each other, though, so the game will be more fun to play.) In the Secret Panels room (above the Prize Editor), you can change the codes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

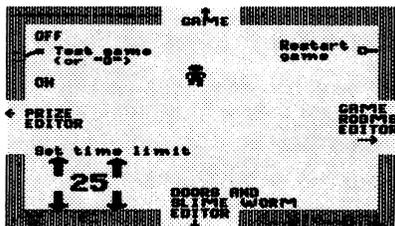
- Go to the Secret Panels room to see the codes and the clue. The codes for the Secret Panels that will hide prizes are labeled "Codes for prize panels." The codes for the panels that will hide owls are labeled "Codes for owl panels." The clue that will be in the first room of your real game is shown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

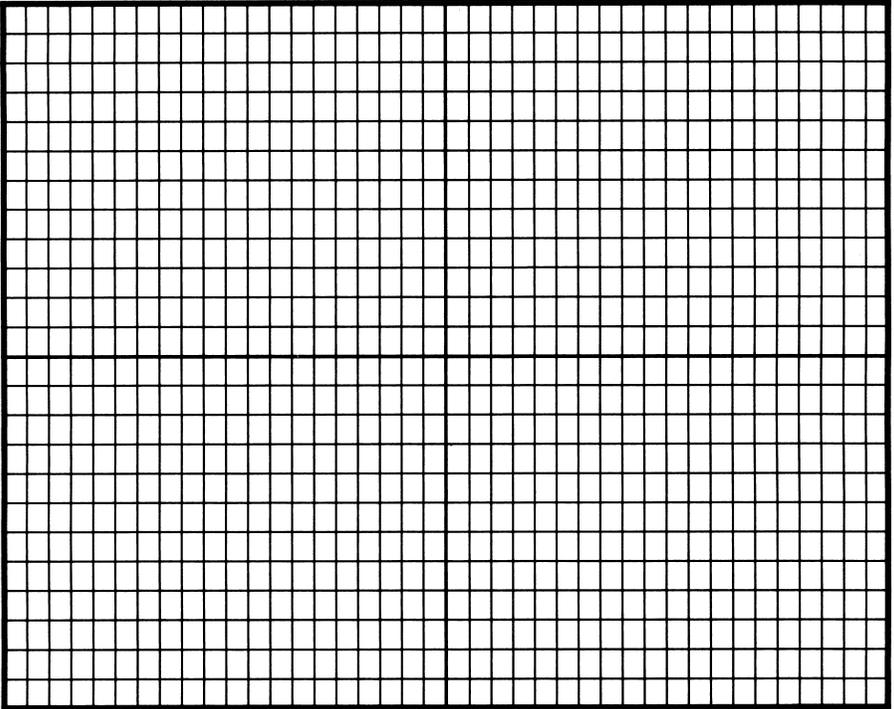
If you've already saved your game design, load it from the Castle Creator menu (see Loading a Castle Creator Game, page 18). You will return to the Castle Creator where you can make it into a real game.

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 **RETURN** or **ENTER** 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.



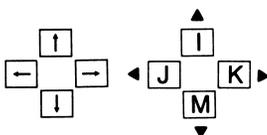
Special Keys

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.)

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APPENDIX A

INSTALLING YOUR THINK QUICK! DISKETTE*

You need to install your system specifications onto your IBM Think Quick! diskette before you use it for the first time.** If you execute the **INSTALL** program as outlined below it will be done automatically for you, just follow the on-screen prompts.

If you Have Two Disk Drives:

1. Put your DOS diskette in drive A.
2. Put your Think Quick! diskette in drive B.
3. Turn on the computer.
4. When you see **Enter new date:**, press or .
5. When you see **Enter new time:**, press or .
6. When you see **A >**, type **B:INSTALL**.
Then press or .
7. Follow your on-screen prompts.

If you Have One Disk Drive:

1. Put your DOS diskette into the drive.
2. Turn on the computer. Wait.
3. When you see **Enter new date:**, press or .
4. When you see **Enter new time:**, press or .
5. When you see **A >**, type **B:INSTALL**.
Then press or .
6. When you see **Insert diskette for drive B: and strike any key when ready**, remove your DOS diskette, put your Think Quick! diskette in the disk drive, and strike any key.
7. When you see **Insert diskette for drive A: and strike any key when ready**, remove your Think Quick! diskette, put your DOS diskette in the disk drive, and strike any key.
8. Follow your on-screen prompts.

* If installing with MS-DOS 3.2, you may see "No room for system files on destination disk" while TRANSFERRING SYSTEM FILES. You can still use your Think Quick! disk by
1. Booting your MS-DOS disk. 2. Entering TQ to run Think Quick!.

** The purpose of the Install file is to make the *Think Quick!* disk bootable by transferring the DOS system files onto the *Think Quick!* diskette. The install file also runs the SETUP program that will set up *Think Quick!* to use a joystick if available, and to use the appropriate video display mode. If a joystick is added or removed from the system, or *Think Quick!* is used on a different computer, you should rerun SETUP before playing the game.

If you have One Floppy Disk Drive and A Fixed Disk Drive:

1. Turn on the computer, booting from the fixed drive.
2. When you see **Enter new date:**, press or .
3. When you see **Enter new time:**, press or .
4. Put your Think Quick! diskette in your floppy drive.
5. Type **B:Install**. Then press or .
6. Follow your on-screen prompts.