HEY DIDDLE DIDDLE™

A NOTE TO PARENTS AND EDUCATORS

Any child 3 years to 10 years old will enjoy this game.

Hey Diddle Diddle is a three part learning program that works to strengthen a child's reasoning skills. In all three parts of the program, **Storytime**, **Storybook**, and **Rhyme Game**, traditional Mother Goose lore is accompanied by engaging music and colorful illustrations. Children will learn from and enjoy the playful images and characters that the liveliness of the rhymes create. By unscrambling the rhymes in **Rhyme Game**, children will be testing their logical and poetic reasoning abilities. Whether a child is watching **Storytime**, reading **Storybook**, or playing **Rhyme Game**, reading and vocabulary skills are put to use.

The Hey Diddle Diddle format also familiarizes a child with both the computer keyboard and the joystick.

LOADING THE PROGRAM

Apple®:
1. Put the Hey Diddle Diddle disk into the disk drive.
2. Turn on the monitor and the computer.
3. Close the disk drive door.

NOTE: For this program to run on Apple IIe, **press the CAPS/LOC key.** This will put the computer into the upper case mode.

Atari®:
1. Put the Basic Computing Language Cartridge into your computer. Make sure your computer is turned off.
2. Turn on your disk drive.
3. When the top red light (the "**BUSY**" light) goes out, open the disk drive door.
4. Insert the Hey Diddle Diddle disk and close the disk drive door.
5. Turn on the computer.

The program will start automatically.

Commodore 64™:
1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the HEY DIDDLE DIDDLE disk into the disk drive and close the door.
4. Type **LOAD"SPIN",8**
   Press the [return] key.
5. Once READY appears on the screen, Type **RUN**
   Press the [return] key.
   Your program will appear shortly on the screen.

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IBM®:

Before you can use this disk for the first time, you must put a copy of DOS (Disk Operating System) onto the disk.
NOTE: You need to add DOS only once.

TO ADD DOS:
If you have one disk drive:
1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the ⟵ key.
4. When A> appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**
   Press the ⟵ key.
6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.
   In response to prompts for drive B:, Insert the DOS disk and close the disk drive door. Then strike any key.

   In response to prompts for drive A:, Insert the program disk and close the disk drive door. Then strike any key.

   When A> appears on the screen with the flashing cursor after it, DOS has been added to your disk.
8. Remove the disk from the disk drive and turn off the computer and monitor.

If you have two disk drives:
1. Put the DOS disk into drive 1(A:); Put the program disk into drive 2(B:); Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, Press the ⟵ key
4. When A> appears on the screen, Type **B:INSTALL2**
   Press the ⟵ key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A> appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer and the monitor.

TO PLAY THE GAME:
1. Put the program disk into drive 1(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.

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USING THE JOYSTICK

Apple and IBM:
- Two players will have to share a single joystick.
- Move the flashing arrow down by pulling the joystick toward you. Move the arrow up by pushing the joystick away from you.
- **Press the joystick button** to make your selection.

Atari and Commodore 64:
- Player one should use joystick one, and player two should use joystick two.
- Move the flashing arrow down by pulling the joystick toward you. Move the arrow up by pushing the joystick away from you.
- **Press the joystick button** to make your selection.

USING THE KEYBOARD

Apple:
- When using the computer keyboard use the **I** and **M keys** and the **spacebar.**

Atari:
- When using the computer keyboard use the **OPTION, SELECT,** and **START keys.**

IBM:
- When using the computer keyboard use the **8, 5,** and **2 keys.**

TAKING CARE OF
HEY DIDDLE DIDDLE

Commodore 64:

– When using the computer keyboard use the **f3, f5,** and **f7 keys.**

– When you have finished playing with the program, open the disk drive door and remove the disk.
– Be careful not to bend the program or to touch the exposed part of the disk.
– Turn off the computer.
– Return the disk to its sleeve and place it in the album cover.

RUNS THROUGH THE TOWN

UPSTAIRS AND DOWNSTAIRS

THE MAIN MENU

Each time you load Hey Diddle Diddle into your computer the following list of program options will appear on the screen.

Storytime
Storybook
Rhyme Game

You will choose which program you want to play by moving the flashing arrow to one of the three games with either the joystick or the appropriate key. **Press the joystick button** or **appropriate key** to choose the game you want.

Returning to the Main Menu
Apple, Atari, and IBM:

When you are watching Storytime or reading Storybook and want to return to the main menu, **press ESC**.

If you are playing Rhyme Game and want to return to the main menu, first **press ESC** to get back to the Rhyme Game menu. Then select Diddle Menu and **press the joystick button** or **appropriate key.**

Commodore 64:

When you are watching Storytime or reading Storybook, and want to return to the main menu, **press the letter X.**

If you are playing Rhyme Game and want to return to the main menu, first **press the letter X** to get back to the Rhyme Game menu. Then select Diddle menu and **press the joystick button** or **appropriate key.**

RUNS
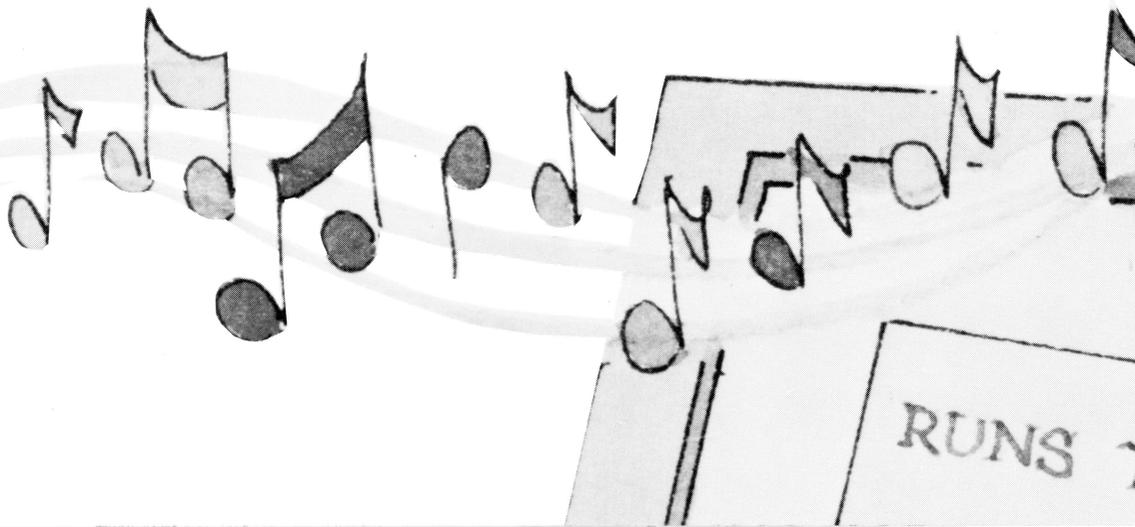
STORYTIME

When you choose the **Storytime** option in this program the nursery rhymes will be automatically displayed. The first verse of the rhyme appears on the screen followed by a picture depicting the rhyme, and music. The second verse is then displayed to complete the nursery rhyme.

STORYBOOK

Storybook is the second part of the Hey Diddle Diddle program. In **Storybook** the first four lines of the verse will be displayed on the screen. The illustration that accompanies the nursery rhyme is then drawn at a slow speed. After the picture is completed, music will be played. **Press the joystick button** or the **spacebar** to see the second verse of the rhyme or to go on to the next rhyme.
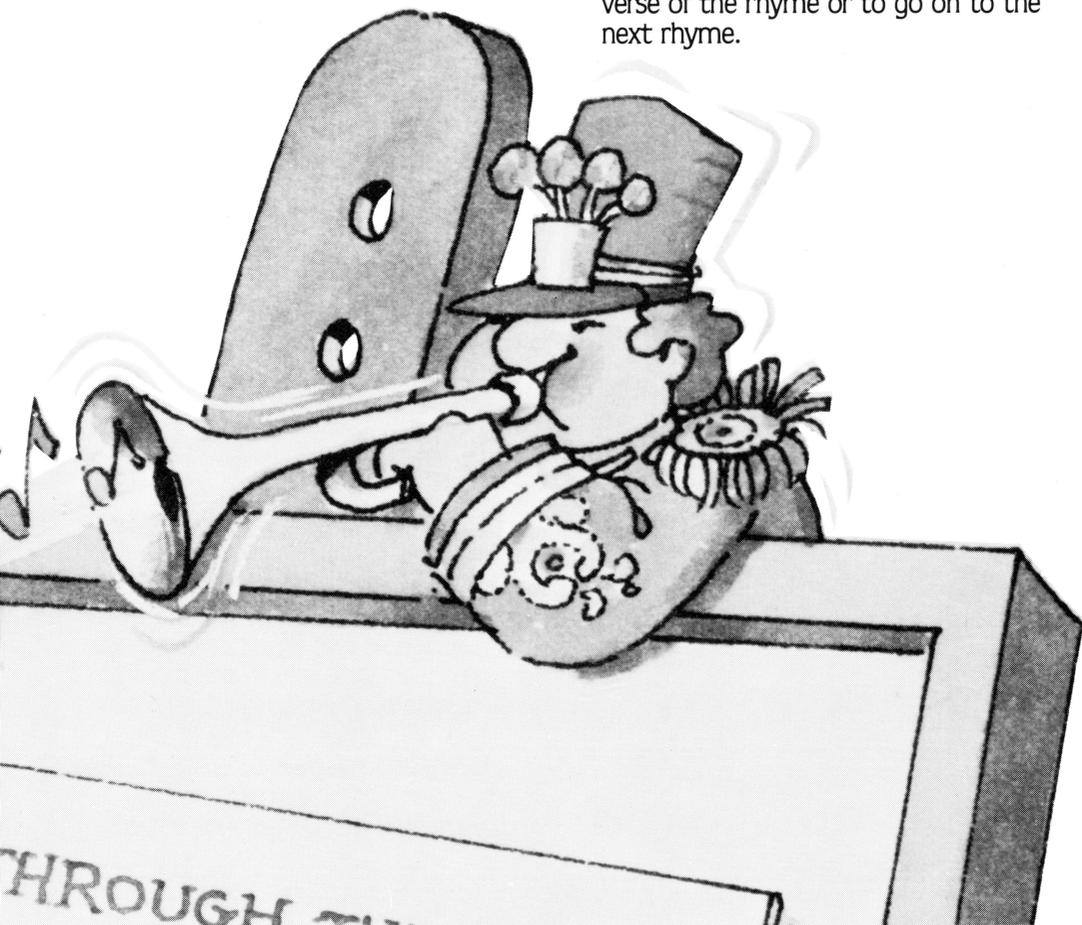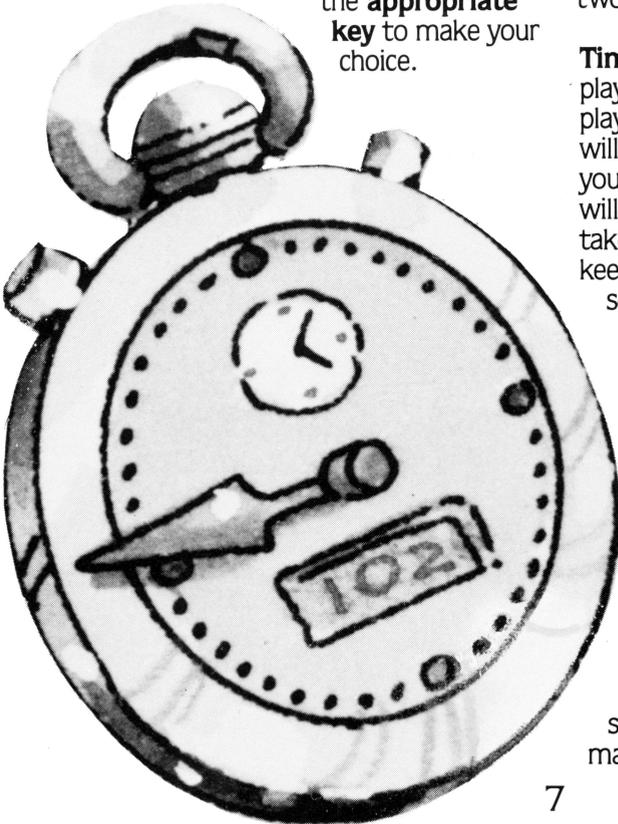
RHYME GAME

In Rhyme Game a child unscrambles the nursery rhyme lines and puts the verse in the correct sequence.

Starting to Play

Before you begin to play Rhyme Game a list of options will appear on the screen. Move the flashing arrow with the joystick or the appropriate key and then **press the joystick button** or the **appropriate key** to make your choice.

Start Game – Move the arrow to this option and **press the joystick button** or **appropriate key** to start.

Players – Move the flashing arrow to "**PLAYERS**" and choose whether you want to have a one or two player game.

Level – Choose Level 1 to unscramble the first four lines of the rhyme or Level 2 to unscramble all eight lines in the rhyme's two verses.

Time – The one player game can either be played with the timer on or off. If you are playing at **Level 1** with the timer on, you will start off with 2000 points. At **Level 2**, you will begin with 5000 points. The score will decrease by ten points for each second it takes to solve a rhyme. A scoreboard will keep track of the player's current game score and the name and score of the highest scoring individual player.

When a player plays the untimed version there is unlimited time to unscramble the rhyme. There is no scoreboard with this version of the game.

When two players play the **Rhyme Game**, each has 20 seconds to unscramble four lines or 40 seconds to put eight lines in the correct sequence. The play will alternate back and forth until one of the players unscrambles the rhyme. The scoreboard will keep track of how many rhymes each player has solved.

Pictures–Set this option to **ON** and the pictures will be displayed after the rhyme is unscrambled. Set this option to **OFF** if you do not want pictures.

Diddle Menu–Choose this option to return to the main menu.

After you choose which options you want to play with, a new screen will come up with **NAME** on it. If you would like, type in your name and **press RETURN*** or the **joystick button.** If you do not want to enter a name just **press RETURN** or the **joystick button.** The computer will fill in the blank by thinking of you as either **PLAYER 1** or **PLAYER 2.**

Now you are ready to play Rhyme Game.

*If you have an IBM, use the **enter key** (⬅) wherever these instructions refer to a return key.

Playing the Rhyme Game

Read the lines carefully and arrange them in what you think is the correct order. A small arrow at the top of the screen will point to the uppermost line in the rhyme. Move this arrow up and down to put the verse in the correct order. Use the joystick or the appropriate key to move the arrow to a line of the rhyme. **Press the joystick button** or the **corresponding key** on the computer. The words will light up and you will be able to move the line to where you think it belongs in the verse. To drop the line **press the joystick button** or **the key you used to pick it up with.**

Spaces between the lines do not matter. The only thing that is important is having the correct sequence.

To check the order of the rhyme move the arrow all the way to the bottom of the screen. The word "**CHECK?**" will appear. Now **press either the joystick button** or the **appropriate key.** The word "**CHECKING?**" will flash.

If your order is incorrect the "**CHECK-ING?**" light will go out. If you got it right, all sorts of things will start to happen on the screen.

To play again **press Y** for **Yes** and **press RETURN,** or **press the joystick button.** If you do not want to play again **press N** for **No** and **press RETURN.**

Diddles

Diddles

Hey Diddle Diddle will provide your child with hours of fun and learning.

Dale Disharoon, author of Hey Diddle Diddle, is a teacher, programmer and classical guitarist, who specializes in educational games for young children. Co-author **Robin Bush** is the artist who created the lively illustrations in Hey Diddle Diddle.

Package and Instruction Booklet Illustration: Bill Morrison.

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HDD

HEY DIDDLE DIDDLE™
For Apple
This product uses DOS 3.3,copyright Apple
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HDD-AP

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