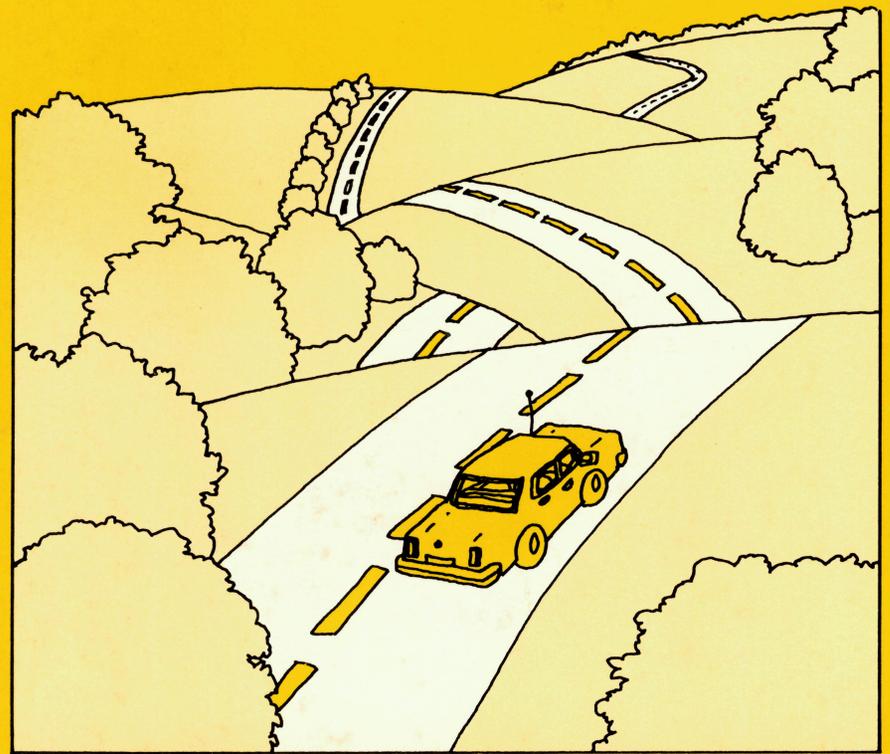


# Map Skills

## User's Guide



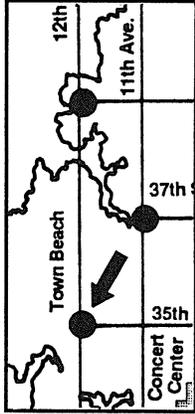
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# East Warwick

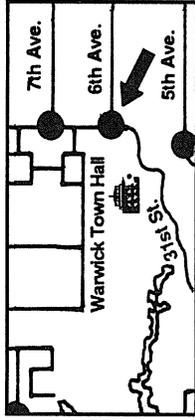
# Map Skills

# User's Guide

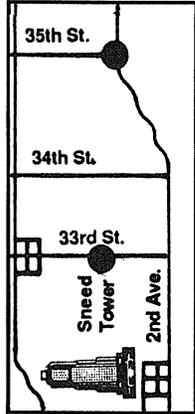
11. 12th Ave. at 35th. Town Beach



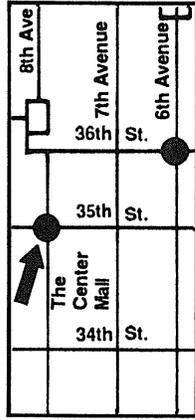
12. 6th Ave. at 31st. Town Hall



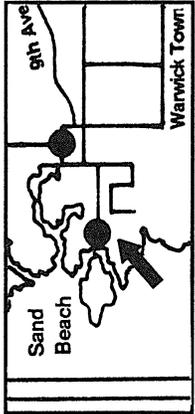
13. 33rd St. near 2nd. Sneed Tower



14. 8th Ave. at 35th. Center Mall



15. Sand Beach

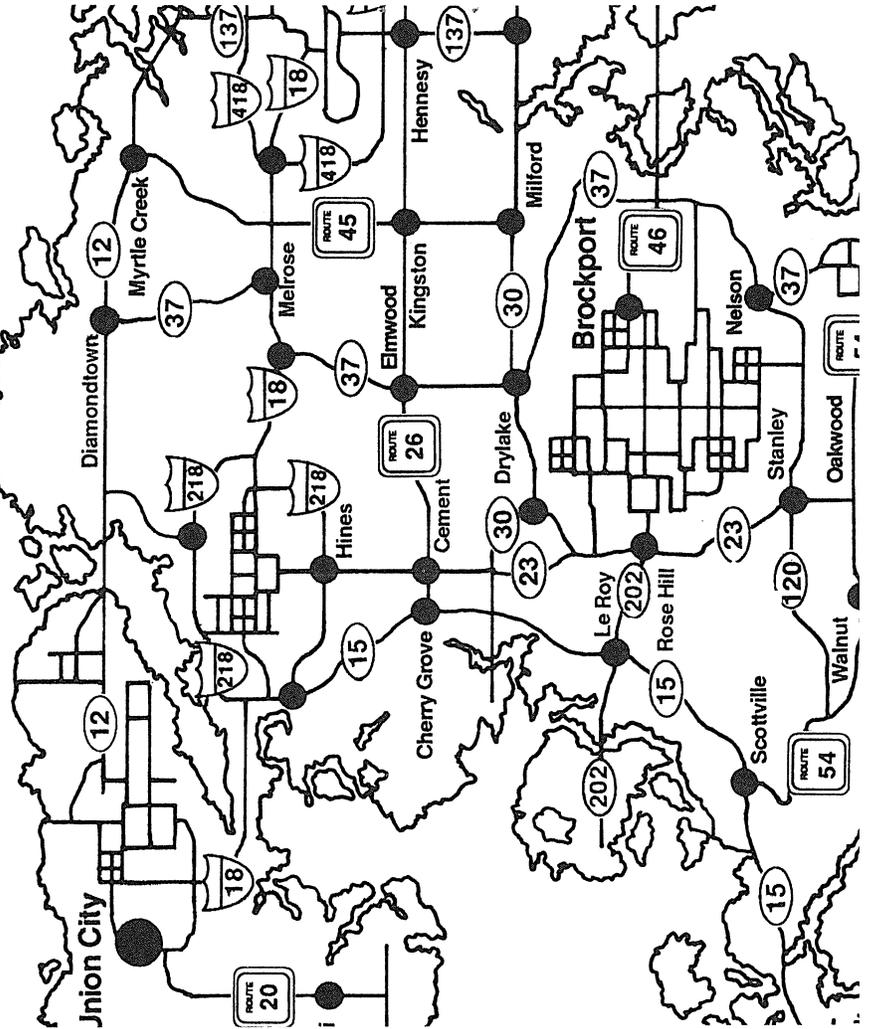


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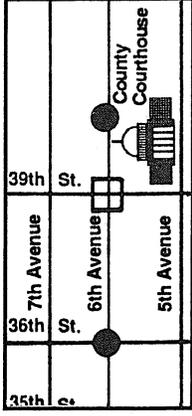
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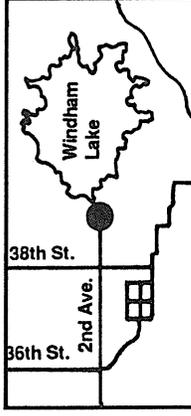


# East Warwick

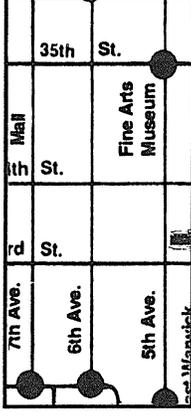
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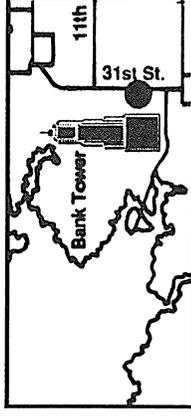
3. End of 2nd Ave. Windham Lake



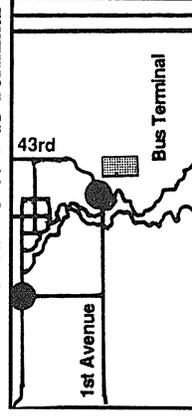
5. 5th Ave. & 35th St. Art Museum



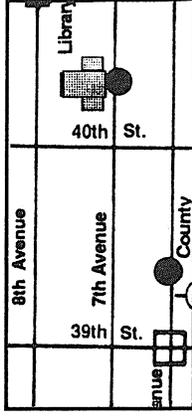
7. 31st St. near 11th. Bank Tower



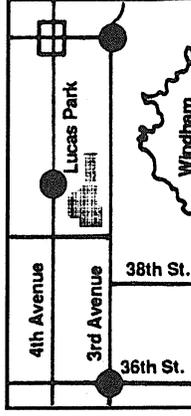
9. 1st Ave. near 43rd. Bus Terminal



2. 7th Ave. near 40th. Library



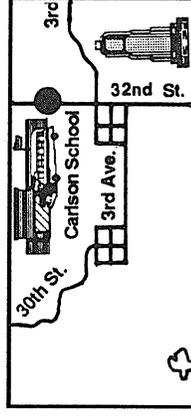
4. 4th Ave. near 39th. Lucas Park



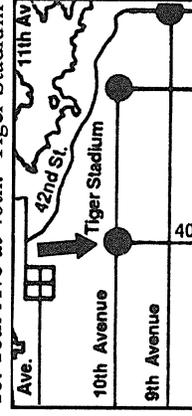
6. 10th Ave. near 34th. Concert Ctr.



8. 32nd St. Carlson School

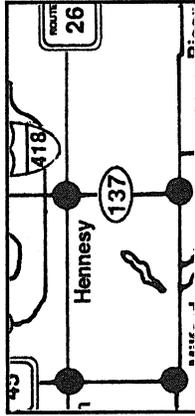


10. 10th Ave at 40th. Tiger Stadium

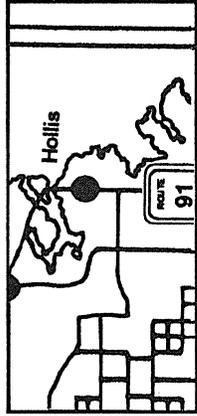


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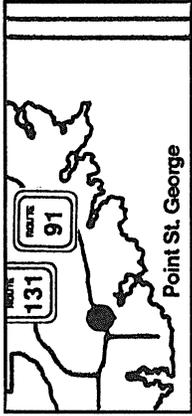
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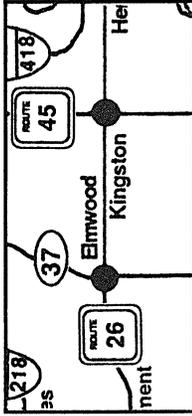
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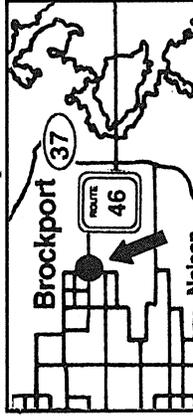
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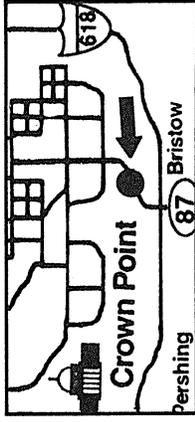
10. Routes 26 & 45. Kingston



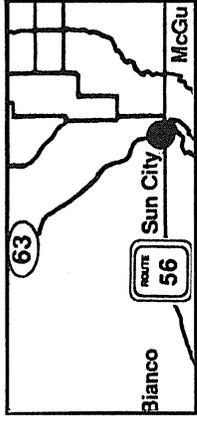
12. Route 46. Brockport



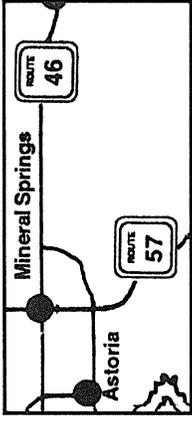
5. Routes 87 & 618. Crown Point



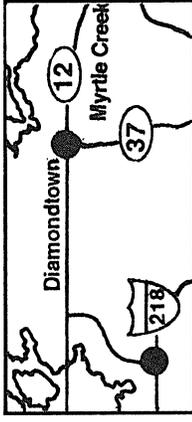
7. Routes 56 & 63. Sun City



9. Routes 46 & 57. Mineral Springs



11. Routes 12 & 37. Diamondtown

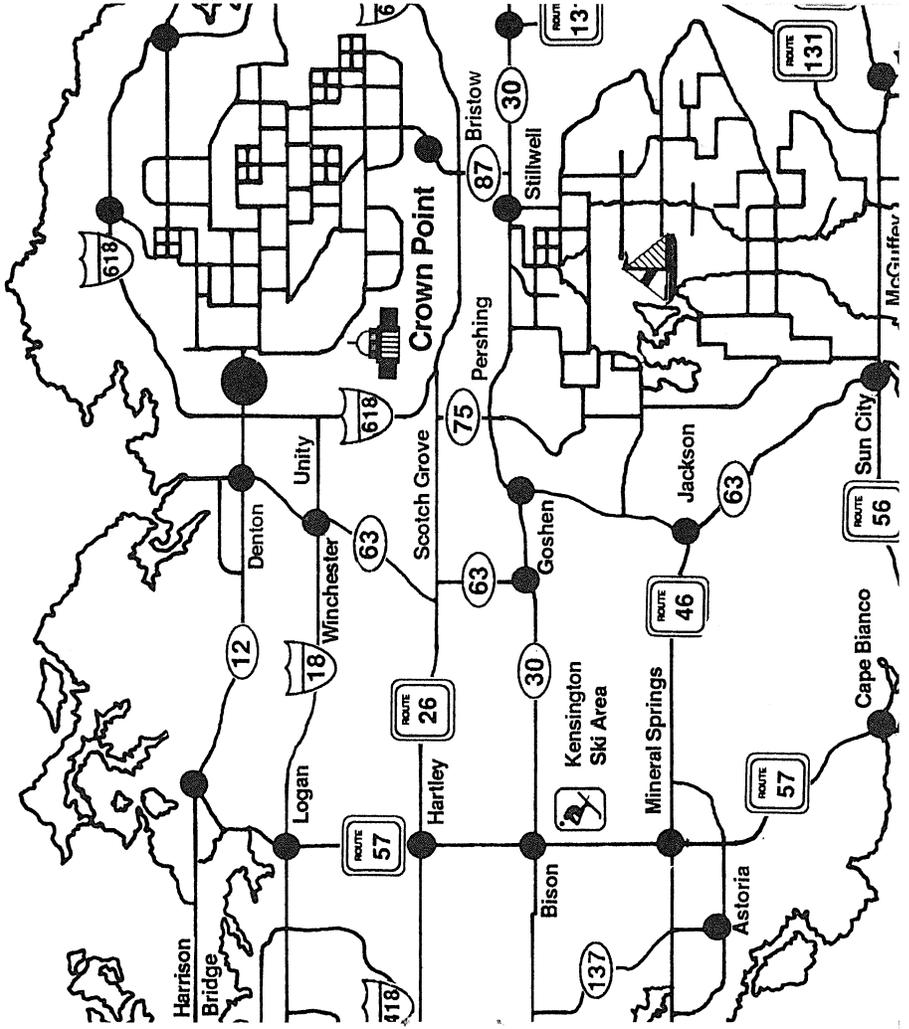


# Map Skills

## User's Guide

By Richard Hefter and V.R. Swami

Graphics by Robert Highsmith  
 Edited by David Kennebaugh

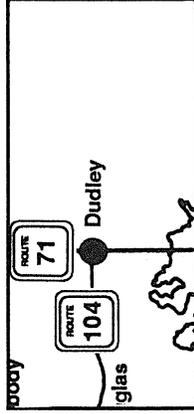


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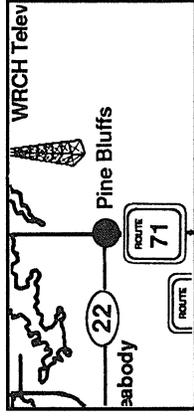
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## Puffin Island

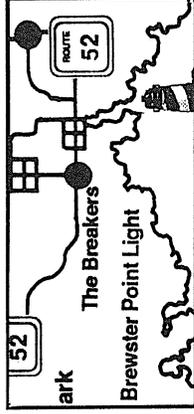
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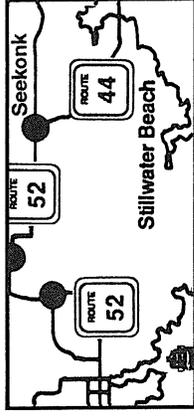
12. Routes 22 & 71. Pine Bluffs



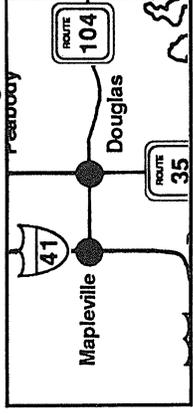
13. Route 52. The Breakers



14. Routes 52 & 44. Seekonk

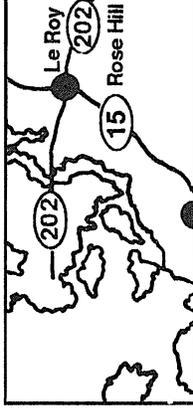


15. Routes 35 & 104. Douglas

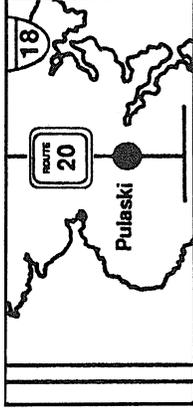


## Sherman County

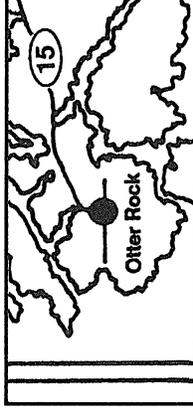
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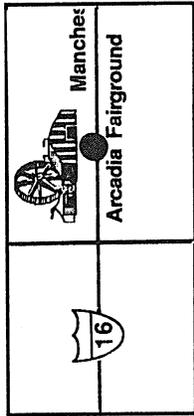


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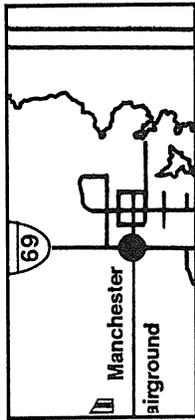


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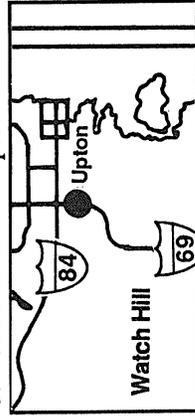
1. Route 16. Arcadia Fairgrounds



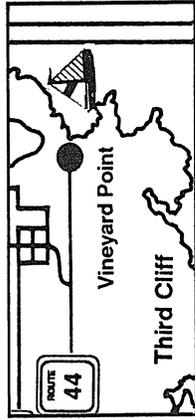
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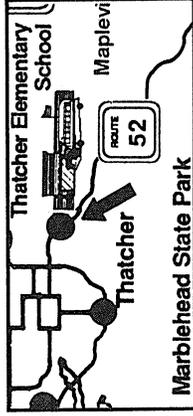
3. Routes 69 & 84. Upton



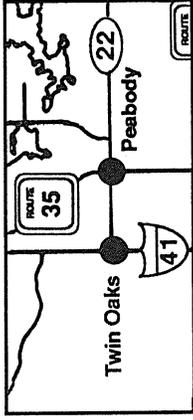
4. Route 44. Vineyard Point



5. Route 52. Thatcher Elem. School



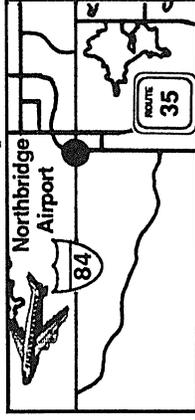
6. Routes 22 & 41. Twin Oaks



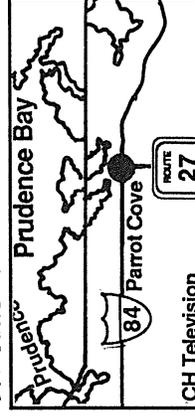
7. Route 84. Rock Point



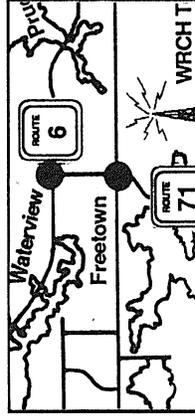
8. Routes 41 & 84. Airport



9. Routes 27 & 84. Parrot Cove



10. Routes 6 & 71. Waterview



# About Map Skills

This program is designed to teach and reinforce basic map reading skills. There are five maps, from the imaginary West Coast community of Vista Del Mar to the New England town of East Warwick, each with a different scale and flavor. Users are provided with a poster showing each of the maps in full detail and single map sheets which may be copied so that every student has a set. The on-screen maps allow users to drive freely around each of the communities while following trip instructions. Relating the paper maps to the on-screen driving experience reinforces skills and adds to the reality of this simulation experience. It's also fun!

The program comes complete with 100 trips on 10 levels of difficulty (20 trips for each of the five maps). Teachers and parents may write their own customized trips and select among the maps and levels to focus the program for each student.

Each trip begins with a set of instructions for the user to follow. Instructions, simple at the earliest levels, become complex and even mysterious at the later levels.

## A simple trip:

Leave your lovely house on the corner of Rte. 6 and Rte. 71 in Waterview for a great day at the Arcadia Fairground.

Go south on Rte. 71 until you reach Rte. 16. Go east on Rte. 16 about 1 mile past the Rte. 27 Junction.

Have a wonderful time!

### A complex trip:

I'm lost. This is how I got here, please try to find me. I started at Manchester, went north and made a left. I made the next left and went past one intersection to a T. I went west at the T and took my first right, another right, a left, a right, a left, a right, another right and went to the end of the road.

All of the directions are based on route, street and road numbers; compass directions (north, south, east, west); hand directions (left, right); or place names from the paper maps (El Segundo, Rock Point).

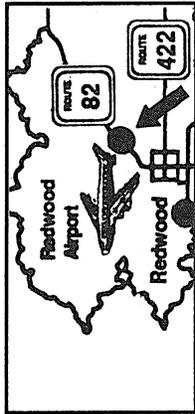
The trips call for judgement, careful attention, creative planning and anticipating turns.

As the student drives his car across the screen, he must make a decision at each intersection. The program keeps track of the simulated distance traveled and the time spent in reaching the destination. At the end of each journey a report screen appears with information about the student's distance and time as well as the average time and distance the trip took under optimum conditions, *our time* and *our distance*.

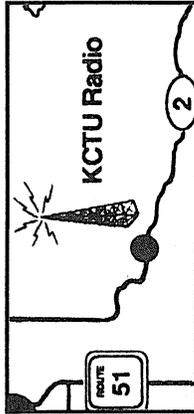
Students may try to better our time and distance.

## Vista Del Mar

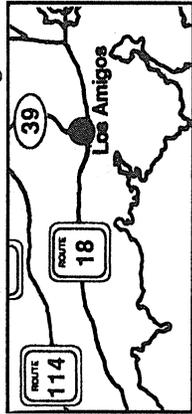
4. Route 82. Airport



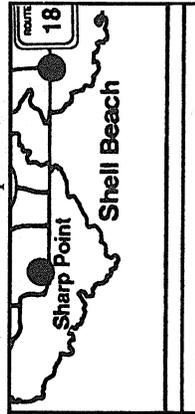
6. Route 2. KCTU Radio



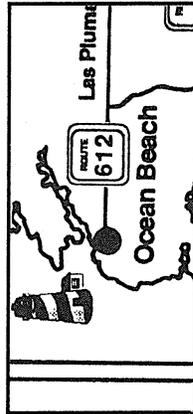
8. Routes 18 & 39. Los Amigos



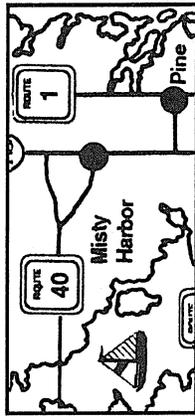
10. Route 18. Sharp Point



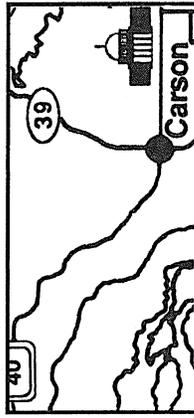
12. Route 612. Ocean Beach



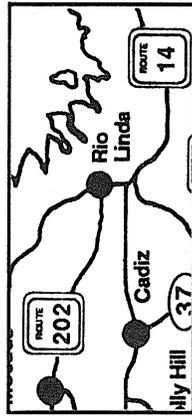
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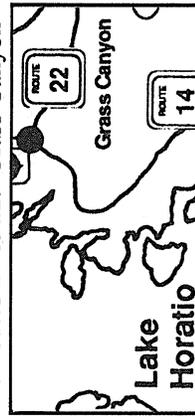
7. Routes 39 & 40. Carson



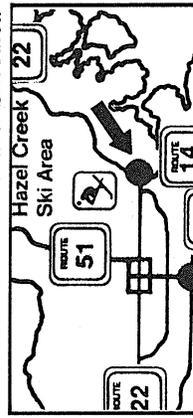
9. Routes 14 & 202. Rio Linda



11. Routes 14 & 22. Grass Canyon

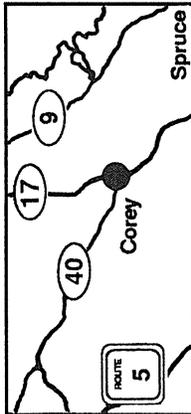


13. Routes 14 & 22. Hazel Ski Area

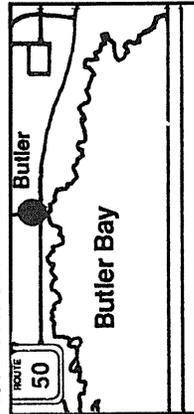


## Goose Bay

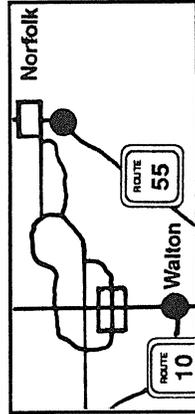
11. Routes 40 & 17. Corey



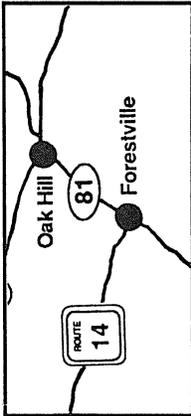
13. Route 50. Butler



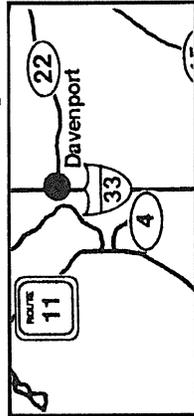
15. Route 55. Norfolk



12. Routes 14 & 81. Forestville

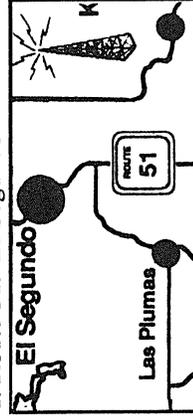


14. Routes 33 & 22. Davenport

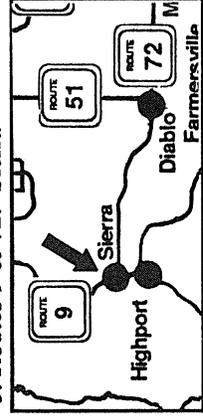


## Vista Del Mar

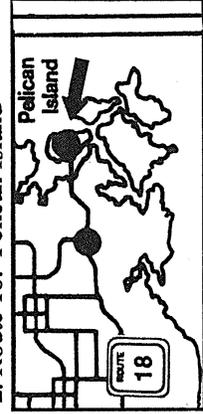
1. Route 51. El Segundo



3. Routes 9 & 72. Sierra



2. Route 18. Pelican Island



## To Begin

Map Skills will run on any Apple, Apple II, Apple II Plus, Apple IIe, Apple IIc or Apple IIGS with at least 48K and a disk drive.

To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.



If your Apple does not have the Autostart ROM, you will see the monitor cursor \*. Type 6 then P while holding down the key marked Control (6 CTRL P), then press the Return key.

After the title panel, the program will automatically proceed to the welcome screen.

Welcome to the  
Map Skills program

Press Return when you  
are ready to begin.

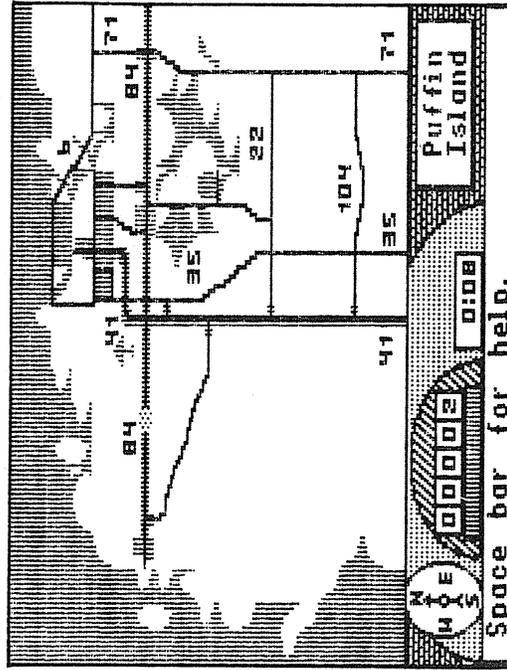
The welcome screen gives you three options: work with the program, customize the program for any student, or add your own exercises.

## Work With the Program

If you press **Return** at the welcome screen, the program will ask you to enter your name. Type in your name using no more than 11 characters, then press **Return**.

The game will immediately begin. You will be seated inside your car. On the screen will be the map you will be using, followed by the directions you will be following. Your car is positioned at the flashing blue and white rectangle. The car is at the starting point of this journey. The display at the bottom of the screen presents:

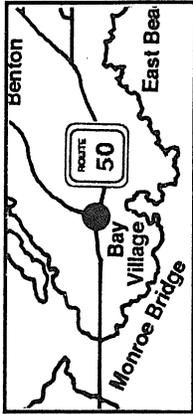
- a compass
- a trip meter showing the distance you have traveled
- a timer which indicates how long you have been traveling on this particular journey
- a box with the name of the map you are working on



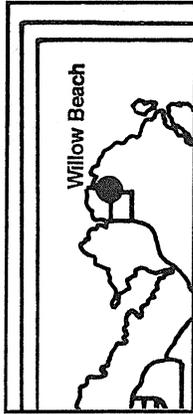
The space bar toggles between the map you are working on and the directions. After you read the first part of the instructions, press any key to return to the map screen. Follow the instructions and proceed to the first intersection where you will make a change of direction. Notice that at each intersection your car will stop.

## Goose Bay

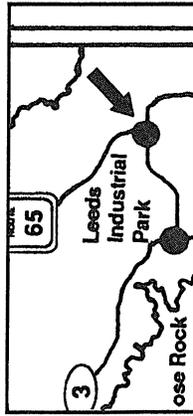
1. Routes 50 and 3. Bay Village



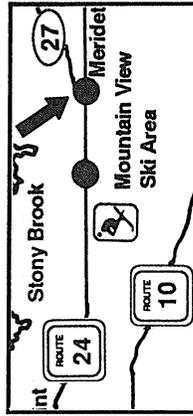
3. Willow Beach



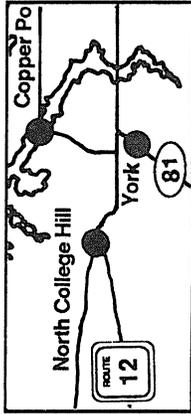
2. Route 65. Leeds Industrial Park



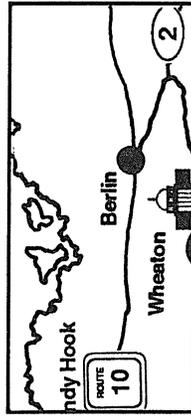
4. Rte. 24 & 27. Mtn. View Ski Area



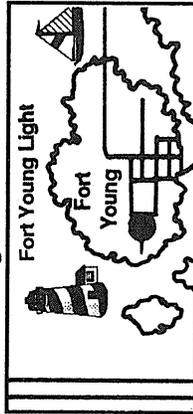
5. Route 81. York



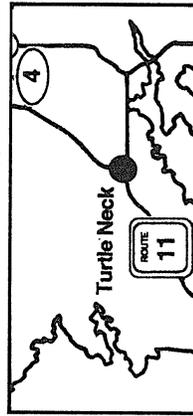
6. Route 10. Berlin



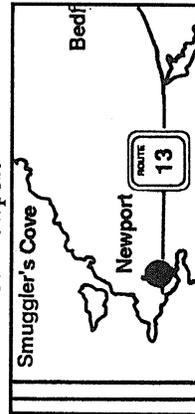
7. Fort Young



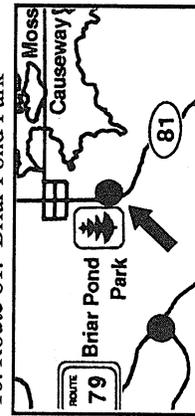
8. Route 11. Turtle Neck



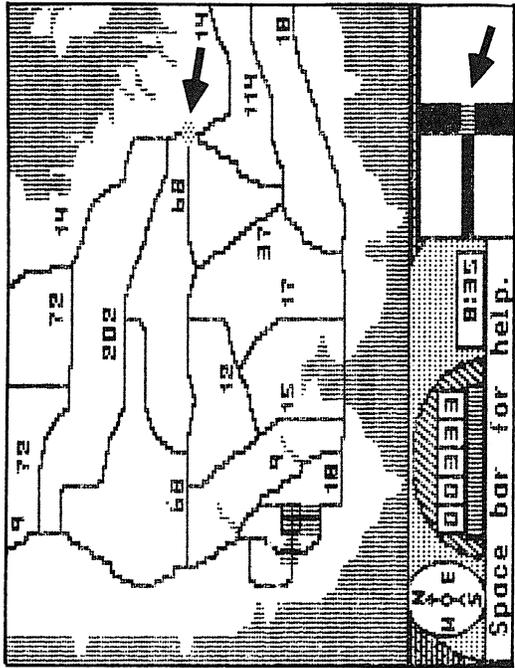
9. Route 13. Newport



10. Route 81. Briar Pond Park







When you reach your destination, you will hear a little tune and see a report of your trip with the distance traveled and the time taken for this trip.

**You have reached the destination.**

**Distance traveled: 34 Miles**

**Time taken: 2:04**

**Our time: 2:08**

**Our distance: 36 Miles**

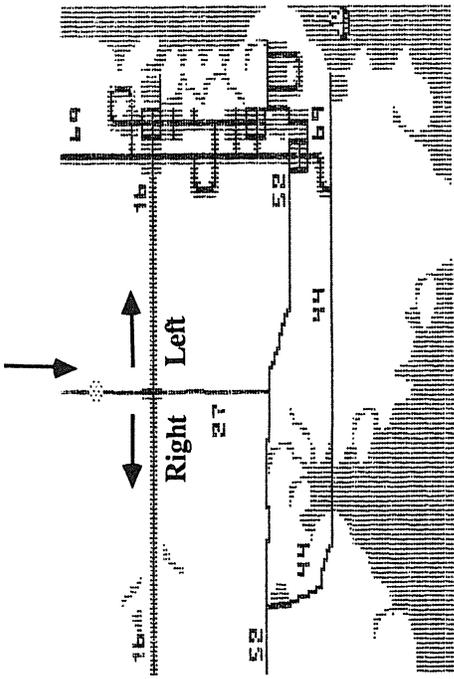
**Do you want to repeat the exercise?  
Press Y or N.**

The time is indicated in hours and minutes. The trip above was 34 miles long and was completed in 2 hours and 4 minutes. After you read the report, press **Y** to repeat the trip or **N** to go on to next trip.

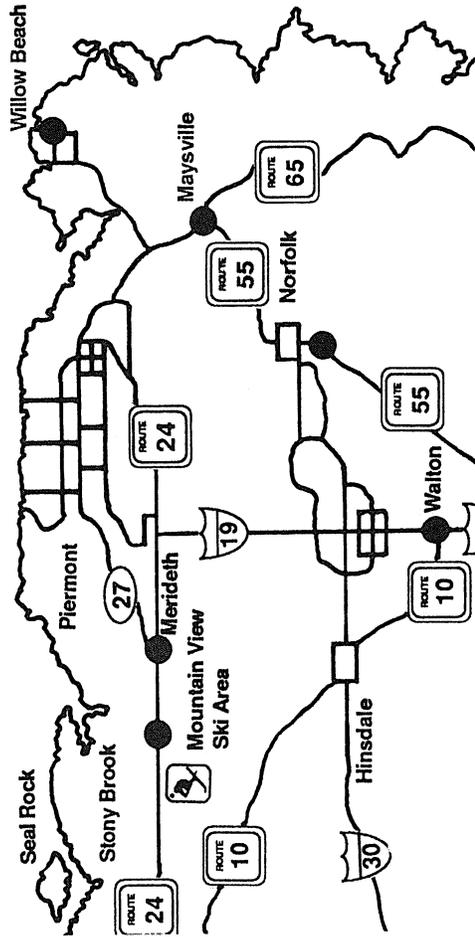
## LIST OF COMMANDS

- CTRL A** To add instructions to program from the welcome screen
- CTRL C** To get to the customize options from the welcome screen
- CTRL R** To get to the Report Card from the welcome screen
- CTRL Q** To turn the sound on or off
- ESC** To cancel the section you are in

Remember that when you are traveling down (south) on screen, a left turn as an instruction will mean you should turn right on screen. Just as a left turn, if you are going right (east) will mean to go up (north).



Don't be confused by some of the intersections. At times you will be stopped and the next direction says go east, but you might have to press the I (north) up arrow, sending you north to go east. Sometimes a road might start north and then go east, keep that in mind as you either write or follow directions. A rule of thumb is that most even numbered roads are east/west roads and odd numbered roads are north/south.



If you decide to stop playing in the middle of a trip, press the Esc (escape) key. The program will ask: Do you want to end the session? Press Y to end the session or N to continue the trip where you left off. If you press Y the program will show you a Report Card based on all of the completed trips you have made.

Press any key to reboot the program.

## Customizing the Program • CTRL C

The second option you have at the welcome screen is to customize the program for each student.

Press the C key as you are holding down the key marked Control (CTRL C) to enter the customizing section.

**You can customize the Map Skills program for each student.**

**Press Return to go on or Esc to go back to the start of the program.**

At this screen, press Return to go on or Esc to go back to the start of the program.

After pressing Return, you will be asked to enter the student's name. Type in the name (11 characters or less) and then press Return.

To customize the program, answer the following:

1. You may select the level of difficulty at which to start the exercises. The program will adjust itself automatically upward as the student succeeds. Enter a number from 1 to 11 and press Return. Level 11 contains the map skill exercises entered by the parent or teacher.

2. Do you want the student to be able to use the Goose Bay map? Type Y and press Return to allow the student to use exercises based on this map. Type N and press Return if you do not want the student to use any exercises based on this map.

Note: At least one map must be selected.

3. Do you want the student to use the Vista Del Mar map? As with question 2, press Y or N and Return.

4. Do you want the student to use the Puffin Island map? Press Y or N and Return.

5. Do you want the student to use the Sherman County map? Press Y or N and Return.

6. Do you want the student to use the East Warwick map? Press Y or N and Return.

The program will show a review screen with the name of the student and the selections you have made. Press 1 - 6 to change a selection, or press the Return key to accept the selections as they are.

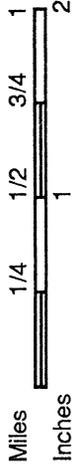
Name: Bud

- 1 Starting level 1 YES
- 2 Work on Goose Bay NO
- 3 Work on Vista Del Mar NO
- 4 Work on Puffin Island YES
- 5 Work on Sherman County NO
- 6 Work on East Warwick

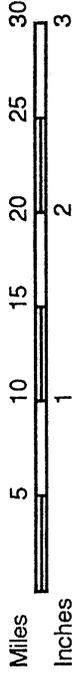
Press Return if you are satisfied or type the number of any option you wish to change and Return.

Return will bring you back to the welcome screen. Press Return again when you are ready to begin. Next you will be asked to enter your name. Be sure to use the name of the student for whom the program has been customized.

The scale is fairly accurate and can be used in plotting your course to try to arrive at best time and distances. Note that the scales are very different according to the maps. East Warwick (1 inch = 1/2 mile) is a city, so its scale would be very different from Sherman County (1 inch = 10 miles), a country area.



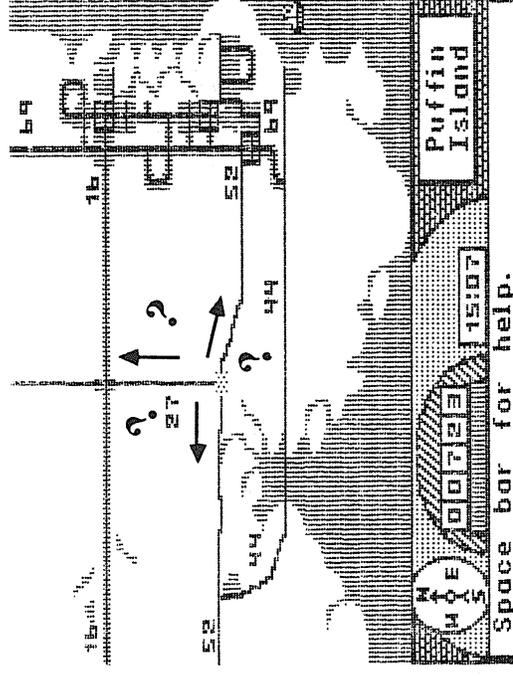
1 inch = 1/2 mile



1 inch = 10 miles

Our time and our distance may not always be the best time or distance for a trip. It can be fun to try to beat those times as well as trying to beat your friend's time for the same trip. Some exercises leave it up to you to do just that.

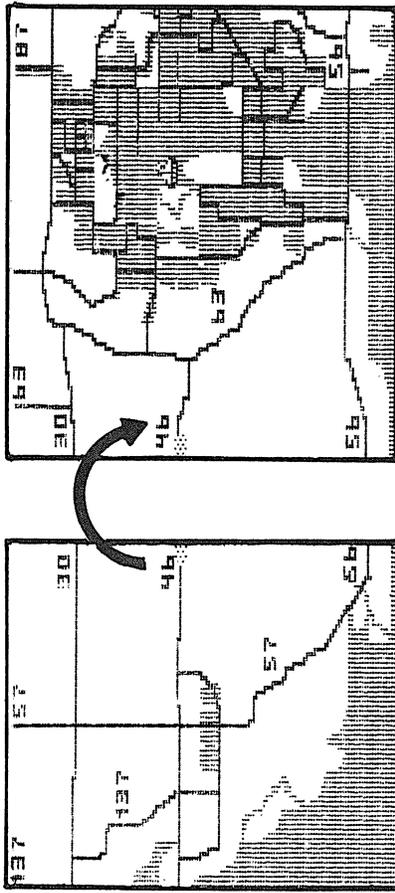
Some instructions are very cryptic and might take several tries to get to the end point. If you get lost, you can Esc out of the trip or just try to start over by going back to the starting point or where you think you might have goofed up. Just as in real life, you will get lost or not understand directions.



## Handy Hints

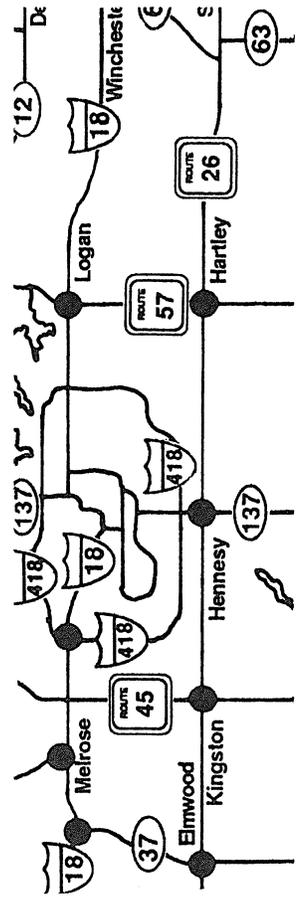
It is very helpful to use the paper maps as a reference while "driving" around the screens.

What you see on screen is only a portion of the paper map. The computer has the entire map you are using in memory so your car "wraps" over to the next section of the map when you reach an edge of the screen.



Have students get used to recognizing landmarks on the screen that correspond to the landmarks on the paper maps. Little inlets, lakes, airports, marinas, straight away roads, curvy roads etc.

Road numbers are marked on both screen and paper maps, but the city, town and place names appear only on the paper maps. Many of the names are not used as start or end points (memory constraints only allow a limited number of start points), but you can use them as descriptions in the instructor added directions.



## Report Card

Press **Control** while pressing **R** (CTRL R) when the welcome panel is on the screen to get the "Report Card" section. The Report Card enables you to track and store individual assignments and progress reports for up to 39 students (Position 40 is reserved for new and unlisted students).

You will see

### Report card option

Choose:

1. Single student's report card
2. Delete a student's record
3. View options

Press **Esc** to go back to the start of the program

Press a number from 1 to 3 to select an option, or **Esc** to return to the welcome screen.

**Option 1** presents a list of the students whose names are stored on the disk and allows you to view the results of the last session for any student. Select the number of the student whose record you wish to review while the number is on the screen.

The Report Card contains a variety of information.

**Report Card for: David**

Starting level:	1
Current level:	2
Number of exercises attempted:	2
Number of exercises completed:	1
Press any key.	

**Option 2** allows you to delete any records you wish in order to make room on the disk. Enter the name of the student whose record you wish to delete, then press Return.

**Option 3** allows you to review the option choices for any name on the list. Select the number of the student whose options you wish to revise and change the options for any name on the list.

## Adding Your Own Exercises • CTRL A

To add your own map skill exercises, press the A key while holding down the key marked CTRL (CTRL A) while at the welcome screen. You will see

### Instructor Exercises Menu

Choose:

1. Add exercise
2. Delete exercise
3. Print exercise

Enter 1, 2 or 3 and press Return

Press Esc to restart the program.

**1. Adding your own exercises.** To add your own map skill exercise, you must first decide which of the five maps you will use.

1. Choose a Map
2. Add an exercise

Press Esc to go back to instructor menu.

Select item 1-(Choose a Map). You will be given a list of the five maps. Select the map you want to use by pressing its corresponding

Sample print-out:

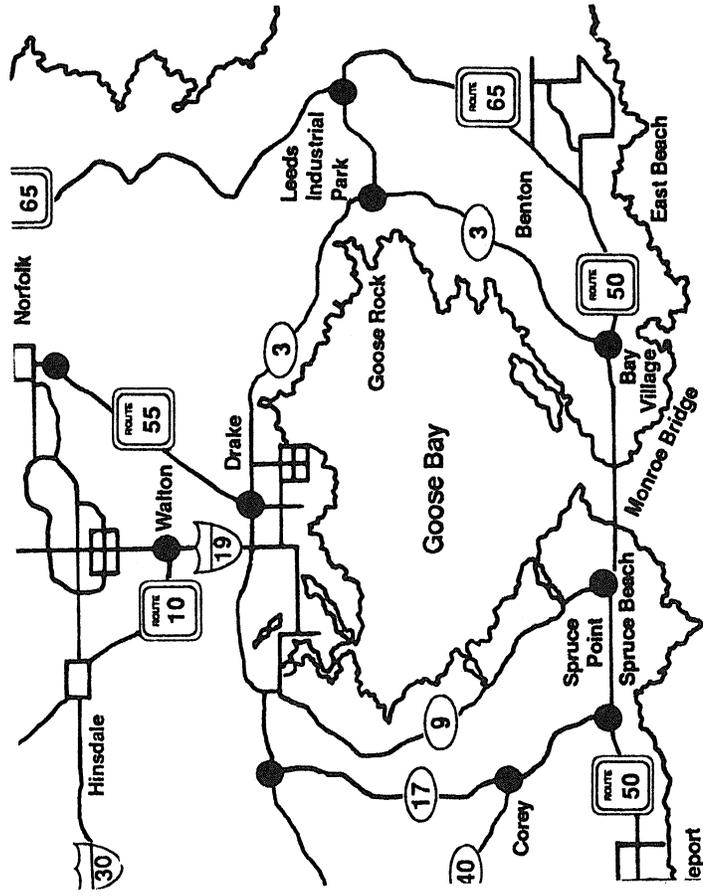
Map: Goose Bay

Exercise : All around

Starting point: Rts. 50&3 Bay Village

Ending point: Rte. 65 Leeds Industrial Park

Go west to route 9 and turn right. When route 9 meets route 26, head east to Drake. Follow route 3 south to the second intersection and head east to Leeds Industrial Park on route 65.



*Note: Many teachers use the custom trip building feature as an additional exercise for students who have mastered the fundamentals. Student groups can select a map and plan trips estimating time and distance, working with the map scales, and discussing the complexity of the instructions. The experience of trip planning greatly enhances the reinforcement of student skills. We have had a good deal of success with a planning group (setting up the trips) and a traveling group (taking the trips on screen).*

**2. Deleting an exercise you have entered.** As with entering and printing your own exercises, you must first select the map the exercise was based on. Press number 1-(Choose a map). Now enter the number of the map you want to select.

Now that there is a map in memory, press number 2-(Delete an exercise from the list). A list of the exercises will appear with their starting and ending points. Enter the number of the exercise you want to delete.

**3. Printing an exercise.** Press 1-(Choose a map), to select the map that the exercise you wish to print is based on. Now load in the map by pressing the corresponding number. Press 2-(Print an exercise)-to select the exercise you want to print. Press the number that corresponds to the name of the exercise you want to print.

The program will ask if this is the exercise you wish to print. Press **Y** to continue or **N** to cancel the print.

Enter slot number for printer (normally 1). Press **Return** to print or change slot number if your printer is not connected to slot number 1.

The starting and ending points will be printed as well as the directions for the exercise you chose. Press the **Return** key to go back to the print menu.

number. It might be helpful to take a look at the printed versions of the maps before you decide which one to use.

**Choose the map:**

1. Goose Bay
2. Vista Del Mar
3. Puffin Island
4. Sherman County
5. East Warwick

Let's select the Goose Bay map. Press number 1.

Now you can add an exercise. Select item number 2-(Add an exercise). Next, you will see a list of the possible starting points. Select the starting point by pressing the corresponding number. Any of the numbered points can be used as either a start or an end point.

**Map: Goose Bay**

**Choose the starting point:**

1. Rts. 50 & 3 Bay Village
2. Rte. 65 Leeds Industrial Park
3. Willow Beach
4. Rts. 24 & 27 Mt. View Ski Area
5. Rte. 81 York
6. Rte. 10 Berlin
7. Fort Young

**Return to display next page.**  
**Esc to go back to instructor menu.**

Now select the ending point. (The starting and ending points must be different locations.)

Next, you will have to enter the title for the exercise (10 characters or less). This will help to keep track of your custom trips.

**NOTE:** The five maps with their starting and ending points numerically marked are illustrated at the end of this guide. We suggest that you make a copy set of the plain paper maps included with the program and use a colored marker to identify the starting and ending points. You will find that this teacher's master makes trip planning much easier.

Now enter the directions in any form you like. Look at the printed map and type in the directions. Each exercise can contain up to one screen (13 lines) of directions. You must begin at the starting point you selected and end at the ending point you selected. To delete text you have typed in, press the left arrow or the Delete key. This will erase the type you have entered.

The program will ask you to enter the optimum time and distance for your exercise. Figuring the optimum time and distance is somewhat complicated and you may wish to enter a dash or the word *none*.

If you have calculated the time, enter it. For example :

4 hrs. 7 mins. or  
4:07

You can use up to 14 characters for the time. Type in the time and press **Return**.

Now enter the best distance (14 characters or less), and press **Return**.

The program will then return you to:

1. Choose a Map
2. Add an exercise

Press **Esc** to go back to instructor menu.

If you want to work with your newly added exercises, press **Esc** to go back to the instructor menu and **Esc** again to get to the welcome screen.

You must customize the program (CTRL C from the welcome screen) to enter at level 11 in order to use the instructor added exercises. Make sure to select the maps for which you have created exercises when you are customizing the program or you will get the message:

**There is no instructor added exercise on the disk.**

For an accurate estimate of the optimum time and distance, it is best to plot out your directions on a piece of paper before you type them in, boot the program and play the game using the map you will use in your exercise (see customizing options 2-6). Instead of following the directions that are presented to you, follow the route you want to take in your own exercise. Remember to subtract the time and distance that it takes you to reach the starting point you will use in your exercise.

Another method of determining the best distance is to estimate it based on the mileage scale given at the bottom of each map.

When you have completed the directions, press the **Esc** key. The exercise will be written out to the disk.

The *Map Skills* program disk will save up to eight sets of directions for each map. That's a total of 40 instructor entered exercises.

