TEXAS INSTRUMENTS
COMPUTER SOFTWARE

DLM* ARCADEMIC SKILL BUILDERS IN LANGUAGE ARTS

WORD INVASION

EDUCATION CARTRIDGE

Designed for use with the TI-99/4A Home Computer only. The game can be played using the optional Joystick Controllers—sold separately.

An arcade game format helps your child identify parts of speech while defending an octopus against invading words. Suitable for grades two through six

*Trademark of Developmental Learning Materials
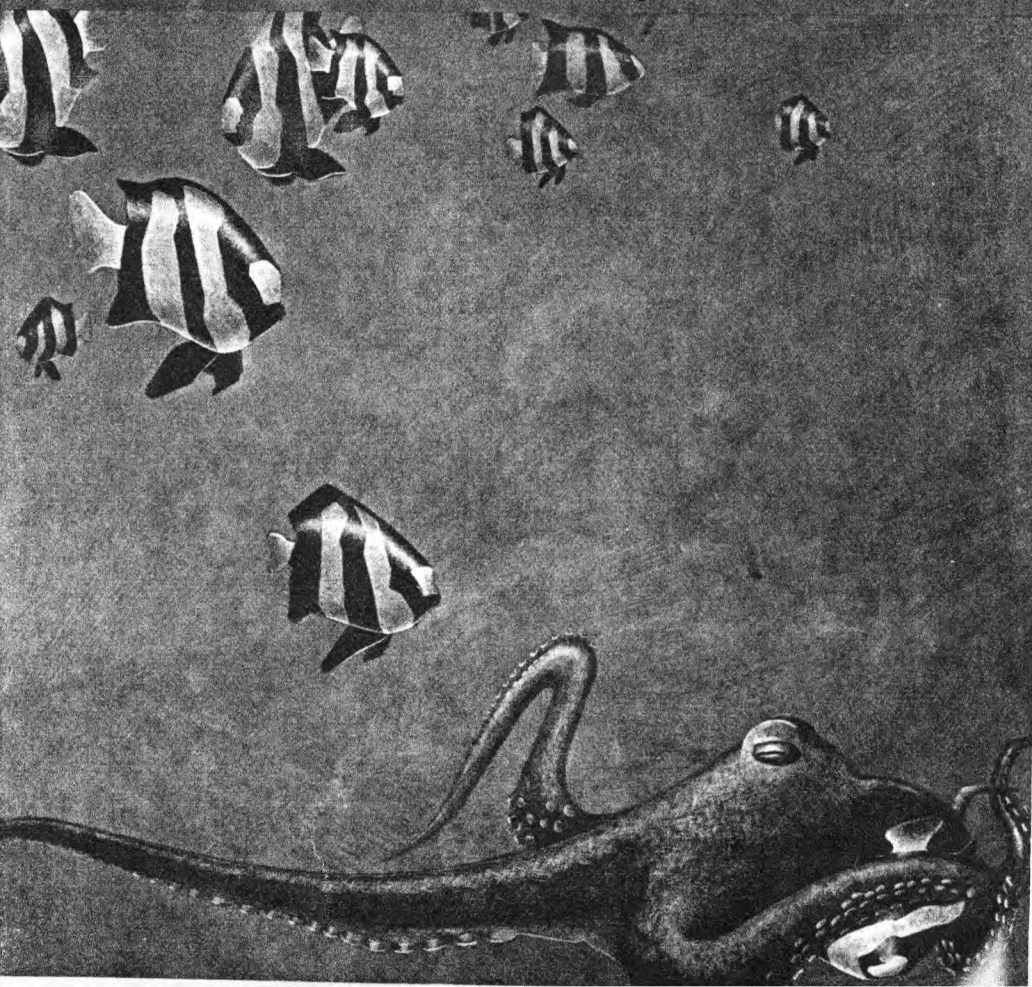
Word Invasion

Programmed by: Dan Rockers

Book developed and written by:
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The ARCADEMIC™ SKILL BUILDERS IN LANGUAGE ARTS series was created by Developmental Learning Materials, Jerry Chaffin, Bill Maxwell, and Barbara Thompson. The ARCADEMIC approach uses an arcade game format, colorful graphics, and lively action to create an exciting atmosphere for practicing important learning skills. ARCADEMIC programs provide for the educational needs of individual learners. They allow children to develop skills before progressing to the next level of difficulty. These programs combine learning with fun.

The ARCADEMIC™ approach to learning is based on these principles:

• Persistence and Involvement

Arcade games are fun and exciting, and no one has to encourage a child to play. When applied to learning, the arcade game format motivates children to persist and to remain involved in the subject.

• Success in Learning

Arcade games start players at a level above their skill, producing high rates of error. Players do not view the errors as failure, but as a challenge to improve. The ARCADEMIC approach also encourages improvement by providing a game with preset options. This preset version is played at a rapid speed and at an advanced level of difficulty.

• High Rate of Learning

The arcade game format encourages concentration because it requires fast response in a short period of time.

• Evidence of Improvement

The arcade game format provides immediate feedback. Players know instantly whether their answer is correct. There is no limit on improvement. Players can make as high a score as their skills permit. They can see their scores as they play. Players know immediately how well they are doing.

• Individual Needs

The ARCADEMIC approach encourages involvement by allowing selection of many features to fit individual needs. Players can select such features as speed of play, level of difficulty, and the time limit of the game.

Word Invasion, one of the programs in the Language Arts series, helps your child recognize parts of speech, a skill necessary for success in reading and writing. Your child helps A.O. (Alien Octopus) battle an invasion of words. As columns of words approach, the name of a part of speech such as pronoun, verb, or adjective appears beneath the octopus. Your child scores a "hit" by firing at a word that matches the part of speech. While having fun helping the octopus, your child is also practicing an important language arts skill.

With Word Invasion, your child can

- Enjoy the fun of an arcade game while exploring parts of speech

- Identify nouns, pronouns, verbs, adjectives, adverbs, and prepositions

- Play with as few as two parts of speech or as many as six

- Select the reading level of the words for each part of speech

- Play at different rates of speed

- Select the time limit of the game

- Experience colorful graphics

- Hear exciting sound effects that enliven the action

- Use either the keyboard or the Joystick Controllers

Introducing Your Child to the TI Home Computer

Your Home Computer provides a variety of learning experiences for children. Young children may need assistance in learning how to use the computer or the software. Supervise your child until you feel confident in his or her ability to operate the computer and use the software independently. First, acquaint yourself with the manual. Read "Using the Solid State Cartridge" to show your child how to turn on the computer and insert the cartridge. Then, introduce your child to the keyboard and the program activities.

Using the Keyboard

If your child is unfamiliar with a typewriter, he or she may need help using the computer keyboard.

1. Show your child how to press the keys correctly.

   •Place a fingertip directly on a key and press.

   •Use medium pressure.

   •Press two keys at the same time when using a function or shift key.

2. Practice locating and pressing each key shown in the *Quick Reference Guide*.

Using the Home Computer Safely

As with any electronic equipment, there are certain safety guidelines children should follow.

1. Keep hands away from cords and cables.

2. Keep fingers away from openings in the computer or cartridge.

3. Keep liquid and food away from the computer.

4. Keep the computer clear of heavy objects and clutter.

Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.

2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).

3. Turn the computer ON, and wait for the master title screen to appear.

TEXAS INSTRUMENTS
HOME COMPUTER
READY – PRESS ANY KEY TO BEGIN

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4. Slide the cartridge into the slot on the console.
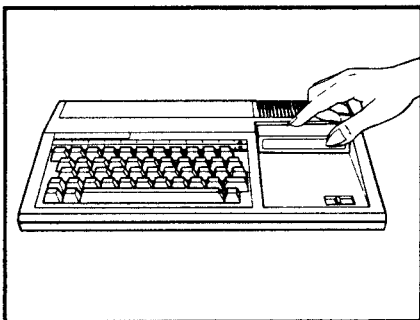
5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.

2. Remove the cartridge from the slot.

With Word Invasion, your child has two choices—to begin playing a version of Word Invasion with preset options or to select different options. The preset game is intended to challenge your c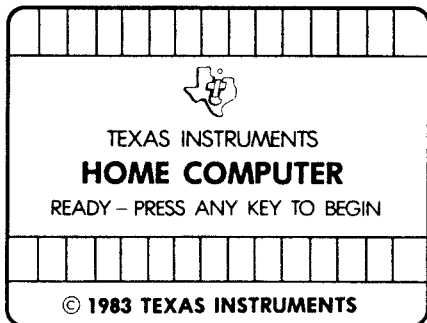hild to discover existing skills and knowledge. Some children may want to continue using the preset options, but others may want to adjust the game options. To determine which options are appropriate, watch your child play the preset game.

The Preset Game Options

The preset game uses these options:

- Speed of 7

  Speeds in Word Invasion range from 1 (slowest) to 9 (fastest).

- Six parts of speech

  Word Invasion can be played with 2 (minimum) to 6 (maximum) parts of speech.

- Reading level of 2

  Word Invasion offers four reading levels for each part of speech, ranging from 1 (least difficult) to 3 (most difficult). Level 4 includes words from levels 2 and 3.

- Run time of 3 minutes

  Time limit in Word Invasion can range from 1 to 5 minutes.

Selecting the Preset Game

After selecting Word Invasion, your child sees a series of screens followed by an instruction screen that says PRESS ANY KEY TO PLAY. Your child presses any key and the preset game begins immediately.

As the game begins, your child sees A.O. (Alien Octopus) facing an invasion of words. Your child identifies a word that matches the part of speech beneath the octopus. Then, your child moves A.O.'s magic ring until it is under the word. When the ring is in position, your child fires and scores a "hit." If your child fires at a word that does not match the part of speech or at a column without words, a "miss" is recorded. Your child can move and fire the magic ring using either the keyboard or the Joystick Controllers.

Using the Magic Ring

To make an invading word disappear, your child

• Sees the name of a part of speech beneath the octopus

• Moves A.O.'s magic ring under a word matching that part of speech

• Fires and scores a "hit"

Using the Keyboard

Move and fire the ring by pressing these keys.

Press	Action
(←) S, J	Moves ring left
(→) D, K	Moves ring right
Q, Y, or SPACE BAR	Fires at the word

Using the Joystick Controllers

Move and fire the ring using the Joystick Controllers.

Press	Action
Lever left	Moves ring left
Lever right	Moves ring right
FIRE button	Fires at the word

Note: The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

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**Word Invasion provides options that
allow the game to be tailored to your
child's individual needs. Your child
can change options before or after a
game. By changing options, your
child controls speed of the advancing
words, parts of speech to be used,
reading level of the words, and time
limit of the game.**

The Word Invasion Options Screen

Press **AID** to go to the "Game Control
Options" screen from

• "Press Any Key to Play" screen

• "Record Your Score" screen

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┌─────────────────────────────────┐
│        WORD  INVASION            │
│     GAME  CONTROL  OPTIONS       │
│  1   SPEED 1-9              7     │
│  2   CONTENT       (Y/N) LEVEL    │
│      NOUNS           Y      2     │
│      PRONOUNS        Y      2     │
│      VERBS           Y      2     │
│      ADJECTIVES      Y      2     │
│      ADVERBS         Y      2     │
│      PREPOSITIONS    Y      2     │
│  3   RUN TIME (MIN)  1-5    3     │
│  4   EXIT  GAME  CONTROL         │
│      PRESS NUMBER OF OPTION      │
│        YOU  WISH  TO CHANGE      │
└─────────────────────────────────┘
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Selecting Speed

Your child can select the speed at which
words advance toward the bottom of
the screen. Select speeds from 1
(slowest) to 9 (fastest).

To select a speed

• Press **1** to select the speed option

• Press a number from 1 to 9 to select
the speed

Selecting Content

Your child selects at least two of the six parts of speech and the reading level for each one. To include a part of speech, your child presses **Y** when the cursor appears under the Y/N. To select the reading level for the parts of speech, press **1** (least difficult), **2** (average), **3** (most difficult), or **4** (words from levels 2 and 3).

To select the content

• Press **2** to select the content option

• Press **Y** to include the part of speech or **N** to omit it

• Press a number from 1 to 4 to select the reading level after pressing **Y** to include a part of speech. After pressing **N** to omit a part of speech, the cursor advances to the next part of speech.

Selecting Run Time

Your child can set a time limit of one to five minutes for each game.

To select a run time

• Press **3** to select the run time option

• Press a number from 1 to 5 to select the run time

Using the New Options

To begin a game using the new options

• Press **4** to leave the "Game Control Options" screen

• When the instruction screen appears, press any key to begin play

Note: Options remain in effect until your child changes them or presses **QUIT**. Pressing **QUIT** returns to the preset options.

If you select new options and then press **BEGIN** before pressing **4** to leave the "Game Control Options" screen, the game returns to the previous options.

The first two times a word reaches the octopus, your child continues the game with a new screen of words. The game ends when words reach the octopus three times or the time limit expires. Your child can also press P or T to end the game early. At the end of each game, the "Record Your Score" screen displays the score.

When the game ends, your child can choose to play again using the same options or change the options for a new challenge.

Ending The Game

The game ends when

• Words reach the octopus three times

• The time limit expires

• **T** or **P** is pressed to go to the "Record Your Score" screen

• **QUIT** is pressed to return to the master title screen

Recording Your Score

At the end of the game, the "Record Your Score" screen appears. This screen shows

• The total number of "hits" in the last game played

• The total number of "misses" in the last game played

• The lowest and highest number of "hits" and "misses" since play began or game options were changed

Playing Again

When Word Invasion ends, your child can press

• Any key to play again with the same options

• **AID** to select new options

• **BEGIN** to return to the DLM title screen

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desklamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (**Note:** In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

TI-99/4A	Action
(←) S, J	Moves the ring left.
(→) D, K	Moves the ring right.
Q, Y, or **SPACE BAR**	Fires at the word.
T, P	Ends the game and goes to the "Record Your Score" screen.
FCTN 5 **(BEGIN)**	Returns to the DLM title screen from the "Press Any Key to Play" instruction screen, the "Record Your Score" screen, and the "Game Control Options" screen.
FCTN 7 **(AID)**	Returns to the "Game Control Options" screen from the "Press Any Key to Play" instruction screen and the "Record Your Score" screen.
FCTN = **(QUIT)**	Returns to the master title screen.

Note: If the optional Joystick Controllers are used, two directions are available to move the ring; move the lever in the desired direction.

The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

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