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Colin Hinson

In the village of Blunham, Bedfordshire.



TEXAS INSTRUMENTS COMPUTER SOFTWARE

DLM ACADEMIC* SKILL BUILDERS IN LANGUAGE ARTS

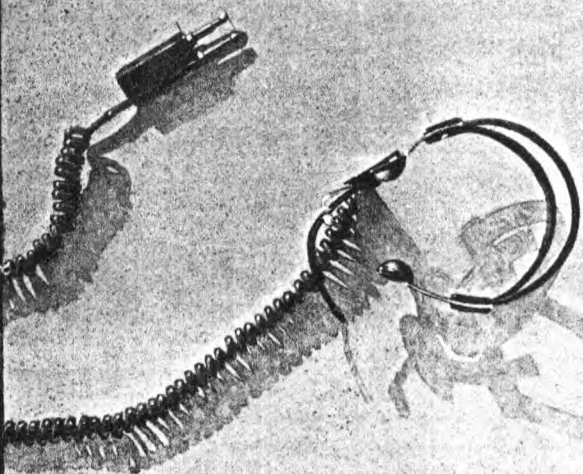
WORD RADAR

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 exciting arcade game format helps your child improve word recognition and memory. Suitable for grades one through six.

*Trademark of Developmental Learning Materials



Word Radar

Programmed by: John M. Phillips

Book developed and written by:
Staff members of Texas Instruments
Instructional Communications.

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back of book.

Introducing the ARCADEMIC™ SKILL BUILDERS IN LANGUAGE ARTS series

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 Radar, a program in the ARCADEMIC™ SKILL BUILDERS IN LANGUAGE ARTS series, is an exciting search for words that helps improve word recognition and memory. Your child enjoys the excitement of an arcade game format while developing basic language skills. In Word Radar, your child uses

a word viewer to match a word hidden on the radar scope with a target word. Your child scores points by firing at the matching word. While enjoying the hunt for words, your child also practices important language arts skills.

With Word Radar, your child can

- Practice skills in recognizing common vocabulary words
- Develop skills in word discrimination by identifying words that are alike and words that are different
- Enhance visual memory by remembering where words appear on the screen
- Enjoy the fun of an arcade game while developing learning skills
- Play at different speeds
- Select from a variety of words to use in a game
- Increase the difficulty of the game as skills improve
- Set 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

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.

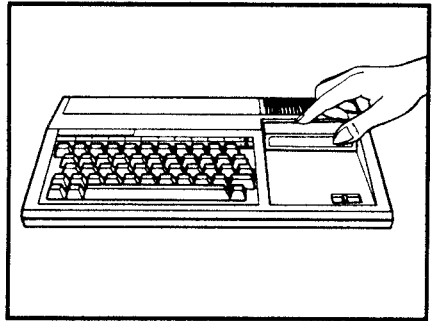
1. Keep hands away from cords and cables.
2. Keep fingers away from openings in the computer or cartridge.
3. Keep liquid and food away from the computer.
4. Keep the computer clear of heavy objects and clutter.

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.

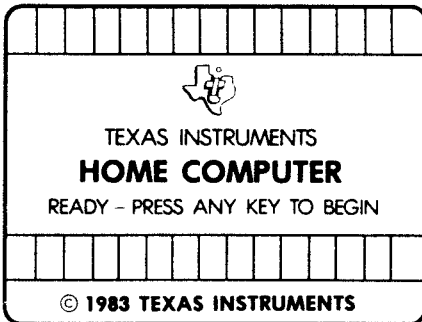
4. Slide the cartridge into the slot on the console.



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 Radar, your child has two choices—to begin playing a version of Word Radar with preset options or to select different options. The preset game is intended to challenge your child 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

Playing speeds in Word Radar range from 1 (slowest) to 9 (fastest).

- Word List 9

Word Radar has nine lists of words varying in length from two to six letters.

- Run Time of 2 minutes

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

- Difficulty of 2

Word Radar offers three levels of difficulty, ranging from 1 (least difficult) to 3 (most difficult).

Selecting the Preset Game

After selecting Word Radar, 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.

Playing Word Rada

In Word Radar, your child operates a radar scope. As the game begins, a group of words is displayed on the radar scope and then concealed by white bands. Before the radar beam completes a sweep, your child tries to match a hidden word to each target word displayed at the bottom of the radar scope. He or she moves

the word viewer to uncover the concealed words and then fires to match a word and score a hit. If your child fires at a word that does not match the target word, a “miss” is recorded. Your child can move and fire the word viewer using either keyboard or Joystick Controllers.

Using the Word Viewer

The word viewer appears as two red arrows on the screen.

To uncover a hidden word, your child

- Sees the target word at the bottom of the radar scope
- Moves the word viewer until it uncovers a word matching the target word
- Fires and scores a “hit”

A new group of words appears and the game ends when time runs out

- The radar beam completes a sweep before all words on the scope are matched
- All words on the scope are correctly matched before the radar beam completes a sweep

Using the Keyboard

Move and fire the word viewer by pressing these keys.

Press	Action
(→) D, K	Moves word viewer right (clockwise)
(←) S, J	Moves word viewer left (counterclockwise)
Q, Y, or SPACE BAR	Fires word viewer

Using the Joystick Controllers

Move the word viewer and fire using the Joystick Controllers.

Press	Action
Lever right	Moves word viewer right (clockwise)
Lever left	Moves word viewer left (counterclockwise)
FIRE	Fires word viewer

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

Select: Word Radar Options

Word Radar provides several 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 the speed of the radar beam, the length of the words used, the time limit of the game, and the level of difficulty.

The Word Radar Options Screen

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

- "Press Any Key To Play" screen
- "Record Your Score" screen

WORD RADAR GAME CONTROL OPTIONS		
1	SPEED 1-9	7
2	WORD LIST 1-9	9
3	RUN TIME (MIN) 1-5	2
4	DIFFICULTY 1-3	2
5	EXIT GAME CONTROL	

PRESS NUMBER OF OPTION
YOU WISH TO CHANGE

Selecting Speed

Your child controls the speed of the radar beam and the length of time the words appear before they are concealed. Speeds range 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 choose the speed

Selecting Word Lists

Your child selects one of nine lists of words, each containing 24 words. The number of the word list determines the length of the words used in the game. If your child selects word list 9, words chosen from lists 6 through 8 appear. If the game automatically advances to word list 9, words chosen from lists 1 through 8 appear.

Word List	Word Length
1	2-3 letters
2, 3	3 letters
4, 5, 6	4 letters
7, 8	5-6 letters
9	2-6 letters

The number of the selected word list appears below the target word on the radar scope. The game moves to the next word list when all words are matched before the game time ends.

To select a word list,

- Press **2** to select the word list option
- Press a number from 1 to 9 to choose the word list

Selecting Run Time

Your child sets a time limit of one to five minutes.

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

Selecting Difficulty

Your child determines the number of hidden words to appear in one radar sweep. In level 1, four words appear on the scope; in level 2, eight words; and in level 3, twelve words.

To select a difficulty,

- Press **4** to select the difficulty option
- Press **1, 2, or 3** to select the difficulty

Using the New Options

To begin a game using the new options

- Press **5** to leave "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.

Your child can play a game until it ends or press the appropriate keys to end the game early. The “Record Your Score” screen shows your child’s score after each game. He or she can choose to play again using the same options or change the options for a new challenge.

Ending the Game

The game ends when

- Time limit ends
- Radar beam completes three sweeps
- **QUIT** is pressed to return to the master title screen
- **T** or **P** is pressed to return to the “Record Your Score” screen

Recording Your Score

At the end of the game, the “Record Your Score” screen appears showing

- Total number of “hits” in the last game played
- Total number of “misses” in the last game played
- Lowest and highest number of “hits” and “misses” since play began

Playing Again

When the game ends and the “Record Your Score” screen appears, 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 desk lamp, 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.

Quick Reference Guide

TI-99/4A	Action
FCTN 7 (AID)	Returns to the "Game Control Options" screen from the instruction screen and the "Record Your Score" screen.
FCTN 5 (BEGIN)	Returns to the DLM title screen from the instruction screen and the "Record Your Score" screen.
(→) D, K	Moves the word viewer right (clockwise).
(←) S, J	Moves the word viewer left (counterclockwise).
Q, Y, or SPACE BAR	Fires word viewer.
T, P	Ends the game and returns to 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 word viewer; move the lever in the desired direction.

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

Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.

