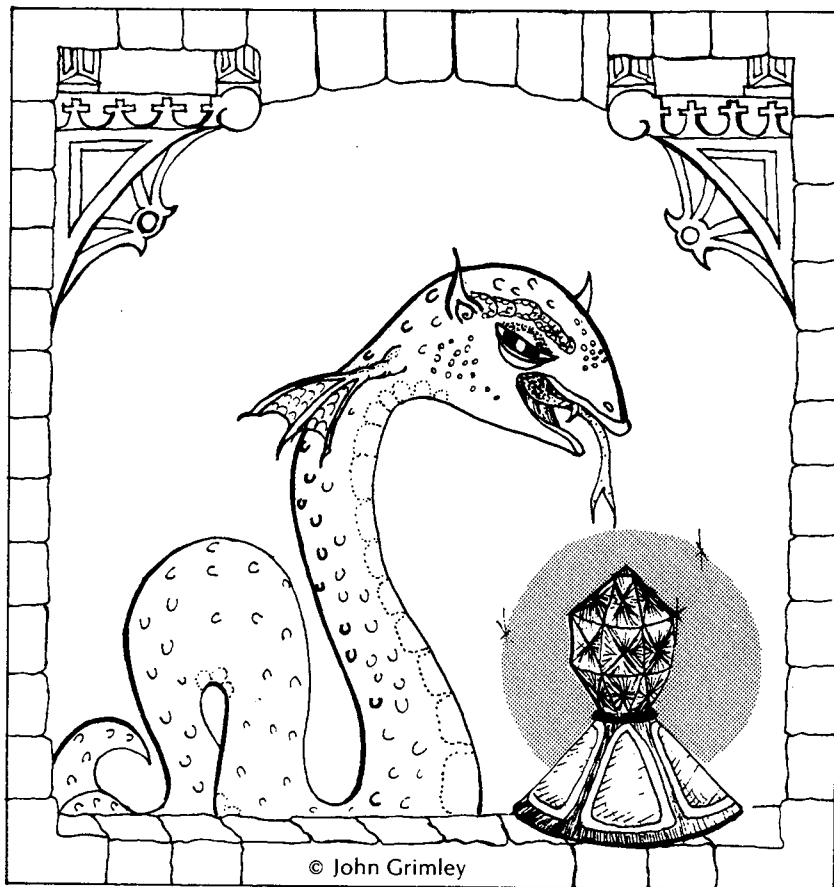


# SPELLING FUN 1.



Includes two games with 75 preset word lists and 24 lists with your own words.

In **CASTLE SPELLS** you are imprisoned in Spellbound Castle. To escape, find the gold key & build your spelling strength to unlock the castle door.

Your aim in **CRYSTAL SPELL** is to keep the Spelling Serpent locked away. In an exciting race against time find the missing letters from your spelling lists.

For ages 5-15 years.

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This product is provided with the program encoded on disk. Should the disk prove faulty a replacement may be obtained provided that the faulty disk is returned within three months of purchase. When returning the disk please quote your registration number and ensure that the Reckon label is still attached.

## Running The Games From Your Hard Disk

**B**ecause most of our users have more than one, if not the full set of the Grimley games we have devised a simple method of running any of the games from the same sub-directory on your hard disk.

- Create a sub-directory on your hard disk called “anything you like”.
- Copy each of the games into this sub-directory.
- To run the games from within the sub-directory, simply type “FUN1” and press the Return key.
- You will be presented with a menu of the games you have in the sub-directory.
- Now simply choose the game you wish to play.

# Getting Started

- Boot your system normally from a DOS disk. Wait for the standard DOS prompt A> to appear on the screen.
- Remove the DOS disk from drive A and insert the Spelling Fun 1 disk.
- Type FUN then hit the Return key.
- Always leave the Spelling Fun 1 disk in the drive while using the Spelling Fun 1 program.
- Ctrl-S toggles sound during the games.

For your convenience Spelling Fun 1 is NOT copy protected. We suggest that you use DISKCOPY or a similar utility to make a backup copy of the Spelling Fun 1 disk. Use this as your working copy and keep the original disk somewhere safe.

# About Spelling Fun 1

**S**pelling Fun 1 includes two interesting games designed to help you improve your spelling. Each game can load any of the 75 pre-set lists or any of the 24 extra lists which you may enter and save to disk using the built-in list editor.

The first of the games, 'Castle Spells', combines the learning technique of look, cover and spell with an intriguing castle adventure. The second game 'Crystal Spells' uses missing letters to encourage the recognition and understanding of spelling patterns in an exciting race against a shrinking crystal clock

## Loading a spelling list from the disk

To play the two spelling games or use the List Editor you will need to load lists of spelling words from the disk. This is how to do it:

1. Press the escape (Esc) key to return to the game or editor options menu.
2. Use the arrow keys to step onto the 'Load List' or 'Load a List' option then press the return or enter key.
3. A rectangular window will open on the right side of the screen showing the list numbers from 1 to 99. Lists 1 to 75 are the graded pre-set lists. Lists 76 to 99 are user lists which you may create or modify yourself.
4. Use the four arrow keys to step the highlighted rectangle onto the list you wish to load.
5. Press the return or enter key or if you change your mind about loading a list, press the escape key.

If your list is loaded successfully a 'list loaded' message will appear briefly on the screen. If the list you chose has no words in it or is not available, choose a different list or use the List Editor to create that list.

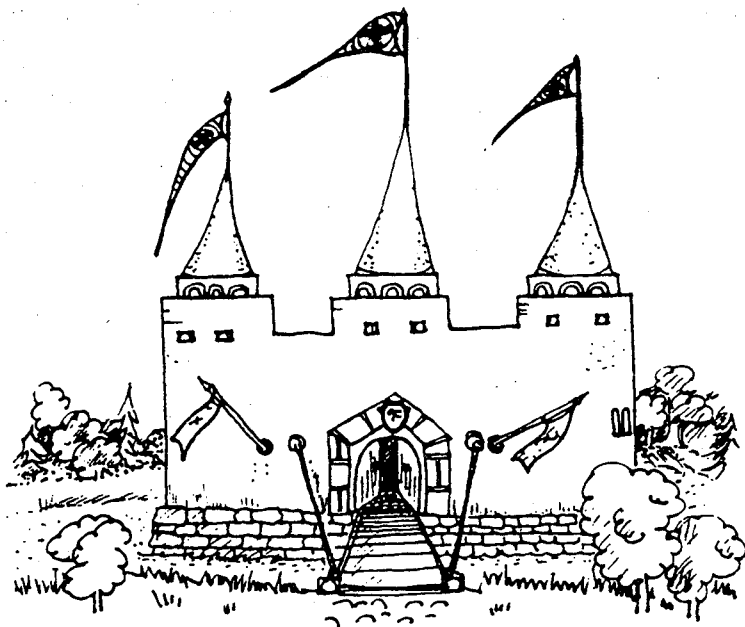
## Danger in the forest of the Lord of Lex

Enemies of accurate spelling have gathered in the Forest of the Lord of Lex. Their leader is the sinister serpent, Erlking of Errors. He will try to lure you into joining him and his careless clan of miserable misspellers. You will find yourself locked in Spellbound Castle, the devious serpent's dwelling, where you will need all your concentration and spelling skill to escape. You will also be called upon to use your word wiliness to stand guard over the captured Spelling Serpent.

To assist you in these important tasks the Lord of Lex has armed you with seventy-five lists of words. Use them wisely in your battle against the forces of misspelling. If you prove to be a faithful and worthy follower of the Lord of Lex, you will be permitted to make your own personal set of word weapons. Lord Lex will allow you to create twenty-four lists of your own, which may proudly join in the task of defeating the forces of poor spelling.

Upon entering the risky realm of Spelling Fun 1 you will be faced with a choice of activities. Use the left and right arrow keys on your keyboard to select a challenge, then press the return or enter key to begin. Before you have made your choice, you may also press the letter 'C' to alter the colours of the Wordy Wood.

# Castle Spells



**Y**ou have been imprisoned in Spellbound Castle, the abode of the Spelling Serpent. Your task is to reach the topmost chambers of the castle and find the key of Gold. Once you have this key you must build up your spelling strength to 200 then descend to the main castle door to escape. Unfortunately the Key of Gold is locked behind a panel. To unlock this panel you must locate and use the Key of Brass.

Before you begin your attempt to escape the evil temptations of poor spelling you should load your list of words. Use the left and right arrow keys then, to select the 'Play' option and press the return or enter key.

You have now entered Spellbound Castle.

Your position in the castle is displayed on the small castle map at the bottom left of the game display area. Below this you will see your spelling strength, sound and key status. To escape from the castle at least 200 strength points and the Gold Key must be displayed here.

On the right of the game display area the current castle room is shown. To deceive and confuse you the Spelling Serpent has made the castle rooms look very similar to each other. To counter this dastardly device, your ally, the Lord of Lex, has hung paintings in some of the rooms. Beware the painting of Erlking of Errors!

To move from room to room you must use the arrow keys. When you approach an internal castle wall one of your spelling words will appear below the main room display. Make sure you concentrate when your word appears because after two or three seconds it will begin to dissolve. Look at this word then type it on your keyboard.

Use the backspace key if you make a typing error. When your answer is ready press the return key. If you are correct a hidden door or panel will open and your spelling strength will increase.

To rise to the top chambers of Spellbound Castle you must find the teleport arrow on each level. Until you have sufficient spelling strength the upward teleport arrows will remain invisible. When you have found an upward arrow on the wall, move to stand directly under it, then press the up arrow key on your keyboard. You will ascend to the next level of the castle. The effort of moving up to the next floor, however, will sap your spelling strength by ten points.

When you have found the Key of Gold you must descend to the ground floor and return to the main castle door. This door will only open if you have earned a spelling strength of 200 or more and you possess the Key of Gold.

Castle Spells Game Menu - To suspend the game and access this menu you need only press the escape key whenever you are not trying to spell a word. Use the arrow keys to step onto the menu item of your choice, then press the return key.

Here are the Game Menu options:

*Load List* read the special section towards the start of the manual.

*Play* start or resume a game in progress.

*Quit* exit from Castle Spells to main menu.

*New Game* start a new game from the beginning.

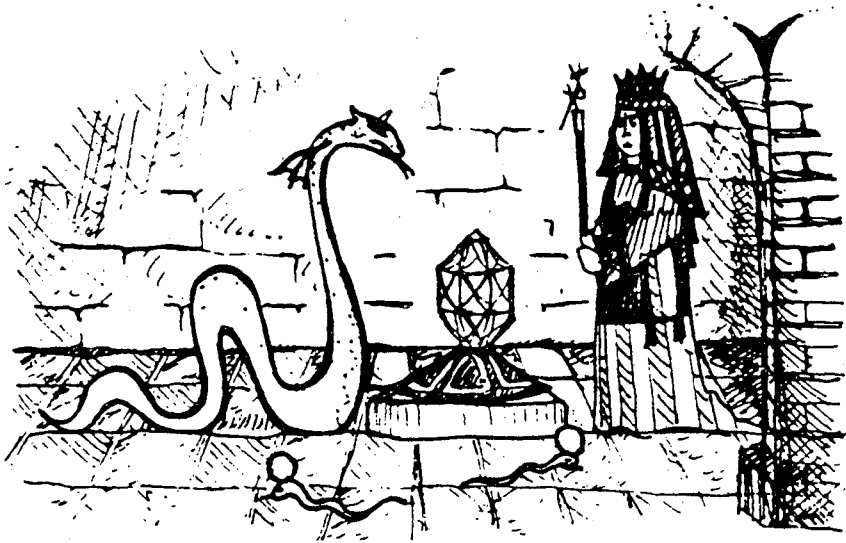
*Load Game* load a previously saved game.

*Save Game* save a game to be resumed later.

If you change your mind about loading or saving a game just press the escape key.



# Crystal Spell



**Y**ou have helped the Lord of Lex to capture the Spelling Serpent. His size and strength have been reduced by the power of accurate spelling. To keep the serpent locked up, Lord Lex has provided the great Crystal of Correction.

The Serpent has six shifty supporters who will try to free him by stealing letters from your spelling lists. As they do this the crystal will shrink and soon disappear and the Spelling Serpent will escape.

You must prepare yourself for the escape of the serpent. The only way to steel yourself for this awful event is to build your spelling strength up to 200 points.

Before you begin your attempt to defeat the Spelling Serpent, you should load your list of words. Use the left and right arrow keys then, to select the 'Play' option and press the return or enter key.

When the game begins you will be asked to select a game speed. This will determine the shrinking speed of the Crystal of Correction. Use the four arrow keys on your keyboard to move to the speed of your choice and strike it with your word wand.

Now, using the four arrow keys, you must locate the letters missing from the spelling word below the game display area. Find the letter which matches the position of the small letter crystal and strike it with your wand. Continue to do this until the word is correctly restored.

Great spelling skill will be required because the Spelling Serpent will try to trick you by providing letters which could spell different words. The word you seek will always be one from the spelling list you loaded. The game menu for Crystal Spells is accessed by pressing Escape.

# The List Editor

**S**PELLING Fun 1 provides 75 graded, pre-set lists of words. The List Editor allows you to examine these lists and to add up to 24 of your own lists of words to these.

The List Editor menu appears at the left of the display. Use the up and down arrow keys to step onto the menu option you wish to use then press the return key.

To create a new list of your own select the 'Edit' option. Type in your words, pressing the return key after each one. If you make a typing error use the backspace key. You may also move to any word in the list, for correction or modification, by using the up and down arrow keys. When you have finished entering your words (up to 20 words) press the escape key. You should now save your new list.

To save the list, select the 'Save a List' option from the menu. A list window similar to the list loading window will appear on the right side of the screen. Select a number from 76 to 99 for your list and press the return key. The List Editor will then ask you to confirm your choice by pressing the 'Y' or the 'N' key. Press the 'Y' key to save or, if you change your mind, press the 'N' key.

A list will save only if it has two or more words in it. You can also empty a saved list by saving a list with no words on the screen as the same list number.

Use the 'Fresh List' option only to clear a list from the screen in order to enter a new list.

Each list may consist of up to 20 words and each word can be up to 20 letters long. No upper case letters may be used but you may use the apostrophe and hyphen.

You may also modify lists which you have previously saved to disk. Use the 'Load a List' option then the 'Edit' option to do this.

The Lord of Lex depends on you to check your lists carefully for spelling errors when saving your work to his disks.

A loaded list may also be printed on your printer. First make sure your printer is prepared, then load the list you wish to print. Type Ctrl-P (the control key and the 'P' keys together) to print the list. Once again you will be asked to confirm with a 'Y' or 'N' keypress.

# Becoming a Better Speller

**T**he games in Spelling Fun 1 are a very enjoyable way to improve your spelling skills, but they can cover only part of the process of becoming a good speller. To get the most benefit from this spelling package read through the following advice on total spelling development. If, as you read it, the advice seems completely obvious, it should show you how much you already know about learning to spell.

## Writing

Spelling is a skill we need for writing. The more we write, the more we are able to practise our spelling. As we become better spellers, writing becomes easier. Because spelling is such a complicated skill, it takes time for our spelling and writing fluency to gain momentum. Spelling Fun 1 can make the road a lot easier for us, but there is no substitute for putting our spelling to work.

## Dictionaries

At some point in the writing process, (although not necessarily in our first draft) we should work with a dictionary at our side and look carefully at the spelling of each word. It is a tedious but necessary routine.

If you are unable to locate a proposed spelling in the place in the dictionary, where alphabetically it should be found, you can be fairly certain that it is misspelled. You must then propose alternative ways to spell the word, and locate the alternative in the dictionary to verify that it is correct.

Of course, you will become much quicker at finding words in the dictionary with practice.

The other very important use for a dictionary is to check the meanings of words. Since we only use words that we know and understand, it would be an utter waste of time to use Spelling Fun 1 to learn to spell a word that we did not have the confidence to use in our writing.

So if you come across words in the prepared lists that you are not absolutely certain of, take the time to check their meaning in a dictionary.

## Sounds and syllables

This is the simple technique of breaking down the sounds of a word as we slowly say it to ourselves making it into artificial lumps or syllables that we may be able to match with groups of letters or letter families that we know. We all rely on this technique, especially in the early development of spelling ability.

A useful variation of this technique is to invent deliberate mispronunciations of words that confound the usual sound and letter associations and make them easier to remember. The most useful memory tricks are always those we discover for ourselves.

While we cannot depend too much on matching sounds and letters, it is important to practise sounding out words and puzzling out possible ways to spell them. If we were trying to spell the word 'hurt', for example, we might come to the middle 'ur' sound and consider the common alternatives: 'er', 'ir' and 'ur', making 'hert', 'hirt' and 'hurt'. It is our visual memory of the word that helps us to decide that 'hurt' is the correct spelling.

## **Visual memory**

Spelling depends a lot on being able to remember the exact look of a word. This is not the same as a bunch of letters memorised as you might a telephone number, but the exact rightness we see on a word when it is spelled the same way we have read it over and over. You might say, the way it smiles at us.

Castle Spells will help to develop this visual memory. As the words disappear we attempt to hold them in mind for at least a short time. But to be good spellers we need to be able to retain these images for a long time as well.

When we are writing we will often notice a word we have written and be struck with the feeling that a word is not correct. If we write this word, and what seems to be its likely alternative one above the other on, say a piece of scrap paper. By comparing the words we can often come to an immediate decision about which one is correct. This can confirm our original guess nearly as often as it corrects an error.

Crystal Spells is designed to develop this skill of visual confirmation and an awareness of spelling patterns.

## **Reading**

Reading seems to help reinforce our memory of the shapes of words but we have to be made aware of inconsistencies in the shapes of words through writing. Proof reading or the searching for errors in spelling is a good way to develop our awareness of the visual characteristics of words. This can be in our own writing, or in printed materials. □