

The background of the entire cover is a light gray field filled with a repeating pattern of small, stylized mechanical components and letters. The components include gears, bolts, screws, washers, and nuts, scattered in various orientations. Interspersed among these are uppercase letters, primarily K, D, E, B, C, A, H, G, and U, also in various orientations. The central text is contained within a solid black rectangular area.

**DLM**

# Boppie's Great Word Chase

Educational  
Software

**USER'S GUIDE**  
IBM PC/PCjr

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# Boppie's Great Word Chase

## INTRODUCTION

*Boppie's Great Word Chase* helps children refine spelling and word recognition skills by using an exciting arcade game format. Players guide Boppie, the bouncy central character, through a colorful maze of crossbars and ladders, attempting to retrieve letters and spell a target word. But watch out for the hungry Snappers patrolling the maze!

*Boppie's Great Word Chase* is programmed with more than 250 words contained in eight separate word lists. You can choose one of the eight pre-programmed word lists or create and save your own word lists. In addition, the game contains eight skill levels with increasingly difficult mazes and words. The different skill levels can accommodate the beginner while challenging the arcade expert.

Fast-paced action plus flexibility in game content and arcade-style scoring ensure that the game will be played again and again. *Boppie's Great Word Chase* can provide fun and excitement for the entire family!

## *Game Strategy*

Boppie is a bouncy character who lives in a maze protected by hungry Snappers. Letters are positioned on the ladders of the maze. Players guide Boppie through the maze to pick up letters needed to spell the target word. Boppie must carry each letter into the house at the top of the game screen to form the word and win the game. Snapper Repellers and Umbrellas help Boppie avoid the aggressive Snappers during his perilous journey through the letter maze.

## GETTING STARTED

You will need an IBM\* PC or PCjr computer with 64K of memory, a disk drive, and a monitor or TV.

### *Loading*

1. If you are using a TV as a monitor, turn down the volume.
2. Place the diskette in the drive, label up, and completely close the door on the disk drive.
3. Turn on the computer and the monitor or TV. The program loads automatically.
4. You will see the TITLE screen. Press **Ctrl-C** if you want to select your monitor type. Next, press either **R** for RGB monitor or **T** for Television-Composite. Press any other key and the SKILL LEVEL OPTION screen appears.

Press:

(1)	Training	3 Letters
(2)	Beginner	3 Letters
(3)	Intermediate	4 Letters
(4)	Advanced	5 Letters
(5)	Expert	5 Letters
(6)	Pro	6 Letters
(7)	Master	7 Letters
(8)	Wizard	8 Letters

(S)ound: On

(J)oystick: Off

(P)layers: 1

Press the number of your choice.

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### **Using the SKILL LEVEL OPTION screen**

*Boppie's Great Word Chase* offers eight different skill levels to challenge players of all ages. The levels increase in difficulty from *Training* to *Wizard*. The length of the target words and the complexity of the mazes are determined by the skill level.

**Note:** Word lists used in this program begin on page 10 of this manual.

At the SKILL LEVEL OPTION screen, players can choose sound effects, number of players and joystick play. The status of options is shown at the bottom of the screen.

- Press the **S** key to turn the sound option on and off.
- Press the **J** key to turn the joystick option on and off.
- Press the **P** key to change the player option to 1 or 2 players. In a 2-player game, players alternate moves according to prompts on the game screen.

Next, players choose a skill level by pressing the corresponding number key. The screen advances to the PRESS ANY KEY screen. You are ready to begin the game. To create a word list, press **CONTROL O**.

#### **SKILL LEVELS**

1. *Training*: familiarizes players with the game. The three-letter target word remains on the screen. There are no attacking Snappers. Encourage players to practice using the Snapper Repeller and Umbrellas.
2. *Beginner*: introduces the Snappers. This level plays the same as *Training*, with the addition of three patrolling Snappers.
3. *Intermediate*: uses four-letter target words which appear briefly on the screen, then disappear. Players reconstruct the words from memory while trying to avoid four Snappers.
4. *Advanced*: uses five-letter target words which briefly appear on the screen, then disappear. Players reconstruct the words from memory while eluding five Snappers.
5. *Expert*: the target word is not displayed. Players unscramble letters to spell five-letter words while evading five Snappers.
6. *Pro*: the target word is not displayed. Players unscramble letters to spell six-letter words while avoiding five Snappers.
7. *Master*: the target word is not displayed. Players unscramble letters to spell seven-letter words while eluding five Snappers.
8. *Wizard*: the target word is not displayed. Players unscramble letters to spell eight-letter words while evading five Snappers.



## PLAYING THE GAME

In *Boppie's Great Word Chase*, players note the target word, which is either presented at the bottom of the screen or as scrambled letters on the ladders. By moving Boppie through the maze, players can pick up letters one at a time and carry each letter into the house at the top of the screen. Letters must be carried into the house in the correct order to spell the target word and win the game.

In Skill Levels 1-4, the target word is displayed in the word area at the bottom of the screen. A pointer indicates which letter Boppie should pick up. Levels 5-8 require players to unscramble the letters to form the target word.

Players hear four short computer beeps when Boppie carries a correct letter into the house. If Boppie carries an incorrect letter into the house on levels 3-8, the letter reappears in its original position on a ladder.

Players begin the game with five Boppies. A Snapper can attack Boppie, causing him to float off the screen. A reserve Boppie then takes over. Reserve Boppies appear in the lower right corner of the game screen. The game ends when all five Boppies are gone. Press the **spacebar** to play again at the same level or **ESC** to change levels.

When Boppie has carried all letters in a target word into the house, the screen flashes. A new target word appears and players continue the game. Total score for the game appears in the lower left corner of the screen, along with the high score attained during the playing session.

To change levels at any time, press the **ESC** key to return to the **SKILL LEVEL OPTION** screen.

*Boppie's Great Word Chase* is programmed to play using either the keyboard or joystick.

### *Using the Keyboard*

Players press the appropriate keys to move Boppie through the letter maze. Players spell the target word by picking up each letter, in order, and carrying that letter into the house. To play the game using the keyboard, be sure the joystick option is off.

The game can be played using the arrow keys or the keys listed below:

KEY CHART	
S	Moves Boppie left
D	Moves Boppie right
E	Moves Boppie up
X	Moves Boppie down
Q, Spacebar	Picks up letter; drops and retrieves Snapper Repeller; activates Umbrella
P	Temporarily pauses the game
H	Briefly displays target word in Intermediate and Advanced Levels
ESC	Terminates game; displays SKILL LEVEL OPTION screen

### *Using Joysticks*

Players can move Boppie with joystick controls. Players spell the target word by picking up each letter, in order, and carrying that letter into the house. Press the **fire button** on the joystick to pick up letters, drop or retrieve the Snapper Repeller, or use an Umbrella. To play the game using the joystick, be sure the joystick is attached before selecting the joystick option.

**Note:** Keys continue to function even though the game is being played with a joystick. Players may want to use the **P** (pause), **H** (help), and **ESC** (terminate) keys during game play.



## ***Spelling Words***

The letters that spell the target word are positioned on the ladders of the maze. Boppie must pick up each letter and carry it into the house at the top of the screen. Boppie drops each letter in the house in the order that correctly spells the target word. If Boppie carries an incorrect letter into the house on levels 3–8, that letter returns to its original position in the maze.

### **To move a letter:**

- Move Boppie until he is covering a letter. Then press **Q**, the **spacebar**, or the **fire button** on the joystick to pick up the letter.
- If a letter is successfully picked up, the computer beeps.
- Boppie flashes when he is carrying a letter.
- Boppie can carry only one letter at a time.
- Boppie *cannot* drop a letter in the maze once it has been picked up.
- Boppie automatically drops a letter when he goes into the house.
- If a Snapper attacks Boppie while he is carrying a letter, the letter returns to its original position on a ladder.

## ***Boppie's Defenses***

At the beginning of each new maze, Boppie has one Snapper Repeller and four Umbrellas. These protective devices help Boppie elude the hungry Snappers.

### **USING THE SNAPPER REPELLER**

The Snapper Repeller is a spinning star that repels any Snappers that come near it.

#### **To use a Snapper Repeller:**

- Boppie must be on a ladder. The Snapper Repeller will not work on crossbars.
- Players press the **spacebar**, **Q**, or the joystick **fire button** to make Boppie drop the Snapper Repeller.
- To retrieve the Snapper Repeller, players move Boppie over the spinning star and press the **spacebar**, **Q**, or the joystick **fire button**.
- The Snapper Repeller can be used as often as necessary.

### **USING THE UMBRELLAS**

Boppie uses umbrellas to float from level to level within the maze. Boppie has four umbrellas at the beginning of each new maze. The number of available umbrellas is displayed in the lower right corner of the game screen.

#### **To use an Umbrella:**

- Boppie must be on a thin crossbar. Umbrellas will not work on the catwalk where the house is located or on the sidewalk at the bottom of the screen.
- Boppie cannot be on a ladder.
- Press the **spacebar**, **Q**, or the joystick **fire button**. Boppie will open an umbrella and float down to another crossbar, ladder, or the sidewalk.



### ***Scoring***

Arcade-style scoring challenges players to accumulate as many points as possible while evading the cunning Snappers. Scores are displayed in the lower left corner of the game screen. At the end of each game, each player's score is displayed, along with the high score achieved during the playing session.

The following chart explains how points are earned:

POINTS	EARNED FOR
5	each step Boppie takes
50	picking up a letter
1,000	carrying the correct letter into the house
4,000	successfully spelling the target word

### ***Ending the Game***

A player can end a game at any time by pressing the **ESC** key. The **SKILL LEVEL OPTION** screen automatically appears. Games also end if all five Boppies are attacked by Snappers.

## CREATING WORD LISTS

*Boppie's Great Word Chase* offers players the opportunity to create, save, edit, and delete their own word lists. There is room on your DLM game diskette to save 140 customized word lists of 32 words. The word lists titled "Boppie" at each level cannot be edited or deleted.

A maximum of 25 word lists can be saved for any one skill level (3-letter, 4-letter, etc.). Three-letter word lists can be used at either the *Training* or *Beginner* Level. Five-letter word lists are shared between the *Advanced* and *Expert* Levels.

### To customize a word list:

- Select a skill level from the SKILL LEVEL OPTION screen. The PRESS ANY KEY screen appears.
- Press **CONTROL O**. The screen advances to the EDITOR MENU.

#### Editor Menu

Current Word List: BOPPIE      Letters: 3

- (1) Titles of word lists
- (2) Load a word list
- (3) Display current word list
- (4) Create or edit a word list
- (5) Delete a word list
- (6) Exit to play game

Press the number of your choice.

Press Ctrl-L for Level Menu.



## *Using the EDITOR MENU*

The title of the current word list and the length of the words in the list are displayed at the top of the menu. To select an option, players press the number key that corresponds with the option desired. To leave an option, press **ESC** to return to the EDITOR MENU or **CONTROL L** to go to the SKILL LEVEL OPTION screen. A description of each option follows.

1. *Titles of word lists:* Displays the titles of all the word lists available for that skill level.
2. *Load a word list:* Allows you to select a word list to be used in the game. Word list titles are displayed. To choose a word list, type the letter (on the left) that corresponds with the list desired. After a word list is loaded, the screen displays the EDITOR MENU.
3. *Display current word list:* Displays all the words in the current word list.
4. *Create or edit a word list:* To edit or create a word list, follow these simple rules:
  - a. At the first screen, type **E** to edit an existing list. Type **C** to create a new word list.
  - b. Each list can contain a maximum of 32 words. The length of the words is determined by the skill level.
  - c. Keys used to move the cursor are explained at the bottom of the screen.
  - d. To save your word list, press **CONTROL S**. The screen advances.
  - e. Title the word list created. Titles can contain up to 8 characters. After the list is titled, the screen returns to the EDITOR MENU.

**Note:** If the title chosen already belongs to a word list, the original word list with that title will be replaced by the list just created. The pre-programmed Boppie word lists cannot be replaced.

5. *Delete a word list:* Any customized word list can be erased. Titles of all the word lists for the selected skill level are displayed. To delete a list, type the letter (on the left) that corresponds with the title of the list you want to erase. The pre-programmed Boppie word lists cannot be deleted.
6. *Exit to play game:* Program returns to the PRESS ANY KEY screen. The game is now ready to play.

## CONTENT

Eight 32-word lists provide game content for *Boppie's Great Word Chase*. Each word list represents a skill level that is based on difficulty of both game play and target word completion. For example, higher level word lists (Levels 5-8) are more difficult due to spelling level of the words, word length, and game hazards.

Word length is determined by skill level. However, spelling difficulty of words within each skill level is based on word lists commonly used in schools (i.e., Dolch list, Zaner-Bloser spelling series, etc.). Words used in each skill level appear in the following sections. Game play can be tailored to meet individual needs by choosing skill levels that promote growth in word recognition and spelling while providing challenging game play.

### LEVEL 1

(three-letter words)

bat	for	not	ten
can	got	nut	van
cat	hug	one	was
dog	jet	pan	win
dot	key	put	yes
eat	log	red	you
fan	man	run	zip
fat	net	saw	zoo

### LEVEL 2

(three-letter words)

and	cut	how	old
ate	did	ice	pay
bed	fun	let	ran
big	had	may	sat
box	has	met	see
bug	him	not	sit
bus	his	now	sun
but	hot	off	top

### LEVEL 3

(four-letter words)

boat	fork	pour	shut
care	head	pull	stay
desk	help	push	turn
draw	high	rain	when
drop	hurt	read	wife
fair	inch	save	word
feel	less	seat	work
flat	over	shop	yawn



#### LEVEL 4

(five-letter words)

award	crack	horse	stage
below	dairy	knife	steak
brain	enter	large	stock
brook	field	paper	strum
build	globe	quick	twirl
carry	guide	quiet	wagon
clear	handy	share	would
coast	honey	short	write

#### LEVEL 5

(five-letter words)

actor	cough	human	scent
alarm	curly	label	shout
amuse	dodge	legal	tease
arrow	erase	muddy	thick
attic	false	orbit	tiger
basic	greet	patch	tired
built	group	radio	title
canoe	honor	range	waist

#### LEVEL 6

(six-letter words)

adverb	carbon	heroes	oxygen
agency	comedy	icicle	phrase
amused	employ	ignore	reveal
annual	enough	meteor	rhythm
assign	escape	minute	shriek
attach	escort	motion	statue
bakery	exhale	nearby	umpire
bridge	gopher	outfit	visual

#### LEVEL 7

(seven-letter words)

apology	dialect	illegal	recycle
bracing	divisor	isthmus	retract
century	earnest	mission	soprano
cleanse	exhibit	opinion	thrifty
cologne	foreign	pajamas	unclear
condemn	forfeit	plywood	useless
consult	horizon	predict	vicious
courage	hydrant	pursuit	wrecker

**LEVEL 8**  
(eight-letter words)

altitude  
artistry  
attorney  
audition  
colossal  
compress  
concerto  
cupboard

cylinder  
delicacy  
dinosaur  
disclaim  
distract  
engineer  
entrance  
fugitive

headline  
honorary  
humidify  
internal  
language  
maintain  
military  
mosquito

musician  
neighbor  
occupant  
occurred  
solitary  
suitable  
telecast  
unafraid



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