

# STORY MACHINE™



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Written in MicroMotion FORTH-79.

# FAST START INSTRUCTIONS

Load the program into your computer.  
(For instructions on this see page 11.)  
Answer the questions on the screen.



**Press 1** to write your story.

- The **Story Window** will appear on the screen.

• The Story Window has two parts. The top area is where the actors appear and the story is acted out. The bottom area is the **Story Space** where the words appear as you write your story.

• To write your story follow the RULES on page 4. As you write your story, it will be acted out.

• To rerun your story, **press ESC**.

• To erase your story, **press 1** twice.



**Press 2** to see the dictionary.

- The **Dictionary Window** contains the words you can use in your story. Of course, you can refer

to the **Dictionary Card** for the words.

• To continue writing your story, **press 1**. You will return to the Story Window.





**Press 3** to prepare a **Story Disk** for saving stories; to save stories; or to retrieve stories from the Story Disk.

**Press 3** and answer the questions to prepare a disk for saving stories.

- To save or retrieve a story from your Story Disk, **press 3** and answer the questions. You will have to insert a Story Disk in your disk drive.



**Press 4** to make choices of sound, screen color, or help.

# RULES FOR WRITING STORIES

There are a few rules you will need to follow while writing a story.

- 1) Begin each sentence with an article, pronoun, or adjective.  
(A, HE, THIS, etc.)
- 2) Use present tense verbs (RUN, HOPS).
- 3) A period or prepositional phrase must follow all verbs other than EAT. (THE BOY RUNS. THE BOY RUNS TO THE HOUSE.)  
A direct object must follow the verb EAT. (THE BOY EATS THE APPLES.)
- 4) Pronouns can be used only for the last noun used as the subject of a sentence.
- 5) If a sentence is not grammatically correct, or a word is misspelled, the computer will erase the mistake for you.

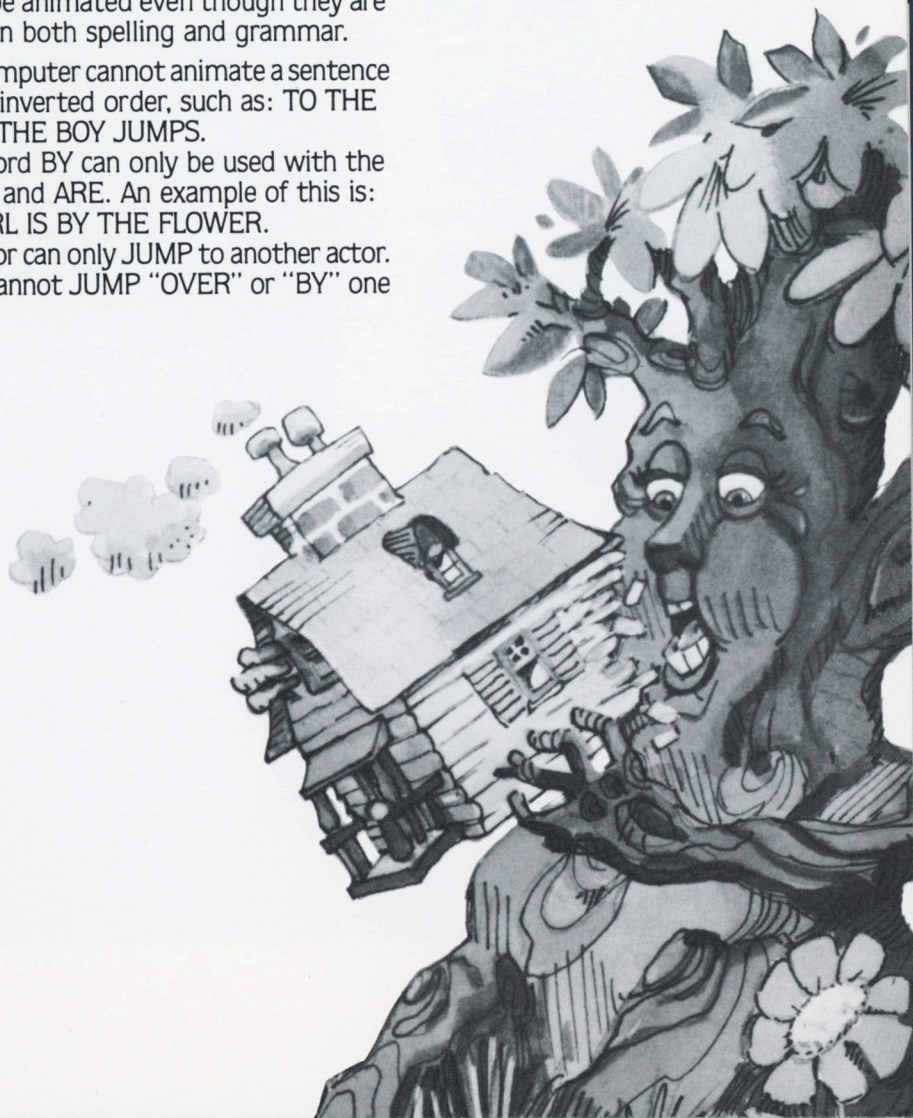
- 6) Always end your sentence with a period. Your sentence will be acted out when you type the period.
- 7) When you near the end of a line the computer beeps. This is a signal to **press RETURN** and start a new line.
- 8) You have four lines for writing your story. If you run out of space, **press RETURN** and you will be at the top of a new Story Space. Depending on how completely you fill each Story Space, two or three Story Spaces can be used in a story.
- 9) **Press ESC** when you want to see your entire story animated again.



## EXCEPTIONS TO THE RULES

There are some types of sentences that cannot be animated even though they are correct in both spelling and grammar.

- The computer cannot animate a sentence with an inverted order, such as: TO THE HOUSE THE BOY JUMPS.
- The word BY can only be used with the verbs IS and ARE. An example of this is: THE GIRL IS BY THE FLOWER.
- An actor can only JUMP to another actor. Actors cannot JUMP "OVER" or "BY" one another.



# THE STORY MACHINE DICTIONARY.

A  
B  
C  
D



Articles

The  
An  
A

Adjectives

This  
That  
These  
Those  
Some

Pronouns

He  
She  
It  
They





Nouns

Apple(s)  
 Box(es)  
 Boy(s)  
 Bumpus(es)  
 Cat(s)  
 Dog(s)  
 Fence(s)  
 Flower(s)  
 Girl(s)  
 Rock(s)  
 Store(s)  
 Tree(s)  
 House(s)

#### Possessive Pronouns

His  
 Her  
 Its  
 Their



Verbs

Are  
 Dance(s)  
 Eat(s)  
 Go(es)  
 Hop(s)  
 Is  
 Jump(s)  
 Run(s)  
 Sing(s)  
 Walk(s)  
 Zot(s)

#### Prepositions

At  
 By  
 To  
 For  
 In

# MESSAGES FROM THE STORY MACHINE

## TOO MANY ACTORS!

A maximum of four actors can appear in the story at any one time. The Story Machine treats the plural of a word (GIRLS) as one actor. If you already have four actors on the screen and you want to add another, you will have to erase one of the actors to proceed. To erase the actors you will have to EAT, ZOT or be IN something.

**You type:** THE BUMPUS HOPS TO  
THE TREE.  
THE GIRL DANCES TO  
THE APPLES.  
THE BOY

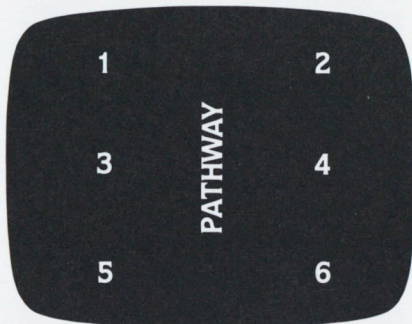
**Computer:** TOO MANY ACTORS!

**You type:** THE GIRL EATS THE APPLES.

Now you continue with your story.

## NO SPACE!

Actors can be located in any of six positions on the screen.



Only two actors can be located at the same position (remember, "FLOWERS" is one actor even though two flowers appear). For example:

**You type:** THE BOY RUNS TO THE  
FLOWERS.  
THE BUMPUS HOPS TO  
THE BOY.

**Computer:** NO SPACE!



### **CAN'T DO IT FROM HERE!**

Some sentences require that spatial relationships between actors be appropriate. One actor may block another's path. For example:

**You type:** THE DOG WALKS TO  
                  THE CAT.  
                  THE CAT DANCES.

**Computer:** CAN'T DO IT FROM HERE!  
However, try JUMP. THE CAT JUMPS.

### **MUST BE CLOSER!**

Another limitation concerns the verb EAT. To EAT something, an actor must be beside the object which is to be eaten. For example:

**You type:** THE BOY IS AT THE ROCK.  
                  THE GIRL IS AT THE FLOWER.  
                  THE BOY EATS THE FLOWER.

**Computer:** MUST BE CLOSER!

### **OUCH!**

If you try to eat a person or an animal, the computer types OUCH! For example:

**You type:** THE BOY EATS  
                  THE BUMPUS

**Computer:** OUCH!  
It's not nice to try such a thing!

### **STORY IS FULL!**

Stories can be about 40 words long. As you near the end, a warning appears at the top of the screen telling you approximately how much space is left. If you run out of space, the computer says STORY IS FULL!

If your child asks why the computer has these limitations, explain that computers aren't as smart as they sometimes seem!

## A NOTE TO PARENTS AND EDUCATORS

Any child five years old or older will enjoy this program. Story Machine encourages young readers to become young writers. Using a vocabulary of about 40 words, children can write sentences, combine them into stories, and see their stories animated.

While children giggle over their stories they will be learning the following things:

- Sight vocabulary. A sight vocabulary is the set of words a child knows without sounding them out. Children who don't already read words used in the program will quickly learn them so they can use them in their stories.
- Awareness of grammar. Children will become more aware that there are rules for language use, as they use the Story Machine.

- Positive attitude towards writing. The motivation to write will be high when the reward is animation. This activity tells them writing can be fun.

- Writing longer stories. Five, six, and seven-year old writers often write stories comprised of one or two sentences. The physical act of writing is demanding for young children. Playing with the computer keyboard is viewed as fun so children write longer stories, whereas writing with pencil and paper is often seen as work.

- Keyboard familiarity. Children use the keyboard to communicate with the computer instead of joysticks or game paddles. Keyboard familiarity is an important aspect of computer literacy that children begin learning with this program.



## LOADING THE PROGRAM

- Apple®:

- Put the Story Machine disk into the disk drive.
- Turn on the computer.
- Close the disk drive door.

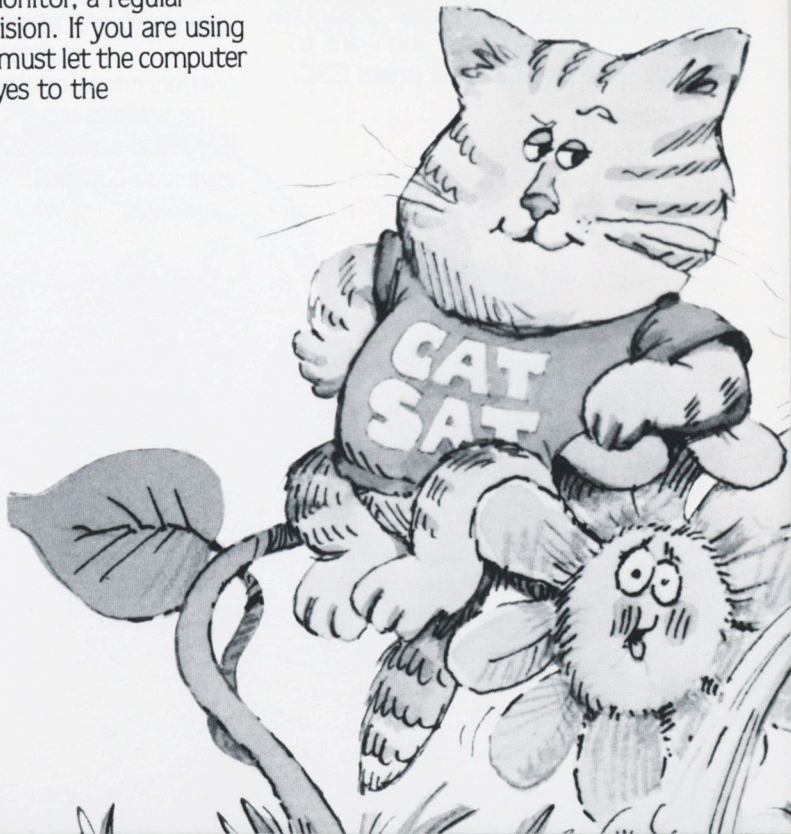
- IBM®:

- Put the Story Machine disk into the disk drive, close the disk drive door and turn on the computer.
- The Story Machine has been developed to handle an RGB monitor, a regular monitor, and a television. If you are using an RGB monitor you must let the computer know by answering yes to the RGB question.

- Atari®:

- Do not put the Basic Computing Language Cartridge into your computer.
- Turn on the disk drive.
- When the top red light (the "BUSY" light) goes out, open the disk drive door.
- Insert the Story Machine disk and close the disk drive door.
- Turn on the computer.

The program will start automatically.



## PREPARING A STORY DISK

Go to the Disk Window by **pressing 3**. The screen will ask for a Story Disk. **Press ESC** to tell the computer that you want to make a new Story Disk. The computer will instruct you to put a disk in the disk drive. Remove the Story Machine Disk and insert a Story Disk. **If you accidentally try to initialize the Story Machine Disk, you will erase the program. Press Y** and the computer will prepare the disk as a Story Disk. When the computer has finished, it will show an index of the new Story Disk with space for 15 stories. If you want to return to the Story Machine **press ESC**.

The computer will ask you to take the Story Disk out and put the Story Machine program disk back in the disk drive. Then **press RETURN**.





## SAVING A STORY

When you have written a story you want to save; **press 3** to go to the Disk Window. Put the previously prepared Story Disk in the disk drive and **press RETURN**. The screen will show an index of the Story Disk with space for 15 stories.

The computer will ask which of the 15 stories you want. Type an unused number and **press RETURN**. The computer then asks you for a title. Type your title and **press RETURN**. The computer will save your story on the disk under the page number and title you requested.

If you want, you can replace an existing story on a page with a new one. When the computer asks for the page number,

type the number of the story you want replaced. The computer will ask if you want to **GET** the story from that page or **PUT** a new one there.

Type **PUT** to replace the old with the new one. The computer then asks for the new title. Type in the new title and **press RETURN**.

**Press ESC**, when you are ready to return to the Story Machine program. Only 15 stories can be saved on a Story Disk. You can have as many Story Disks as you want.



## RETRIEVING A STORY

Go to the Disk Window by **pressing 3**. The computer will ask for a Story Disk. Remove the Story Machine Disk from the disk drive and put in the Story Disk that has the story you want. **Press RETURN**. You will see the index of this Story Disk with the page number and title of each story you have saved. The computer asks you which story you want by asking you to type in the number of the page you want; then **press RETURN**. The computer will ask if you want to **GET** a story from the page or **PUT** a story on the page. Type **GET** and the story will appear in the work space.

To run the story you have retrieved **press ESC**. The computer will ask you to take the Story Disk out and put the Story Machine program disk back into the disk drive. Then **press RETURN**.

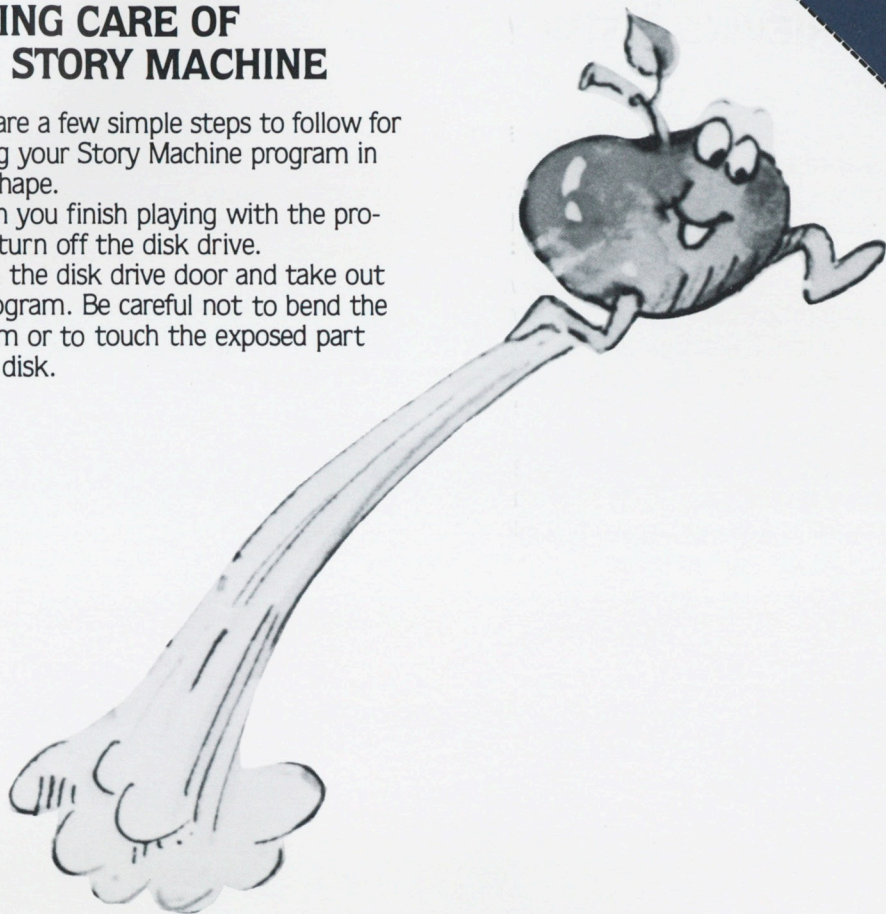
The screen will show the Story Window. The story you retrieved from the Story Disk will appear in the work space and it will be acted out on the screen.



## TAKING CARE OF THE STORY MACHINE

There are a few simple steps to follow for keeping your Story Machine program in good shape.

- When you finish playing with the program, turn off the disk drive.
- Open the disk drive door and take out the program. Be careful not to bend the program or to touch the exposed part of the disk.



- Return the disk to its sleeve and place it in the album cover.

RETY

**DesignWare** creators of  
STORY MACHINE is a company staffed  
with educators and computer  
professionals.

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