

ALPHA BUILD™

HOW DO I START?

Commodore 64™ Disk:

1. Turn on your disk drive. Wait for the red light to go out.
2. Plug joystick into Port 2. Turn on the television or monitor and the computer. Put the disk into the drive and close the door.
3. Type **LOAD "FP",8** and press the **RETURN** key. Once **READY** appears on the screen, type **RUN** and press the **RETURN** key.

Commodore 64™ Cartridge:

1. Be sure the computer is turned off.
2. Plug the joystick into Port 2. Insert cartridge into the slot, label side up.
3. Turn on the tv or monitor and the computer. After playing, be sure the computer is turned off before removing the cartridge.

Apple:

1. Make sure the joystick is plugged in. Put the disk into the disk drive and close the door.
2. Turn on the monitor and the computer.

IBM®:

NOTE: If you have an IBM PC, PCjr or AT there is no need to add DOS to your Game Disk. DOS (Disk Operating System) has already been included.

1. If you are playing with a joystick, plug it in before you turn on the computer to play the game. If you want to use the keyboard, make sure the joystick is unplugged.
2. Insert the ALPHA BUILD disk into disk drive A and close the door. Turn on the computer and the TV or monitor.

3. The game will load. Press the **SPACE BAR** to begin playing.

SELECT A LEVEL

Commodore 64 Disk and Cartridge: The level number will flash in the upper right corner of the screen. To choose among the 8 levels of play, press the **F1** key. Press the space bar to begin playing. If you wish to change levels during the game, press the space bar and the trucks will drive off. The level number will begin flashing so you can choose another level.

- Levels 1-4 include simple letter recognition, upper and lower case matching and alphabetical order.
- Level 5 introduces words to the game play
- Levels 6-8 are word challenges in which one or more letters of a word disappear in the letter boxes.

Apple: To choose among the 8 levels of play, move the joystick away from you or:

- Press the **UP ARROW** key for Apple IIc or IIe.
- Press the **i** key for the Apple II+.
- Press the space bar to begin playing. If you wish to change levels during the game, press the **ESC** key and the trucks will drive off.

IBM PC: Press the joystick button or, if you are using a keyboard, press the **ESC** key. If you wish to change levels during the game, press the space bar and the trucks will drive off. The level number will begin flashing so you can choose another level.

IBM PCjr: Press the joystick button or, if you are using a keyboard, press the **ESC** key. Press the joystick button or, if you are using a keyboard, press the **FN F1** keys simultaneously.

Note: No keys will work with the joystick plugged in.

HOW DO I WIN?

Fill the trucks with the correct letters and you can begin to build a city. First build the frame, then add the surface. On your third trip, paint the city! And Perry might even take a bow!

WHAT DO I DO?

Commodore and Apple:

1. Use the joystick to guide Perry the Penguin up a ladder.
2. When Perry is at the top, press the joystick button and he will pick up a letter.
3. Guide Perry down the ladder to the matching letter chute above the truck.
4. Press the joystick button and Perry will throw the letter into the chute and onto the truck. In levels 3-8, you will need to move the letter belts to find the right letter.
5. As Perry climbs the ladder, lights will flash on either side of the ladder.
6. When the lights are on, move the joystick to the right or left to make Perry press the letter belt buttons. The letter belt will move right or left.

IBM:

1. Use the ARROW keys to move PERRY along the dock up and down the ladders.
2. Press the SPACE BAR to pick up or drop letters.
3. Use the right and left ARROW keys to move the letter belt.

HINT

- If you pick a letter you don't want, guide Perry to the letter chute on the left side of the screen. Press the joystick button. The letter will fall into the chute and roll away.

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