

THE  
**QUIZ KIDS™**



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# MANUAL

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**FREE OFFER INSIDE!**  
**\*SEE PAGE 52 FOR DETAILS**

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**Note:** If you are using DOS 3.2 or any DOS in the 3.2 series and are experiencing frequent read/write errors, errors in file handling, or with graphics, please use another DOS version. DOS 3.2 had several unstable problems.

# The QUIZ KIDS™

## TABLE OF CONTENTS

QUICK START	1
REFERENCE GUIDE	11
Introduction	12
The Quiz Kids Programs	13
The Graphic Reader	13
The Editor Toolkit	13
The Quiz Kids Game	13
The Object of the Game	14
Installation	14
Installing the Program Files	14
The Graphic Reader	16
The Lessons	16
Mouse and Keyboard Support	17
How to Use the Graphic Reader	18
Editing the Game	19
About the Toolkit	20
Game Settings	20
The Question Editors	22
Set to Original Game	25
Starting the Game	27
Screens and Setup	27
Practice Mode	28
Game Mode	28
How to Move	29
Mouse and Keyboard Control	29
Menu Options	30
Points	30
Playing the Game	32
Word for Today	32
Earning Points	33
Printer Operations	34
Certificate of Merit	35
Reviewing Missed Questions	35
The Quiz Kids Drill	36
Flashcard Drills	36
How to Answer Questions	37
Choice Questions	38
Numbers Questions	40
Words Questions	41
Time Trial Questions	43
Question Files	47
Ready-To-Use Questions	47
Trouble Shooting Tips	48
Customer Service	50
Wizardworks On-Line Service	51
Ordering Quiz Kids Updates	52



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## QUICK START

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### About Quick Start ...

The best way to learn how to use The Quiz Kids is by running the program! Before you read the entire manual, follow the Quick Start instructions and play the game!

There are so many things that you can do with The Quiz Kids that it can be somewhat confusing to new users. The following instructions will help you install the game, read a lesson and explore the maze. After you play the game and understand how it works, you can refer to other parts of the manual for more help.

### Two Program Disks

You will find two program disks in The Quiz Kids game box. The 5-1/4 inch disk must be run on a high-density disk drive. The 3-1/2 inch disk can be used on either a low-density disk drive or a high-density disk drive. The files on both disks are identical.

Before you can play the game, The Quiz Kids must be installed on a hard drive. You cannot run game from the program disk because the program files

are compressed. A special installation program will unpack the game and install it on your hard drive.

You can use either disk to install The Quiz Kids. If you need a copy of the program for a 360K low-density disk drive, please use the special order form at the back of this manual to obtain two low-density disks.

## How to Install the Game

Insert your program disk in Drive A (or Drive B if you prefer). If you are using Drive A, set the active disk drive to Drive A by typing the following information at the DOS prompt ">":

A: (and press ENTER)

or type B: (and press ENTER) if you want to use Drive B to install the game. To install The Quiz Kids on your hard drive, type:

INSTALL (and press the ENTER key)

After short delay, the screen will go blank and you will be asked to enter a password.

## Enter Your Password

A password is a special word that you must enter before you can use The Quiz Kids. You can find your password in this manual.

Why do you need a password? If you bought your game at a store or directly from Wizardworks, then you are a licensed user of The Quiz Kids. We are glad that you bought the game and we hope that you enjoy it. Some people aren't as honest as you are. People who do not have a game manual, or who copied the program illegally, will have problems when they try to use The Quiz Kids. They will not be able to find the passwords without a manual.

Turn to the page number that appears on your screen and look up the password. When you find the word, type it with your keyboard and press ENTER. If you entered it correctly, The Quiz Kids will install itself on your hard drive.

If you make a mistake or type in the wrong word, don't worry! The program will stop but no harm will be done. Just type INSTALL and try it again.

To make sure that The Quiz Kids is on your hard drive, wait until the words "Thank you for using Wizardworks software!" appear on your computer screen. After you install the files, it's time to run the program.

## How to Run the Program

### From DOS

If you are running The Quiz Kids from the DOS prompt, make sure that C:\QUIZKIDS is the active directory before you start the Main Menu. You can do this by typing:

C: (and press ENTER to make Drive C the active drive)

CD C:\QUIZKIDS (and press ENTER to select the directory)

After you enter the proper directory, you are ready to start. To run the program, type:

QUIZKIDS (and press ENTER)

### From a DOS Shell

If you are using the Microsoft DOS Shell program or a similar file launcher to run your programs, you can run The Quiz Kids by double-clicking on the QUIZKIDS.EXE file which you will find in the C:\QUIZKIDS directory.

## The Main Menu

Everything starts at the Main Menu! Whenever you read a lesson, change the game settings, enter your homework questions or play the game, you will use the Main Menu to do it.

The Main Menu will appear on your monitor. If you are using a mouse, you can select any of Main Menu options by moving your mouse up and down to highlight the option. Click your left mouse button to select an option.

If you are using a keyboard, use the up and down arrow keys to highlight the option that you want. Press the ENTER key to select an option.

## The Quiz Kids Programs

Now that the Main Menu is on the screen, it's time to examine some of the different aspects of The Quiz Kids. There are three major programs that you will use in The Quiz Kids.

**The Graphic Reader:** This program lets you read the lessons that are included in The Quiz Kids. When you play the game for the first time, the questions that you must answer are based on these lessons.

**The Editor Toolkit:** This program lets you change the default game settings and create your own game questions. You can use The Editor Toolkit to select mouse or keyboard control, to enter your own homework questions in the game, to change the game maze, etc. The Editor Toolkit lets you edit the game and change it to suit your needs.

**The Quiz Kids Game:** This is the main program. The game contains the maze that you will explore and it provides the flashcard and game card drills that you must answer. If you win the game, your name will be entered on the Scroll of Champions and you will receive a certificate of merit from The Quiz Kids.

There are four steps that you should follow whenever you use The Quiz Kids:

- Step 1:** Read your lessons with The Graphic Reader or enter and assign new questions with The Editor Toolkit. You need questions to play the game.
- Step 2:** Change game settings with The Editor Toolkit. Set up the game to meet your own needs.
- Step 3:** Start a new game or continue a previous game. Use the game to test yourself on any subject!

- Step 4:** When you end the game, use The Graphic Reader to review the questions that you missed!

Hint: When you explore a game maze for the first time, use The Editor Toolkit to switch the game to Practice Mode. By using the Practice Mode, you can explore larger sections of the maze without answering as many questions. The Quiz Kids is already set to Practice Mode when you receive it.

## The Graphic Reader

When you play the game, you will answer questions and move your animated character through the game maze. The questions that appear during the game are based on The Graphic Reader lessons found on the program disk. Use The Graphic Reader to read your lessons before you play the game. Otherwise, you will not understand the questions.

To start The Graphic Reader from the Main Menu, use your mouse to click on the "Graphic Reader" option. If you are using the keyboard, highlight the "Keyboard Reader" and press the ENTER key.

The Graphic Reader lessons from your program disk include:

- |                     |   |
|---------------------|---|
| <b>MONKSEAL.TGR</b> | Learn about the monk seal and how wildlife scientists are trying to save this endangered species.                   |
| <b>COMPUTER.TGR</b> | If you don't know the difference between a peripheral and a program, read this lesson to learn about your computer. |
| <b>KUSHKING.TGR</b> | The kingdom of Kush was a rival of ancient Egypt. The kings of Kush later became pharaohs of Egypt..                |

Single column addition problems will also appear in the game. After you become familiar with the game, you can use other questions to play the game.



## Graphic Reader Controls

Two versions of The Graphic Reader can be run from the Main Menu depending on whether you use a mouse or keyboard.

The control keys for the mouse and keyboard versions are quite similar. If you are using the keyboard, you will press the keys which appear on screen to read the lesson. If you are using a mouse, you will click on buttons which appear on screen.

To select a lesson, use the keyboard to highlight the filename of the lesson and press ENTER. If you are using a mouse, just click on any filename which appears in the upper right corner of the screen.

Here are the main control keys that you will use in the keyboard version of The Graphic Reader:

<b>Down Arrow</b>	<b>Read the next page</b>
<b>Up Arrow</b>	<b>Read the previous page</b>
<b>PgDn</b>	<b>Read the next page</b>
<b>PgUp</b>	<b>Read the previous page</b>
<b>Home</b>	<b>Go to the start of the lesson</b>
<b>End</b>	<b>Go to the end of the lesson</b>
<b>Esc</b>	<b>Quit and return to the Main Menu</b>

The mouse version contains similar control buttons that you can select by clicking the left mouse button.

## Shortcuts

Read the lesson about the Monk Seals first. The lesson on the kingdom of Kush is not needed to play the game but it can be added to the game at a later time. If you are familiar with your computer and its parts, you might want to skip the computer lesson and read it after the game. You will learn many of the words and terms as you play the game. You can always read the lesson at a later time if you have trouble with the questions.

## The Editor Toolkit

When you first play The Quiz Kids, the original factory settings for the game include mouse control, a male character and The Quiz Kids practice mode. You can use The Editor Toolkit to change these settings at any time.

If you want to change the game settings, select "Editor Toolkit" from the Main Menu. The Editor Toolkit menu will appear on screen.

Use your mouse or keyboard to select "Change Game Settings" and wait for a list of the current game settings to appear on screen.

Except for filenames, your game settings can be changed by typing a single character. Use the arrow keys to move through the list. After you change the game settings, press the F10 key to save them. Your settings will remain in effect until you change them.

## The Quiz Kids Game

The first time that you run The Quiz Kids, you should select the "Start a New Game" option from the Main Menu. After a short delay, the game title screen will appear on screen.

Click your mouse on the "Play" button or press the F2 key to start the game. After a list of program credits, the main game board will appear. Wait until you are prompted to "Play the game!" before you use your mouse or keyboard.

## The Rules of the Game

The object of the game is to escape from King Clank's dungeon, find the missing Shield of Learning and return home. You can move your animated character and explore the game maze as long as you have points in each of the four categories that are listed in the lower left corner of the screen. There are called the Choice, Words, Numbers and Time Trial points.

When you run out of points in any of these categories, you will not be able to explore the maze until you play one of the drill games which appear on the far right side of the screen. During a drill game, you must answer six questions before you can return to the maze. You earn a point for each correct answer.

In every drill except the Time Trial, you can earn a bonus point by answering all six questions correctly.

It is possible to avoid leaving the maze by landing on a game icon. Game icons are small images of a road sign, an abacus, an open book and an alarm clock. Every time that you land on a game icon, you must answer two questions and you earn a point for each correct answer.

## **How to Move Your Character**

If you are using a mouse to play the game, you can move through the maze by clicking your mouse on one of the arrows located at the bottom of the screen.

If you are using a keyboard to play the game, use the arrow keys on your numeric keypad to move left, right, up and down.

Hint: To move quickly, hold down your mouse button and release it only when you want to stop or change directions. If you are using the keyboard, hold down an arrow key and release it when you want to stop or change directions.

## **How to Select Game Menu Options**

You can play The Quiz Kids with your mouse or the keyboard. Select one or the other. You cannot use your mouse and the keyboard at the same time.

### **Mouse Control Buttons**

When you explore the maze, your mouse will be confined to the arrows box at the bottom center of the screen. To select a drill game, change game options or quit The Quiz Kids, click your mouse on the "Menu" button in the center of the arrows box. You will be free to move your mouse arrow anywhere on the screen.

When you want to return to the maze, click your mouse in the arrows box. Click on the movement arrows to explore the maze again.

## Keyboard Controls

Keyboard options are selected by pressing the function key which appears on each game button. For example, if you want to quit The Quiz Kids, press the F10 key.

## How to Quit the Game

You can leave the game at any time by clicking your mouse on the "Quit" button or by pressing the F10 key if you are using the keyboard.

When you quit the game, you will be asked two questions:

"Ready to Quit <Y/N>?" Press Y or N to quit or continue play

"Save the Game <Y/N>?" Press Y or N to save the game

or quit.

If you decide to save the game, you can use the "Continue a Game" option in the Main Menu to play the game from wherever you left off when you play the game again.

## Review the Questions

When you quit the game, you will return to the Main Menu. Use The Graphic Reader to review any questions that you missed by examining the RECORDER.TGR file which is created each time that you play the game.

You can use The Graphic Reader to print the list of questions or you can view the correct answers on screen. The RECORDER.TGR is erased and re-written every time that you play The Quiz Kids. Be sure to print a copy of the questions and answers if you want to review the questions before you play the game again.

## Quit to DOS

After you return to the Main Menu, you can leave the program by pressing the F6 key or by selecting the "Quit" option which is located at the bottom of the menu box.





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## REFERENCE

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The Quiz Kids™ have a mission for you!

King Clank is a mean-hearted scoundrel who has stolen the Shield of Learning. He has also imprisoned you in a dungeon beneath his castle. You must escape from the dungeon, find the shield and return home to share your new knowledge with others. While you search for the shield, you will capture Cave Mites, avoid man-eating Yum Yum Plants and match wits with the wicked King Clank. When you win the game, you can enter your name on the scroll of champions and print your own "I Clunked Clank!" certificate.

The Quiz Kids isn't just another educational program. It's an exciting adventure where you must use skill and courage to explore a giant maze filled with ten screens of color graphics. When you master the first maze, the fun doesn't stop. You can explore four additional mazes that we've put on your program disk. Each of the game mazes is a challenging landscape filled with tunnels, castles, rocks, cliffs, ladders and trees.

With everything that's going on, where does the learning occur? Within the game, of course! You need points to play and you earn extra points by answering game questions and solving problems. The only catch is that you lose points as you move through the maze. When you run out of points, you must play one of the four "drill games" that are built into the game as flashcard tests. That means more fun!

In addition to the colorful EGA-VGA animation, music, sound effects and male/female character options, you'll also enjoy the

fact that a full-fledged game editor is included so that you can create your own questions and use them in the game.

Do you have a tough test in science next week? No problem! Just type up your homework questions and pop them into the game! Your homework questions will appear as flashcards while you play The Quiz Kids. Who ever said that homework has to be boring? Now you can study for nearly any test just by playing the game!

Of course, if you're like most people, you'll want to play the game as soon as you open the box. Don't worry! You can save your homework questions for later. We've included three lessons and some sample questions so that you can play the game right away! We've even added a special viewing program called "The Graphic Reader" that lets you see colorful graphics which illustrate the lessons.

To make sure that The Quiz Kids will continue to challenge you for years to come, you can upgrade your program disk at any time. Use your modem to call our 24 hour bulletin board to download additional mazes. Or you can send in The Quiz Kids Order Form and we'll mail you an update disk packed with mazes and new lessons for The Quiz Kids!

Imagine a game that will never grow old -- a game that will provide new action, great entertainment and prepare you to meet fresh challenges for the rest of your life! It's the Quiz Kids!

## The Quiz Kids Programs

Your program disk contains three separate programs that you will use to read, edit and play The Quiz Kids.

**The Graphic Reader:** This program lets you read the lessons that are included with the game.

**The Editor Toolkit:** Use this program to change your default game settings and edit game questions.

**The Quiz Kids Game:** play the game to explore the maze and test yourself with flashcard drills.



Each of these programs is described in this manual. Be sure to read all of the instructions before you play the game.

## The Object of The Game

When you play The Quiz Kids game, you explore a maze and search for the Shield of Learning that King Clank has hidden somewhere in the maze. You must rescue the shield and return home to win the game.

Because you have to answer questions to play The Quiz Kids, three short lessons have been added to your program disk which serve as the source of the questions that are used in the game. Read each lesson but don't worry if you don't remember everything that you read. After you play the game a few times, you will understand all three lessons. That's what The Quiz Kids is all about!

When you finish the lessons, use The Graphic Editor to set the default game settings that you want to use. Then play The Quiz Kids game.

After you finish the game, use The Graphic Reader to review the correct answers to any questions that you missed. You can also use your printer to print out the questions that you answered incorrectly and review your final score.



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## INSTALLATION

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### Install the Program Files

Before you can use The Quiz Kids program, you must install the

program files on your hard drive. If you have a 3-1/2 inch disk drive, insert your program disk in Drive B and type:

B: (and press Enter)

to change the active disk drive. If you have a 5-1/4 inch high density disk drive, you can use the 5-1/4 inch diskette to install the program. If you are installing the program from Drive A, type:

A: (and press Enter)

to change the active disk drive.

The Quiz Kids program files are located in four installation files on the program disk. The installation program will keep track of where the files should be installed on your hard drive. To install the program files, type:

INSTALL (and press Enter).

After a brief delay, the screen will clear and you will be asked to supply a user password from The Quiz Kids User Manual. The password, which makes sure that you are a licensed owner of this software program, is required to install the program files. Look up the word in your user manual, type the word on your keyboard and press Enter.

Example: Most of the installation questions ask you to type in a word which appears on a specific page. If you were asked to type the second word which appears on Page 4 in the user manual, the correct entry would be "Files".

If you make a mistake, the installation program will stop but no harm will be done. Just type INSTALL again and look up the next password that appears on screen.

After the correct password is entered, the program installation screen will appear and The Quiz Kids program files will be installed in a new directory called QUIZKIDS which will be located on Drive C of your hard drive. If you want to install The Quiz Kids in a different location, you can type in your own pathname instead. The default, or standard, directory location is

C:\QUIZKIDS

If you want to install The Quiz Kids in the default directory location, press Enter. If you want to install the program files to a different directory location, type in the full pathname to the new location and press Enter.

The installation program will create the required directories and install The Quiz Kids on your hard drive. The program files occupy more than 900K on your hard drive and the installation process will require several minutes. Do not touch your computer until you see the following message: "Thank you for using Wizardworks software."

At this time, all of the program files are installed on your hard drive. Remove your program disk and place it in a safe place so that you can reinstall the program files at a later date if you ever need to replace them.



## Read the Lessons

Before you can play the game, you must use The Graphic Reader to read the three lessons which are include with The Quiz Kids. The questions that you answer during the game will be based on these lessons.

MONKSEAL.TGR

SCIENCE Learn about the monk seal, an endangered species, and efforts by scientists to save it.

KUSHKING.TGR HISTORY The kingdom of Kush was a rival of ancient Egypt. The rulers of this African nation became Egyptian pharaohs.

COMPUTER.TGR TERMS What is a megabyte? If you don't know the answer, read this article about computer terminology.

If you want to play the game as soon as possible, you can skip the lesson on the kingdom of Kush which is not used unless you configure the game to use it for your Time Trial questions in the Editor Toolkit.

## **Mouse and Keyboard Support**

There are two versions of The Graphic Reader which support mouse or keyboard control. If you do not have a mouse, you must use the keyboard version of the program.

## **How to Use The Graphic Reader for Keyboards**

Please note that these instructions on how to use The Graphic Reader refer to the keyboard version of the program. The keyboard version of the program contains on-screen instructions and you can move through a document by using the PgUp, PgDn and arrow keys.

To run the keyboard version of The Graphic Reader, select Keyboard Reader from the Main Menu and press Enter.

The main difference between the two versions of The Graphic Reader is that the keyboard version of the program requires the user to select the program file from a directory menu before the graphic screen appears.

Use the right and left arrow keys to move through the menu and highlight the lesson that you want to read. Press Enter and read the lesson. Refer to the next section of the manual for more help.

## How to Use The Graphic Reader with Mouse

If you want use a mouse to control The Graphic Reader, select Graphic Reader from the Main Menu by clicking your mouse or pressing Enter.

Some material in this section applies to both versions of The Graphic Reader and we encourage you to read it.

The Graphic Reader is an illustrated lesson that combines text and graphics on a special "view" screen. In the upper left hand corner of the screen, you will see graphic images that accompany the lesson. The lower half of the screen contains the text for the lesson itself.

There are many similarities between the mouse and keyboard versions of the program.

Both the keyboard and mouse versions use "Home" and "End" to go the beginning and end of a document. Arrow keys are also used in both versions to move through the lesson.

When the program begins, the Graphic Reader title screen will appear on your monitor. In the upper left corner, you will see the Quiz Kids. This is where the lesson pictures will be displayed.

At the bottom of the screen, you will see the "One moment, please" message box. This is where the lesson text will appear.

In the upper right corner of the screen, you will find a small window beneath a title bar that says "Select Your Lesson". Inside the window, you will find the names of each of the lessons that you can read. The extension "TGR" (The Graphic Reader) is attached to all lesson files.

Use your mouse to click on the name of the lesson that you want to read. The lesson will be loaded by The Graphic Reader. Click the up and down arrow buttons to page through the lesson. Click on the "Home" button to return to the beginning of the lesson. Click on the "End" button to jump to the end of the lesson. The current page number is always displayed of the arrows box.

You can print a copy of the text portion of the lesson by turning on your printer and selecting the "Print" button. If you have more than nine lessons on disk, you can view the names of the additional

lessons by clicking your mouse on the "Find" button. Press the "Quit" button to end the program and return to the Main Menu.



### **Edit the Game**

The Editor Toolkit (or Game Editor) has been provided so that you can set or change your default game settings to suit your own needs. It also includes special editors that you can use to create or alter the questions that you use in the game. From the Main Menu, select Editor Toolkit to start the program.

You can also run The Editor Toolkit as a separate program by following the instructions below. Before you start, make sure that QUIZKIDS is the current directory by typing:

CD C:\QUIZKIDS (or your own directory path)

and press Enter. To run The Editor Toolkit, type:

EDITGAME (and press Enter)

Please note: The Editor Toolkit can also be launched from the opening title screen of the game if you decide to make last minute changes. Click on the EDIT button to run it from the game screen.

After a brief delay, the main menu of the toolkit will appear on screen. You can access the menu options by using your mouse to move the red highlight bar and clicking the left button on the option that you want. You can also select options by using your numberpad arrow keys to move the highlight bar and pressing the Enter key on the option that you want. Or, you can select a menu option by pressing the function key which is listed to the left of each option.

## About the Toolkit

When you select the first option on the main menu, you will see a quick overview of The Editor Toolkit and suggestions on how to use it. You can refer to this help screen at any time. Press any key to return to the toolkit menu.

## Change Game Settings

The Quiz Kids game can be configured to reflect your own level of skill and your own preferences. The game is set up for keyboard control when you take it out of the box. You might, however, find it easier to play by using your mouse. If you own a mouse, you must use the Change Game Setting option to set mouse control.

The default, or existing, game settings for The Quiz Kids are listed below. You can change any of the settings by selecting the second option on the main menu. When the list of game settings appears on screen, use your mouse or arrow keys to move to the setting that you want to change. Type in the new setting.

[G]ame Mode or [P]ractice Mode?	: P
[K]eyboard or [M]ouse control?	: M
[M]ale or [F]emale player?	: F
[S]ound effects or [N]o sound?	: S
Do you want a continuous song?	: N
Player skill level (A = highest)	: C
Animation speed (A = fastest)	: C
Time Trial Speed (A = fastest)	: C
Enter the CHOICE file name	: MONKSEAL.CHC
Enter the NUMBERS file name	: ADD1COLM.NUM
Enter the WORDS file name	: COMPUTER.WRD
Enter the TIME TRIAL file name	: KUSHKING.CHC
Enter WORD OF DAY file name	: NEWWORD1.TXT
[H]orizontal, [V]ertical or [L]aser	: H

The meanings of all of these settings are explained below.

## Explanation of Game Settings

The modes of play are explained in The Quiz Kids game section. Enter the letter "G" to play the complete game. Enter the letter "P" to practice or explore a new maze.

You can use the **keyboard** or a **mouse** to play the game but not both at the same time. Use this option to enter your preference. Enter the letter "K" to use the keyboard or the enter letter "M" to use a mouse.

Players can select a **male** or **female game character**. The game character is the animated figure that you move through the game maze.

You can play the game with **normal sound** effects or, if the sound is too loud on your computer, you can turn it off.

**Continuous song** play lets you play the opening song through the entire game just like an arcade game. If you select this option, you will not hear any other sound effects. The music continue to play for about an hour and a half.

**Player skill level** is an indication of how quickly you have to replace your movement points during the game. If you find that the game is too easy to solve, raise the skill level so that you have to find more movement points in the game. If the game is too difficult, lower the skill level. The default setting is "C". The highest skill level is "A". The lowest level is "D".

**Animation speed** lets you make some minor changes to the speed that objects move in the game. If your game character is moving too slowly, you can increase the animation speed to make the movements seem more natural. This option lets you make minor adjustments to match the animation with your own computer. The changes are not drastic. The default setting is "C". The fastest speed is "A" and the slowest speed is "D". You can slow down the animation even more by using the options which are available in the game itself.

**Time Trial Speed** refers to the amount of time that you get to answer any questions which must be answered within a certain amount of time. The options are listed below:

- A : approximately 6 seconds
- B : approximately 12 seconds
- C : approximately 18 seconds
- D : approximately 24 seconds
- E : approximately 30 seconds

During the game, you can mix Time Trial questions or you can



assign a specific file for the Time Trials. A complete explanation of these options is contained in the section on game instructions. Enter "Y" if you want to mix the questions. Enter "N" if you do not want to mix the questions.

You can assign any **question file** to any question category. Normally, you would use a reading comprehension file for your Choice questions, a science or math file for your Numbers questions and a vocabulary file for Words questions. Time Trials are always optional. If you are preparing for a test in history, you might want to use four Choice question files where each file contains questions about a particular era or event.

Five **mazes** or background maps are included with The Quiz Kids. When you master one maze, play the game with a different maze to make the game more exciting.

There are two **Word for Today** files that can be used in the game. Each file contains 100 new vocabulary words. When you learn all of the words in the first file, you can use the second file.

The last game setting is for **your printer**. If you are using an Epson dot-matrix printer or a compatible dot-matrix printer, you can print your winner's certificate horizontally or vertically. Horizontal images are larger than vertical images. If you are using a laser printer, you must use the "L" or Laser option to print your certificate in vertical format.

After you select the settings that you want to use in the game, press the F10 function key to save them as your default or standard settings. You can use the Game Editor Toolkit to change the settings whenever you want. If the game becomes too easy, change the skill level. If you want to use a mouse, change the control setting. It's your choice! You can make The Quiz Kids as easy or challenging as you wish.

## The Question Editors

If you want to use your own questions in The Quiz Kids game, you will have to use one of the question editors to create a question file.

All three of the question editors use the same commands. In the following example, the Choice Question Editor will be used. The only difference between the editors are the reminders or prompts

that appear when you move from line to line. These prompts tell you what type of information you should enter on each line. Other than the specific prompt which appears, the editors are exactly the same.

Before you can type in your own questions, decide which type of question file you want to create. Select the editor that you want to use from the main menu:

- F3 The Choice Editor
- F4 The Numbers Editor
- F5 The Words Editor

A small submenu will appear as soon as you select one of the editors. You may select one of three options.

Quiz Kids Editor Toolkit  
Choice Editor Menu

---

- F1 Create a New Choice File
- F2 Add to an Existing Choice File
- F3 Delete an Existing Choice File

Select an option based on the action you want to take. You can create a new question file, edit or add to an existing file or delete an old file.

### **Create a New Choice File**

If you want to create a brand new choice file, select the first menu option. A directory window will pop up so that you can see the names of the question files that currently exist. Press Enter or click your mouse to continue.

A small window will appear on screen with a line on which you must type in the name for your new Choice file. The complete file name that you enter cannot exceed 13 characters including the period which separates the name and the extension. The name before the file extension cannot exceed eight characters in length. Use a period to separate the name and its extension. The

extension itself cannot be longer than three characters. Please refer to your DOS manual if you want to learn more about acceptable file names.

Examples:

OK	TEST.CHC	Acceptable
OK	TESTGAME.CHC	Acceptable
OK	T.CHC	Acceptable
Wrong	TESTGAME1.CH	Use 8 letter name
Wrong	T.CHOIC	Use 3 letter extension

After you enter the name for your new question file, the question editor will appear on the screen. The question editor is very easy to use. Just type in the information and press Enter when you finish a line. You can use the arrow keys to go back to a previous line and make corrections if you make a mistake.

```
Enter Question - Line 1: _____  
Enter Question - Line 2: _____  
Correct Answer - Line 3: _____  
False Answer - Line 4: _____  
False Answer - Line 5: _____
```

You must enter five lines for each question. On the right side of the entry line, you will see a reminder of what type of information should be entered on the line. In the example above, you would type in the first line of your question on Line 1 and the rest of the question on Line 2.

An additional prompt will appear beneath the entry area to remind you of the information which should be entered on the current line.

Follow the instructions on screen. Type in the question, the correct answer and two false answers for each question that you want to use in the game.

If you need assistance, you can press the F1 function key at any time. A special help window will pop up and you can review the editor commands and see an example of the current type of question that you are creating. Press any key to return to the editor.

When you finish the questions that you are working on, press the F10 function key to save your new entries to disk.

Before you use your new question file in The Quiz Kids game, make sure that you have at least forty questions. To make the game more exciting, you will probably want to create sixty questions for each file that you make.

### **Add to an Existing Choice File**

If you want to add more questions to an existing question file or change the questions that already exist, select the second menu option. A directory window will pop up. Use your mouse or arrow keys to highlight the file that you want to work on. Click your mouse button or press Enter to select it.

The question editor will appear on screen and you will be able to see the entries that already exist. Use the arrow keys to move from line to line. You can use the delete key to erase characters from the existing entry. You can press the "Ins" or insert key to write over existing entries. Refer to the preceding section to learn how to use the editor.

### **Delete an Existing Choice File**

If you want to delete or erase a question file that already exists, select the second menu option. A directory window will pop up. Use your mouse or arrow keys to highlight the file that you want to delete. Click your mouse button or press Enter to select it.

When you delete a file, it is permanently erased. You will not be able to use it again.

At this time, you will be asked whether or not you really want to delete the file. If you do not want to erase the file, press the "N" key. Otherwise, press the "Y" key.

### **Set to Original Game**

This option will reset The Quiz Kids to the factory game settings. If you accidentally erase or damage your game settings, you can use this option to recreate the original settings without having to





## THE QUIZ KIDS

### **Start the Game**

After you read your lessons and set your default game settings, you are ready to play the game. Before you start, make sure that QUIZKIDS is the active directory. To run the game, type:

QUIZKIDS (and press Enter)

After a brief delay, the Main Menu screen will appear. Select "Start a New Game" from the menu. After a few moments, the game title screen will appear. You will find two buttons, labelled "EDIT" and "PLAY", at the bottom of the title screen. If you want to use The Game Editor, click your mouse on the EDIT button or press the F1 function key if you are using the keyboard. If you want to play the game, click your mouse on the PLAY button or press the F2 function key if you are using the keyboard.

If you are using the keyboard instead of a mouse, press the F1 function key to use The Game Editor. Press the F2 function key to play the game.

### **Introductory Screens and Setup**

When the program starts, a list program credits will appear on your monitor followed by a screen that describes your mission. If sound options are active, you will hear introductory music at this time. The program will load graphics and other information that it needs for internal housekeeping. Use this time to familiarize yourself with the game characters which appear on the screen

including King Clank, Yum Yum Plant, the Quiz Kids and others.

After the first bar of music, you can cancel the song and go to the main game board at any time by clicking your mouse or by pressing any key if you are using the keyboard.

The Quiz Kids game board will appear and the program will load the game settings and its own maintenance files. Please wait until you are prompted to play the game.

### **Practice Mode**

If you used The Editor Toolkit to set the game to the Practice Mode, there will be 15 movement points in each of the four point categories. You will be able to move the game character and explore the game maze as soon as the game begins. Flashcard drills will not occur until you run out of points in a point category.

You will probably want to play the game in the Practice Mode whenever you use a new maze or change the game settings. With 15 points in each point category, you can explore large sections of the maze and test your new settings without waiting to play the drill games.

Although you can win (and lose) the game in Practice Mode, you cannot enter your name on the Scroll of Champions or print a certificate of merit if you win the game. Game winners must win in the Game Mode to earn these honors.

### **Game Mode**

If you used The Editor Toolkit to set the game to Game Mode, you will start the game with no points in any point category. This means that you will have to play all four of The Quiz Kids Drill Games before you can move your game character through the maze.

If you win the game in the Game Mode, your name is added to the Scroll of Champions and you can use your printer to print an "I Clunked Clank" certificate of merit which is signed by the Quiz Kids. Your certificate also shows the drills and tasks that you performed to complete the game.

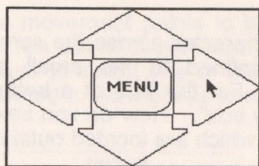
## How to Move

Depending upon the gender of the game character that you selected with The Editor Toolkit, you will play the game by moving "Jack" or "Jill" through the maze. You can control the movements of your animated character with a mouse or by using the computer keyboard but not both during the same game. If you are using the keyboard to play, your mouse will be inactive. By the same token, you cannot use the keyboard to control character movements if you are playing the game with a mouse.

## Mouse Control

If you are using a mouse to play the game, then you will have to use the "arrow box" located at the bottom of the game board to move your character through the maze.

Place the mouse cursor on one of the large arrows in the box and press the left mouse button. Your character will move in the direction that the arrow is pointing. To move quickly, hold the mouse button down and release it only when you want to stop or change directions.



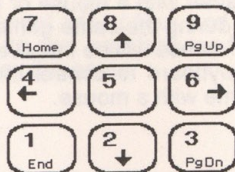
To move to the right, you should locate the mouse cursor on the right arrow (as illustrated above) and press the left mouse button. Hold the mouse button down until you want to stop. When you release the button, your character will stop moving.

## Keyboard Control

If you are using the keyboard to play the game, you move your



character through the maze by using the arrow keys on your numeric key pad.



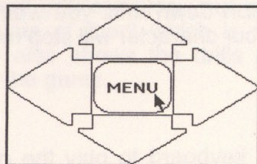
Press the Up Arrow key (number 8 key) to move up. Press the Down Arrow key (number 2 key) to move down. The Left Arrow key (number 4 key) and the Right Arrow key (number 6 key) are used for horizontal movement.

Hold the arrow key down until you want to stop. Your game character will continue to move until you release the key.

### Menu Options

As you move the character across the screen, you will notice that your mouse is confined to the small box that contains the movement arrows. For the lack of a better description, we'll call this area the "arrow box". How do you select other menu options on the game board which are located outside of the arrow box?

You'll find the answer in the center of the arrow box where there is a button labelled "Menu". Click your mouse on this button whenever you want to access other buttons on the game board such as the Options button, the Quit button and The Quiz Kids Drill Game options.



When you want to control your game character again, place your mouse cursor on any of the arrows located in the arrow box and click the left mouse button. Your mouse will be confined to the arrows box again.

If you are using the keyboard to play the game, you can ignore the menu button and access the menu options at any time by pressing the function key that is on the button that you want to select. For example, press the "F10" key to quit the game at any time.





**Important! Read the Quiz Kids Drill instructions in the next section before you continue to read about Points.**

## Points

The Quiz Kids keeps track of two different types of points during a game. The points which appear on the game board at the lower left portion of the screen are called "movement points". The other type of points which are tracked are your total number of correct answers which is reported as your "score".

## Movement Points

You must always have movement points to be able move during the game. When you run out of movement points in any of the four categories, you have to select one of the four drills from the right side of the game board to earn points to move.

POINTS		
	CHOICE	11
	NUMBERS	3
	WORDS	12
	TIME TRIAL	0
OPTIONS F1 QUIT F10		

If you examine the point totals in the example above, you will notice that the player has run out of Time Trial points. Before any additional movement is allowed, the player would have to play the Time Trial Drill Game to earn more Time Trial points.

If you want to keep playing and skip a flashcard drill, move your character to the nearest game icon and answer two Game Card questions before you run out of points in a question category.

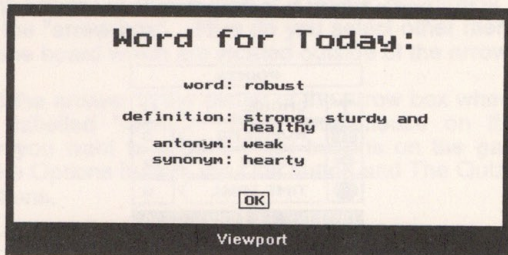
### Total Score

Your total score, or the number of correct answers that you have given, will appear below the Viewport every time that you complete a drill. Your score is just a yardstick to tell you how many questions you have answered correctly during the game.

## Play the Game

### Escape with The Word for Today

As soon as you have points in each of the point categories, you will be able to move your game character through the maze. At first, you are trapped in the dungeon. Except for your game character, a closed book and an occasional torch to light your prison, there are no other objects near you. To escape from the dungeon, move toward the closed book. It will open and the Word for Today will appear on screen.



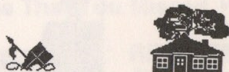
Read the word and study the definition, antonym (opposite meaning) and synonym (similar meaning) which appear on screen. You will probably be tested on the meaning of the word at a later stage of the game. Click the OK button or press any key if you are

using the keyboard to play.

The Word for Today will disappear and your character will land on the Open Book icon. Your first Game Card drill will automatically appear in the Viewport. Answer the two Words questions.

When you finish the Words Game Card drill, you will discover that there is a ladder which leads out of the dungeon. Climb the ladder and explore the maze. Your first goal is to find the stolen Shield of Learning. When you find it, move your game character to the shield and capture it.

After you have the shield, you must return to your home to win the game. The shield and home icons are illustrated below:



The Shield of Learning contains red and blue panels. Your home is a yellow building with a tree behind it. Your home has a red roof.

### **Earn Points to Move**

As you move through the maze, you will lose movement points. Land on the Road Sign, Open Book, Abacus or Clock icons to earn more movement points. You can also challenge Cave Mites and find Cherry Branches to gain points.

### **Cherry Branches**

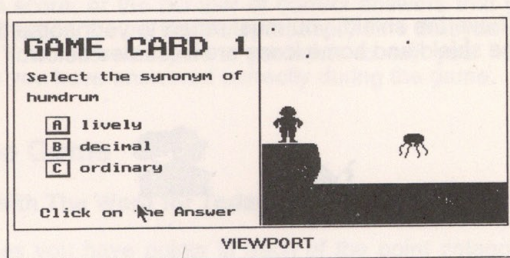
Whenever you land on a cherry branch, you earn a point that will be added to your lowest point category. Don't pass it up! Cherry branches are free points.

### **Cave Mites**

When you approach a Cave Mite, two things can happen. Either the Cave Mite will run away and you win a point in your lowest

point category or the Cave Mite will challenge you. If you are challenged by a Cave Mite, you will have to answer a question about the Word for Today. If your answer is correct, you win a point in your lowest point category. If you are wrong, you lose two points. Your point totals are updated when you return to the game.

Because the Word for Today is given to you at the beginning of the game, the Cave Mite challenge should usually pose few problems for you. If you remember the word, you should always go after Cave Mites. This is an easy way to increase your lowest point category.



Cave Mites are spidery creatures that bounce up and down. They can be easily identified by their bright green color.

### Places to Avoid

It is not wise to visit Clank's Castle and it's especially dangerous to bump into it. The man-eating Yum Yum Plants can cost you dearly if you fall into their mire. It is best to avoid them.

## Printer Operations

### The Scroll of Champions

After you win a game in the Game Mode, a championship screen will appear on your monitor. Type in your name and press Enter. Wait a few moments while the program updates the current list of champions and puts your name into the list of winners. After a brief delay, the new Scroll of Champions will appear with your name at the top of the list.

## **Print a Certificate of Merit**

If you want to print a Certificate of Merit, prepare your printer and press any key to continue. Your Epson/IBM-compatible printer or HP Laserjet-compatible printer will print an "I Clunked Clank!" certificate signed by The Quiz Kids. If your default printer setting is set to Horizontal, the certificate will be printed sideways on a full sheet of paper. If your default printer setting is set to Vertical or Laser, the certificate will be printed from top to bottom on a half sheet of paper. When your printer stops printing, press any key to clear the screen.

If you do not want to print a certificate, do not turn on your printer. Press any key and the certificate will appear on your monitor. Press any key to clear the screen after you read your certificate.

## **Review The Questions That You Missed**

When you finish the game, type: READ (and press Enter) to run The Graphic Reader. When the list of lessons appears on the screen, you will find a new lesson under the filename of RECORDER.TGR.

### **Use your mouse to select RECORDER.TGR.**

Instead of a lesson, you will find a list of all of the questions that you missed when you played The Quiz Kids. Study the questions with the reader or turn on your printer and click on the "Print" button to print a copy of the questions and the correct answers.

At the very end of the RECORDER.TGR file, you will also find your total score and the actual percentage of correct answers that you supplied. Because you can earn bonus points for answering six questions in a row, it is possible to answer more than 100% of the questions correctly.

Please note: The RECORDER.TGR file is used to record your incorrect answers each time that you play the game. This file is erased at the beginning of each game. Print the file with The Graphic Reader if you want to save this list of questions.

Use your mouse to click the "Quit" button and leave The Graphic Reader.



## **Flashcard Drills**

When you run out of movement points in any point category or when you start a new game, you have to play one of The Quiz Kids Drill Games (or Flashcard Drills) to earn more points in the empty point category before you can move again. Instructions on how to start each Drill Game can be found in the Choice, Words, Numbers and Time Trial instructions which follow. This particular section presents an overview of the Flashcard Drill.

### **Mini Games and Review Buttons**

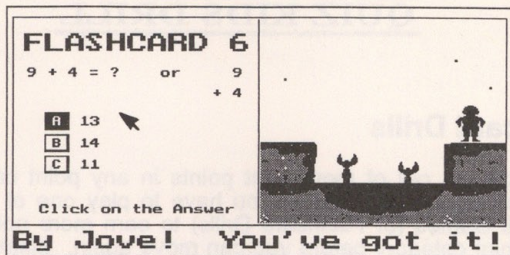
Each Flashcard Drill contains a "mini game" that appears in the main Viewport. To play the game, you must answer six questions which will appear on the left side of the Viewport.

If you want to review the Rules of Play for any of the drill games, you can click your mouse on the REVIEW button beneath each drill game box or press the F2, F4, F6 or F8 function keys if you are using keyboard control.

### **General Flashcard Information**

Every time that you answer a question correctly, you earn a point in the current question category. For example, if you are playing the Numbers drill game, you will earn a Numbers point. If you answer six questions in a row, you usually earn a bonus point. The only exception is that no bonus points are awarded during a Time Trial drill.

When you select a Flashcard Drill, the game maze will disappear from the Viewport. A flashcard will appear on the left side of the screen and a "mini game" will appear on the right side of the screen. A funny game title will appear at the bottom of the screen to introduce the game and give you a few moments to prepare yourself.



All of the flashcard drills use computer animation. When you see movement on the right side of the screen, it means that The Quiz Kids is waiting for your answer. Once again, you can answer the question as soon as you see any movement.

## How to Answer the Question

If you are using a mouse to play the game, click your mouse on the correct answer. You do not have to click on the letter button. Anywhere on the same line will be fine!

If you are playing the game with keyboard controls, type a letter to indicate your answer. Don't worry about uppercase or lowercase letters. The Quiz Kids will accept either case.

Whenever you answer a question correctly, a brief message will appear just below the Viewport. Your score will be increased and your game character will perform a small trick such as jumping over the Yum Yum plants in the Numbers drill above.

After you answer six questions, your total score will be displayed and you will return to the maze game.



## Choice Questions

The Choice question category usually contains "multiple choice" questions which test how well you understand the information in a lesson that you have read. This is also known as reading comprehension. Choice questions appear as Game Cards when your game character lands on a space that contains a Road Sign icon. Choice questions appear as Flashcards when you click on the Choice Flashcard Box or press the F3 function if you are using the computer keyboard.



Road Sign Icon



Choice Flashcard Box

Please remember that Choice questions do not always have to involve reading comprehension. You can assign any type of question file to the Choice category. The use of the Choice question category is a convenience which distinguishes these questions from other questions which occur in the game.

### Choice Game Card Drill

The Choice Game Card Drill starts when you move your character on to a Choice "Road Sign" icon. You can earn two points during the drill: one point for each correct answer that you make. When you finish the drill, you return to the game maze.

<p><b>GAME CARD 1</b></p> <p>Are there more male or female monk seals?</p> <p><input type="checkbox"/> A male</p> <p><input type="checkbox"/> B equal number</p> <p><input type="checkbox"/> C female</p> <p>Click on the Answer</p>	
--	--

VIEWPORT

An elliptical image will appear in the Viewport. Use your mouse to click on the correct answer: A, B or C. You can click your mouse anywhere on the line where the correct answer is located. If you are using the keyboard to play the game, type A, B or C to answer the question.

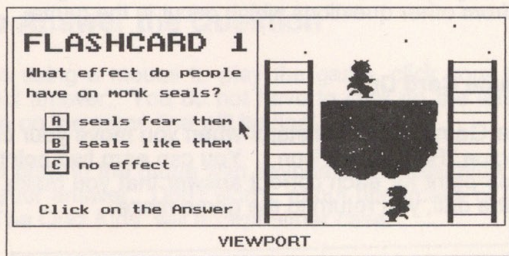
### Choice Flashcard Drill

The Choice Flashcard Drill is selected by clicking your mouse on the Choice image on the left side of the screen or by clicking the F3 button just below it.

Remember to click the "Menu" button to leave the arrows box. Then place your mouse on the Choice icon image and press the left mouse button to start the Choice Flashcard Drill.

If you are using the keyboard to play the game, just press the F3 function key to select the flashcard drill.

Answer the flashcard questions in the same manner that you would answer a game card question. During the flashcard drill, you will be asked six questions. If you answer all of the answers correctly, you will receive an extra bonus point.



The object of the Choice drill game is to catch King Clank. Each time that you answer a question correctly, you gain a step on him. If you answer six questions in a row, you catch King Clank and earn an extra point.



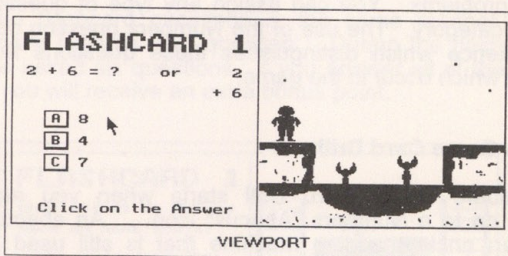
A geodesic shape will appear in the Viewport. Use your mouse to click on the correct answer: A, B or C. You can click your mouse anywhere on the line where the correct answer is located. If you are using the keyboard to play the game, type A, B or C to answer the question.

### Numbers Flashcard Drill

The Numbers Flashcard Drill is selected by clicking your mouse on the Numbers image on the left side of the screen or by clicking the F5 button just below it.

Remember to click the "Menu" button to leave the arrows box. Then place your mouse on the Numbers icon image and press the left mouse button to activate the Numbers Flashcard Drill.

If you are using the keyboard to play the game, just press the F5 function key to select the flashcard drill.



Answer the flashcard questions in the same manner that you would answer a game card question. During the flashcard drill, you will be asked six questions. If you answer all of the answers correctly, you will receive an extra bonus point. The object of the drill game is to leap over the man-eating Yum Yum Plants as many times as you can. Your character will leap whenever you answer a question correctly.

### Words Questions

The Words question category is usually used for questions that

relate to new vocabulary words, foreign languages or special terminology such as the scientific terms. Words questions appear as Game Cards when your character lands on an Open Book icon. Words questions appear as Flashcards when you select the Words Flashcard Box or press the F7 function key if you are using the keyboard to play the game.



Open Book Icon

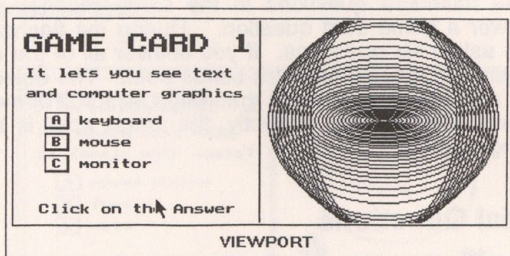


Words Flashcard Box

Please remember that Words questions do not always have to be vocabulary questions. You can assign any question file to the Words category. The use of the Words question category is just a convenience which is used to distinguish these questions from other questions which occur in the game.

### Words Game Card Drill

The Words Game Card Drill starts when you move your character on to a Words "Open Book" icon. You can earn two points during the drill: one point for each correct answer that you make. When you finish the drill, you return to the game maze.



An elliptical shape will appear in the Viewport. Use your mouse to click on the correct answer: A, B or C. You can click your mouse

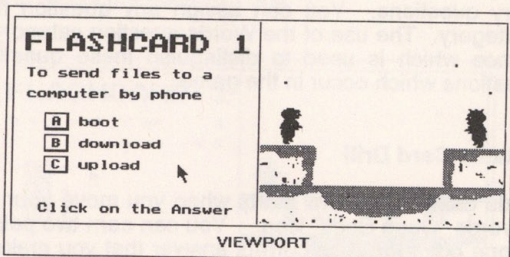
anywhere on the line where the correct answer is located. If you are using the keyboard to play the game, type A, B or C to answer the question.

### Words Flashcard Drill

The Words Flashcard Drill is selected by clicking your mouse on the Words image on the left side of the screen or by clicking the F7 button just below it.

Remember to click the "Menu" button to leave the arrows box. Then place your mouse on the Words Flashcard Box and press the left mouse button to activate the Words Flashcard Drill.

If you are using the keyboard to play the game, just press the F7 function key to select the flashcard drill.



Answer the flashcard questions in the same manner that you would answer a game card question. During the flashcard drill, you will be asked six questions. If you answer all of the answers correctly, you will receive an extra bonus point. The object of the game is to avoid the magic spells that King Clank will throw at you. If you answer the question correctly, the magic spell is bounced back at King Clank.

### Time Trial Questions

The Time Trial is similar to the "speed drills" and "timed tests" that students receive in school. The basic idea is to test your understanding and mastery of a subject by limiting the time in

which you can respond.

As you explore the Mystery Maze, questions will reappear on a regular basis. For example, after you work with the Choice Questions for a while, you will become familiar with some of the answers even if you do not fully understand them. The Time Trial and the mixed mode spice up the game by adding a little variety. You have to answer quickly and the questions that you see will be supplied by three different question files.

The questions do not appear in the same order that you have seen them during normal game play. You must answer each Time Trial question before time runs out. If you do not answer the question before the time wheel completes a full circle, you forfeit the point and an incorrect answer will appear on screen.



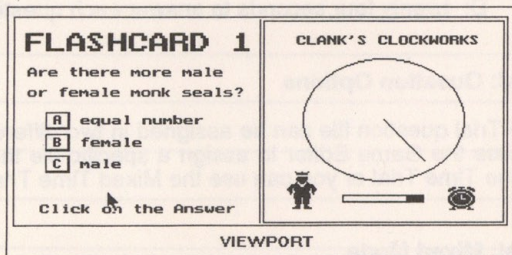
Clock Icon



Time Trial Flashcard Box

### Time Trial: Flashcard Drill

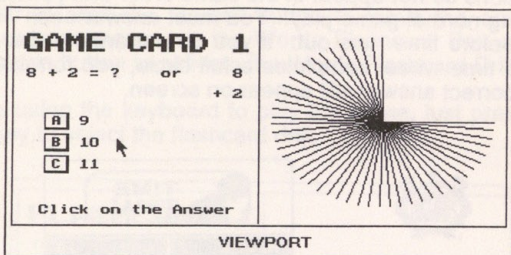
Once again, evil King Clank is up to no good! You have to beat his timer and answer each question before the fuel gauge is empty. You earn a point for each correct answer or a total of six points during the drill.



No extra points can be earned in the Time Trial flashcard drill. After all, this is King Clank's game and he is much too stingy to give you a bonus point. Try to earn as many points as you can!

### Time Trial: Game Card Drill

As usual, two points can be earned during the Game Card drill. You must answer each question before the time spokes form a complete circle.



### Time Trial: Game Options

If the Time Trial is too fast or too slow, you can change the speed of King Clank's Clockworks by adjusting the speed of the clock with the Game Editor. The basic timer settings, which are described in the Game Editor section, are listed below:

- A: six seconds to answer each question
- B: twelve seconds to answer each question
- C: eighteen seconds to answer each question
- D: twenty four seconds to answer each question

### Time Trial: Question Options

The Time Trial question file can be assigned in two different ways. You can use the Game Editor to assign a specific file that will be used for the Time Trial or you can use the Mixed Time Trial mode.

### Time Trial: Mixed Mode



The Mixed Time Trial mode is sort of a "pop" or surprise quiz that occurs in The Quiz Kids game. The mixed mode does not use one file for game card or flashcard drills. When you use the mixed mode, your questions are selected randomly from the Choice, Numbers and Words files that you are already using in the game. The Mixed Time Trial is the default setting in the Game Editor.

### **Time Trial: Assign a File**

If you want to concentrate on a particular subject or work on an area that seems to be giving you trouble, you can assign a specific question file to use with your Time Trial drills. Questions will be selected at random from the file that you use.

If you are using a Numbers question file that requires difficult mathematics, you will probably want to assign a file to the Time Trial so that you will not have to beat the clock when the math problems appear.



Notes:

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## Ready-to-use Questions

The Quiz Kids program disk includes several question files that you can use with the game. Please refer to The Editor Toolkit instructions to learn how to install the question files into The Quiz Kids.

Here is a list of the available files and the existing file assignments:

File	Description	Assignment
ADD1COLM.NUM	one column addition	NUMBERS
ADD2COLM.NUM	two column addition	
ADD3COLM.NUM	three column addition	
MUL1COLM.NUM	one column multiplication	
DIV1COLM.NUM	one column division	
SUB1COLM.NUM	one column subtraction	
MONKSEAL.CHC	Monk Seal lesson questions	CHOICE
KUSHKING.CHC	Kush lesson questions	
TIME TRIAL		
COMPUTER.WRD	Computer Talk! questions	WORDS

Two Word for Today files are also included in your program directory. They are named NEWWORD1.TXT and NEWWORD2.TXT.



## Trouble-shooting Tips

**Problem 1: I don't see anything on the screen when I play the game.**

**Problem 2: The program stops or freezes and I lose control of my computer.**

If your computer has less than 640K RAM or if it does not have a 16-color EGA or VGA video card, the program will not run. Upgrade your computer system or install the game on a machine that meets these requirements.

To run The Editor Toolkit and The Quiz Kids game from the same opening menu, the program uses a technique called "spawning". In some hardware configurations, there might be a conflict in the way that your computer memory is used for this purpose. If your computer screen freezes and you lose control of your mouse, reboot your computer and try one of the following solutions:

Run The Graphic Reader by typing READ (and press ENTER) to use mouse control or by typing KREAD (and press ENTER) to use keyboard control.

Run The Editor Toolkit by typing EDITGAME (and press ENTER). Do not run the editor from the game menu to avoid memory conflicts.

Run the program by typing QUIZ0.BAT (QUIZ + ZERO) instead of QUIZKIDS. The program will be controlled by a small batch file instead of the normal program launcher. There will be no visible difference in the program itself but memory conflicts will be reduced and it might run properly.

**Problem 3: I can't play the game when I use my mouse.**

**Problem 4: My mouse leaves "ghost" images on the screen.**

The program supports the Microsoft-compatible mouse driver (Version 5.0 and greater) and the Logitech-compatible mouse driver (Version 4.0 and greater). If the version of your mouse driver is lower than these requirements, install an up-to-date driver on your computer system.

Some "compatible" mouse drivers might not be completely compatible. Install MOUSE.COM version of the driver if you are using MOUSE.SYS.

If "ghost" images of the mouse appear on screen, your mouse is moving too quickly for the screen animation to catch up. An "infra-red" or cordless mouse might leave images of itself on the screen. If you encounter this problem, decrease the sensitivity of your mouse (to slow it down). Your mouse installation software should contain instructions on how to do this.

If all else fails, use the keyboard to play the game and write to Wizardworks. We will try to solve the problem for you.

**Problem 5: I can't print a certificate when I win the game.**

To print graphics, The Quiz Kids supports Epson-compatible dot-matrix printers including Seikosha, Panasonic, Star/Star-Micronics, Citizen and IBM Prowriter printers among others. The Quiz Kids supports HP Laserjet and compatible laser printers. If your printer does not use either of these printer drivers, The Quiz Kids will not print the screen graphics. The Quiz Kids cannot print color graphics.

**Problem 6: The game is too fast (or too slow) on my machine.**

Use The Editor Toolkit to change the animation speed. You can also change the speed during the game by using the Options button.

**Problem 7: I lose mouse control or graphics when I use my hard disk compression program with the game.**

Hard disk compression programs free up space on your hard disk by packing or compressing your program files. When you run a program, the files are unpacked in memory. The Quiz Kids needs memory for its graphics and should not be used with any hard disk compression

programs. Install The Quiz Kids on a hard drive partition that is not used by your compression program or run the program without disk compression.

### **Other Problems**

Write to: Wizardworks, 5354 Parkdale Drive, Minneapolis, MN 55416. Be sure to include your name, telephone number and as much information as possible about the type of equipment that you use in your computer system.

Call: Wizardworks Technical Support during normal business hours at: (612) 544-8581.

### **TO ORDER**

1. Send an attached form along with your money to the address Wizardworks.
2. Call us at (612) 544-8581 for more information.
3. Call our modem line at (612) 544-8581.

## Wizardworks On-Line!

You can now reach us by modem 24 hours a day! For Customer Service and free Quiz Kids update files, call the Wizardworks Bulletin Board System at:

**(612) 544-1039**

### **SERVICE BEGINS JUNE 1, 1992**

This line will also include information on:

- Ordering Quiz Kids Updates, Additional Questions and Variations of Original Maze
- Wizardworks Products
- Demonstration Programs
- The Technical Support Library

Modem Settings: 1200-2400 baud, 8 data bits, no parity, 1 stop bit (8-N-1). Supports XModem, YModem and XModem-1K file transfers.

## Quiz Kids Free Offer and Updates

**Register for Quiz Kids Free Offer and receive a disk containing additional math, vocabulary, and game mazes and/or for just \$7.95 receive the complete Quiz Kids Update. \*\*See Attached Form to Register.**

For just **\$7.95** you can receive the following Quiz Kids Update:

- **100 2 column subtraction problems**
- **100 3 column subtraction problems**
- **100 2 column multiplication problems**
- **100 2 column division problems**
- **5 New Game Mazes**
- **30 Variations of the existing Game Mazes, in which the Shield of Learning is hidden in a new location.**
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- **Graphic Reader Lesson on 'Sports Trivia'**
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### **TO ORDER:**

1. Send in attached form using the order form insert in the enclosed Wizardworks catalog.
2. Call us at (612) 544-8581 or fax us at (612) 541-4973.
3. Call our modem line at (612) 544-1039

## THE QUIZ KIDS FREE OFFER/UPDATE ORDER FORM AND REGISTRATION

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* 3.5" diskette \$2.00 ea.				_____
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			Total:	_____

To send: Please use the order form envelope in the enclosed catalog.



