

# RHYMES & RIDDLES<sup>TM</sup>






# FAST START INSTRUCTIONS

## How to start Rhymes & Riddles.

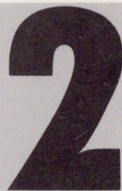
Boot the program. (See page 6 for instructions.)

1

Press 1 to play  
**Nursery Rhymes.**

- Type in your name. **Press Return.\***
- Enter the words to the nursery rhyme, one line at a time.
- Successfully finish one line and the smile face will sing the sentence.
- When you have completed all four lines, the computer will play the entire song and illustrate the rhyme.

\*If you have an IBM, use the **enter** key ( ← ) wherever these instructions refer to a return key.

2

Press 2 to play  
**Riddles.**

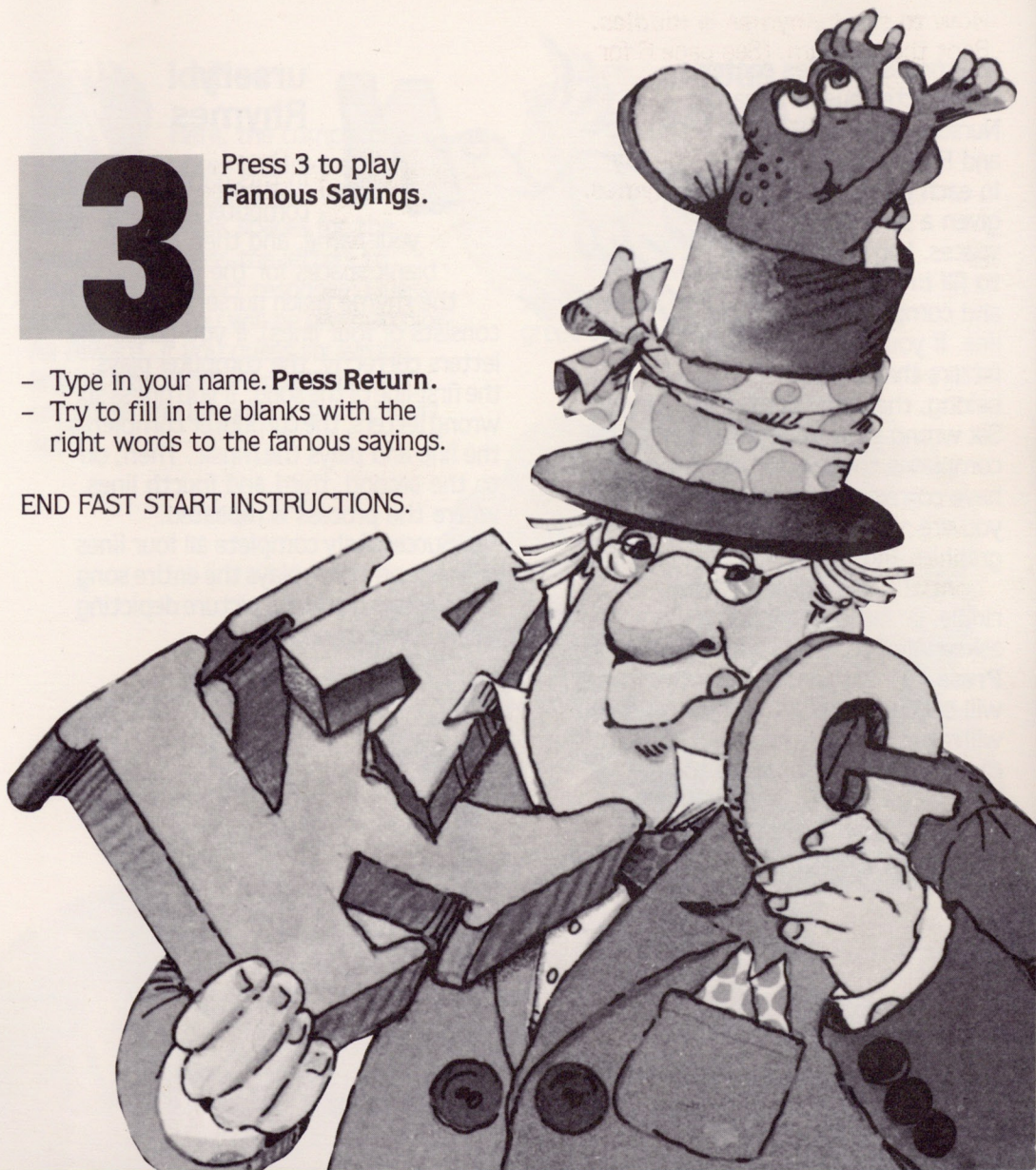
- Type in your name. **Press Return.**
- A riddle will show up on the screen followed by a series of blanks.
- Guess the words that make up the right answer to the question.

# 3

Press 3 to play  
Famous Sayings.

- Type in your name. **Press Return.**
- Try to fill in the blanks with the right words to the famous sayings.

END FAST START INSTRUCTIONS.



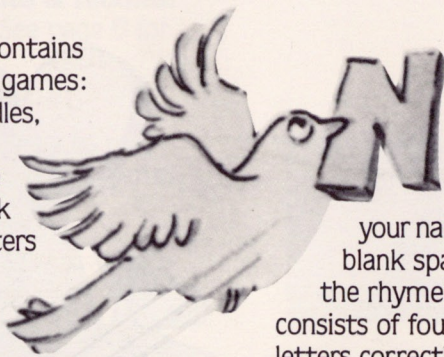


## RHYMES & RIDDLES

Rhymes & Riddles contains three letter guessing games: Nursery Rhymes, Riddles, and Famous Sayings.

In each game you are given a series of blank spaces. You press letters to fill in the blanks and complete the line. If you guess letters that do not belong, they are counted as "misses". Six wrong guesses and the computer completes the line for you. Once you have correctly completed the lines, you are rewarded with colorful graphics and sound.

At the end of each rhyme, riddle, or famous saying, you are asked whether you want to play again. **Press "Y" for yes**, and another cycle will begin. **Press "N" for no**, and you will return to the main menu where you can choose another game to play.



### Nursery Rhymes

In this game, the computer asks you for your name, and then displays blank spaces for the first line of the rhyme (each nursery rhyme consists of four lines). If you guess the letters correctly, the computer plays the first line of the song. If you guess six wrong letters, the computer completes the line and plays the music. Then, on to the second, third, and fourth lines, where the process is repeated.

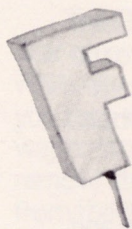
Successfully complete all four lines and the computer plays the entire song and displays a colorful picture depicting the nursery rhyme.





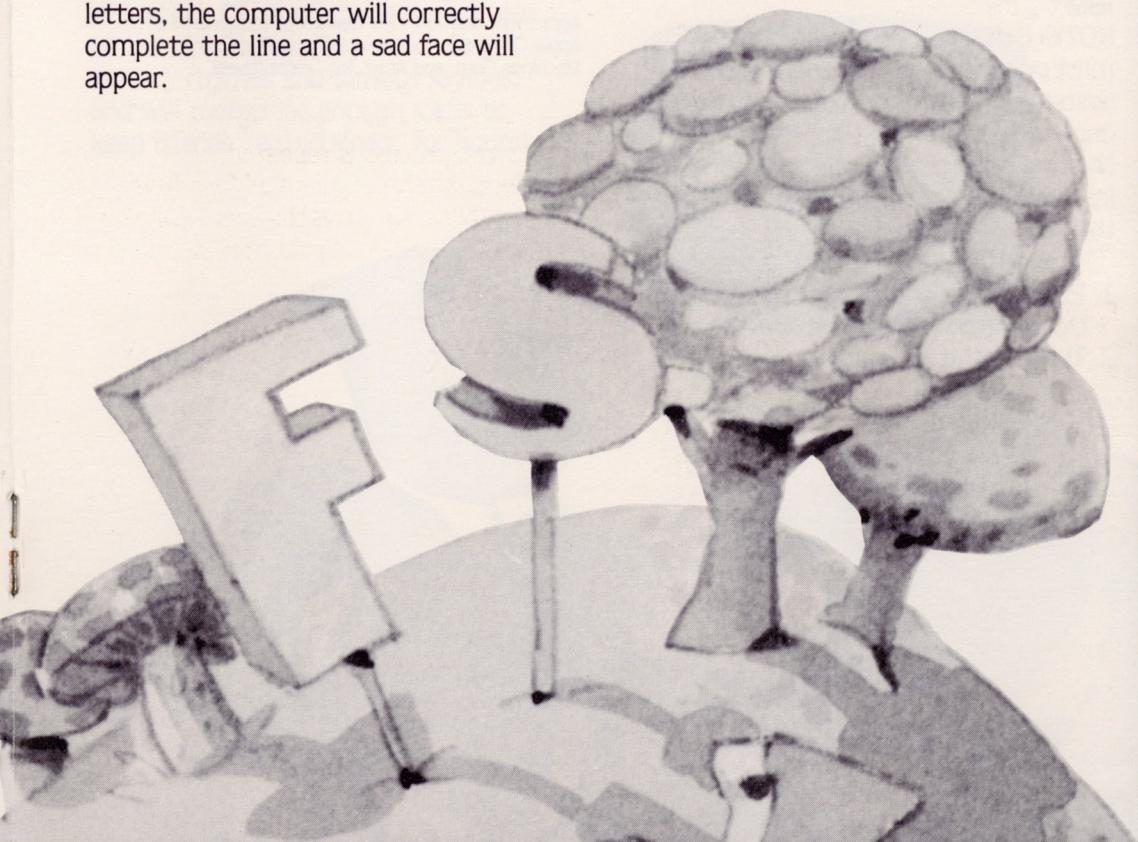
## Riddles

Here, the computer poses a riddle, and presents you with blank spaces for the answer. You press the letters to provide the correct response. Guess correctly and you will be given a colorful reward. If you guess six wrong letters, the computer will correctly complete the line and a sad face will appear.



## Famous Sayings

The objective here is to fill in the blanks with the correct words to the famous saying. Music and colorful rewards greet successful answers.





# LOADING THE PROGRAM

The program on the disk enclosed in this package must be loaded into the computer's memory. This process is called "Booting". Here is how you **boot** your disk.

## Apple®

1. Put the disk into the disk drive and close the door.
2. Turn on the computer.

## IBM®

**NOTE:** Before you can use this disk, you must put a copy of **DOS** (Disk Operating System) onto the disk. This is only done once, before you run the program for the first time. Follow the printed instructions enclosed elsewhere in the package.

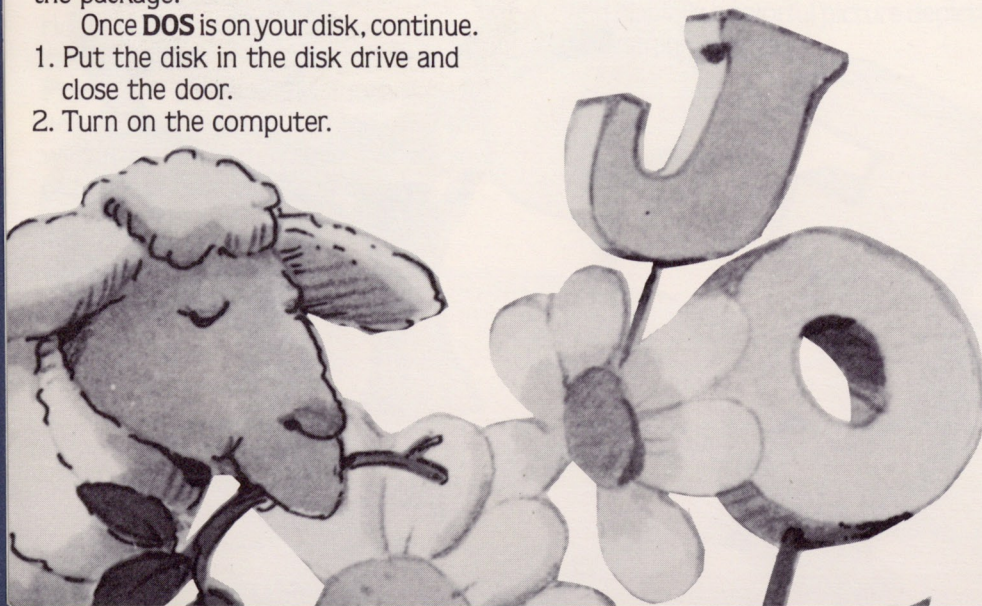
Once **DOS** is on your disk, continue.

1. Put the disk into the disk drive and close the door.
2. Turn on the computer.

## Atari®

1. Turn on the disk drive. Be sure the computer is turned off.
2. When the red light (the "BUSY" light) goes out, open the disk drive door.
3. Put the disk in the disk drive and close the door.
4. Turn on the computer. The program will start automatically.

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## NOTE TO PARENTS

Any child five years old to nine years old will enjoy this program. An array of teaching tools can be found concealed among the fun of **Rhymes & Riddles**. This program presents a variety of games that will teach your child spelling, reading and grammar. While composing an answer to a riddle or rhyme your child will be spelling words and formulating sentences and will learn the value of context. Of course, he or she will also be learning the correct words to nursery rhymes and famous sayings, and will memorize enough jokes to keep friends "entertained" for hours!

## WHEN YOU'RE ALL DONE...

The Rhymes & Riddles program disk must stay inside the disk drive while the programs are running. After you have finished watching, the best way to stop is to turn off the power and remove the Rhymes & Riddles disk from the disk drive. Store the disk in its protective jacket. Don't leave the program disk on a table top or inside the disk drive overnight.





Dr. and Mrs. Mark Cross, creators of Rhymes & Riddles and founders of Cross Educational Software specialize in educational software for children.

Package and Instruction Booklet  
Illustration: Bill Morrison.

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