

EARLY LEARNING FRIENDS™

Note to Parents:

Through EARLY LEARNING FRIENDS, your child may play: ALF IN THE COLOR CAVES™, CONEY ISLAND™, and SHAPE SHOP™. Each game helps preschool children develop fundamental learning skills such as routing, sequencing, planning, matching and understanding part/whole relationships. By mastering these skills, children prepare for the challenge of higher level skills such as reading, writing, math and thinking skills.

Loading instructions:

Commodore 64:

1. Turn on disk drive and wait for red light to go out. Insert Program disk.
2. Plug joystick into port 1 for 1-player game or both ports for 2-player game.
3. Turn on monitor/TV and computer.
4. Type **LOAD"SPIN",8** and press **RETURN**.
5. When **READY** appears, type **RUN** and press **RETURN**.

The title screens appear briefly, followed by EARLY LEARNING FRIENDS Menu. If no selection is made, a demonstration game will begin automatically. Press **RESTORE** to exit the demonstration game and return to the menu.

HOW TO PLAY ALF

Lead Alf down to color caves at the bottom of the tunnels, and he will dance.

How to play:

When you first see Alf, move joystick or press joystick button. Instructions will appear. Lead Alf into the Color Cave. Move joystick, press button to move through a tunnel. Move joystick to the left to guide Alf to the entrance of the tunnels. Press button and he will go down the first tunnel. Point Alf's eyes the way you want him to go with the joystick. Then press the button when you want him to go. If Wufflegumps catch Alf, they bounce him back to the top.

To play again:

Lead Alf back up to the top by moving him to the right of the color cave where the straight tunnel is. Press the button and he will slide straight to the top. The game gets progressively harder:

To pause:

For the Commodore 64, press the **F7** key. Do this to see the instructions and get back to the simplest level of play.

HOW TO PLAY SHAPE SHOP

To begin:

Press **1** or **2** for one or two player option.

Press **1**, **2**, or **3** for the skill level of your choice.

Welcome to the toy repair shop to help Robo-bird repair broken toys! As the game begins, a toy appears in a small window in the lower right screen corner. This toy is the model or "blueprint" to use as a guide to repair the broken toy. It shows the part needing repair. A broken toy will appear on the conveyor belt at the bottom of the screen and slowly begin moving to the right. The level of play determines the speed of the conveyor belt. If you look carefully at the broken toy, you will see that it is broken because a certain part is missing. You have to create the missing piece, help Robo-bird place it onto the broken toy.

Choose Level **1** to work with color and shape and play an unlimited number of rounds. Choose Level **2** to work with color, shape, size and to keep score. You may play three rounds. Each round is represented by a little garbage can located at the bottom of the screen. Choose Level **3** to work with color, shape, size, and to play at a fast pace and keep score. As in Level **2**, three rounds are represented by little garbage cans located at the bottom of the screen.

Keys To Remember:

While playing, press:

F1 to change toys.

F3 to choose 1 or 2 players.

F5 to change skill levels.

F7 to pause or resume play.

Get Fixin':

1. Decide which shape is missing.
2. Use your joystick to move Robo-bird's nose onto the shape you wish to choose. (You must select the shape first, not color or size.)
3. Help Robo-bird create the missing piece in the order of: shape, size, color.
4. Press the joystick button to select that shape.
5. Use your joystick to move Robo-bird's nose onto the size button. The size button is the large button with the black outline. Press your joystick button to change the size of the shape selected. Remember that the size of the missing shape should match the size of the shape in the model window. There are three sizes to choose from - small, medium and large.
6. Next, move Robo-bird's nose onto a color button. Remember that the color of the missing piece must match the color of that piece on the model toy in the window. Press your joystick button. The spray painter above the upper conveyor belt will fill with paint.
7. When the conveyor belt moves the shape just below the spray painter, the shape

will automatically be painted.

8. Once the piece is painted, move Robo-bird's nose onto the piece and press the joystick button. (Note: You may have to wait a second or two for the piece to move into Robo-bird's reach.) Robo-bird will pick up the piece.

9. After you have picked up the shape, use your joystick to guide Robo-bird and the missing piece down to the bottom conveyor belt to the broken toy.

10. Position the missing piece so that it fits correctly into the empty space. Press the joystick button and the shape pops into place.

Don't worry if you drop the shape. You can always pick it up again. If you fixed the toy properly, the model will flash and Robo-bird will smile. If you made a mistake, the model and your repaired toy will flash alternately. Robo-bird will shake his head, the toy will fall into the trash can. If you realize you have made a mistake before the end, pick up the piece, drop it into the trash can and start again.

HOW TO PLAY CONEY ISLAND

To begin:

Press **1** or **2** for a one or two player game. Press **1,2,3**, or **4** to choose your skill level. There are four levels of game play in CONEY ISLAND.

Freezy appears in his ice cream stand in the North Pole waiting for customers. A customer walks over and orders an ice cream cone. Freezy jumps into the water and waits for you to guide him to the ice cream islands.

1. Look closely at the ice cream order: How many scoops do you need? What flavors does the customer want? In what order are the flavors stacked? (Note: when filling the order, fill the bottom scoop first.)
2. Use your joystick to guide Freezy to the right island. Move him very close to the island and he'll automatically jump onto it. Be careful where you lead him as currents may carry him off the screen. If Freezy is carried away, his customer will leave, but he and a new customer will soon return for more. If the game is over, press **RETURN** to continue.
3. When Freezy is standing on the ice cream island, press your joystick button to place a scoop of that flavor into the cone.
4. Once you have helped Freezy to collect the right number and sequence of flavors to fill the order, the ice cream stand door will open. You may then guide Freezy back into his ice cream stand.
5. Use the joystick to guide Freezy around the islands. If you move him close to his stand, he automatically jumps out of the water and into the ice cream stand. If the order is filled correctly, the customer will pay for his ice cream cone and be on his

way! If you fill the order incorrectly, he will leave without paying. If you are playing in levels 2, 3, or 4, a little penguin disappears and the round ends. If a fish steals a cone from Freezy, or he floats off the screen, the customer will leave without paying and the player will have one less round left in that particular game.

Levels of Play:

Level 1 is the free play level. There is no scoring, the currents move the islands slowly, and the customers have a choice of three flavors to choose from. There is an unlimited number of rounds in this level.

Level 2 awards 5 points for each correct scoop. The ocean currents are stronger. There are three rounds of play in Level 2. Each round is represented by a little penguin located at the top of the screen.

Level 3 awards 10 points for each correct scoop. A hungry ice cream eating fish appears and tries to steal the ice cream cone from Freezy. There is a larger variety of ice cream flavors to choose from. There are three rounds of play in Level 3.

Level 4 awards 25 points for each correct scoop. Many different islands float past Freezy's stand very quickly. The fish follows more closely. As in Levels 2 and 3, there are three rounds of play. As orders are filled correctly on one level, the game automatically advances to the next level.

Keys To Remember While Playing:

PRESS:

F1 to change your order.

F5 to change skill levels.

F3 to change from 1 to 2 player games.

F7 to freeze or resume the game.

EARLY LEARNING FRIENDS created by Joyce Hakansson and Associates.

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