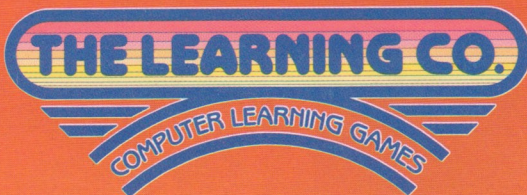


APPLESOFT
DOS 3.3 • 48K RAM



FOR KIDS AGED
FOUR TO TEN

BUMBLE GAMES MANUAL



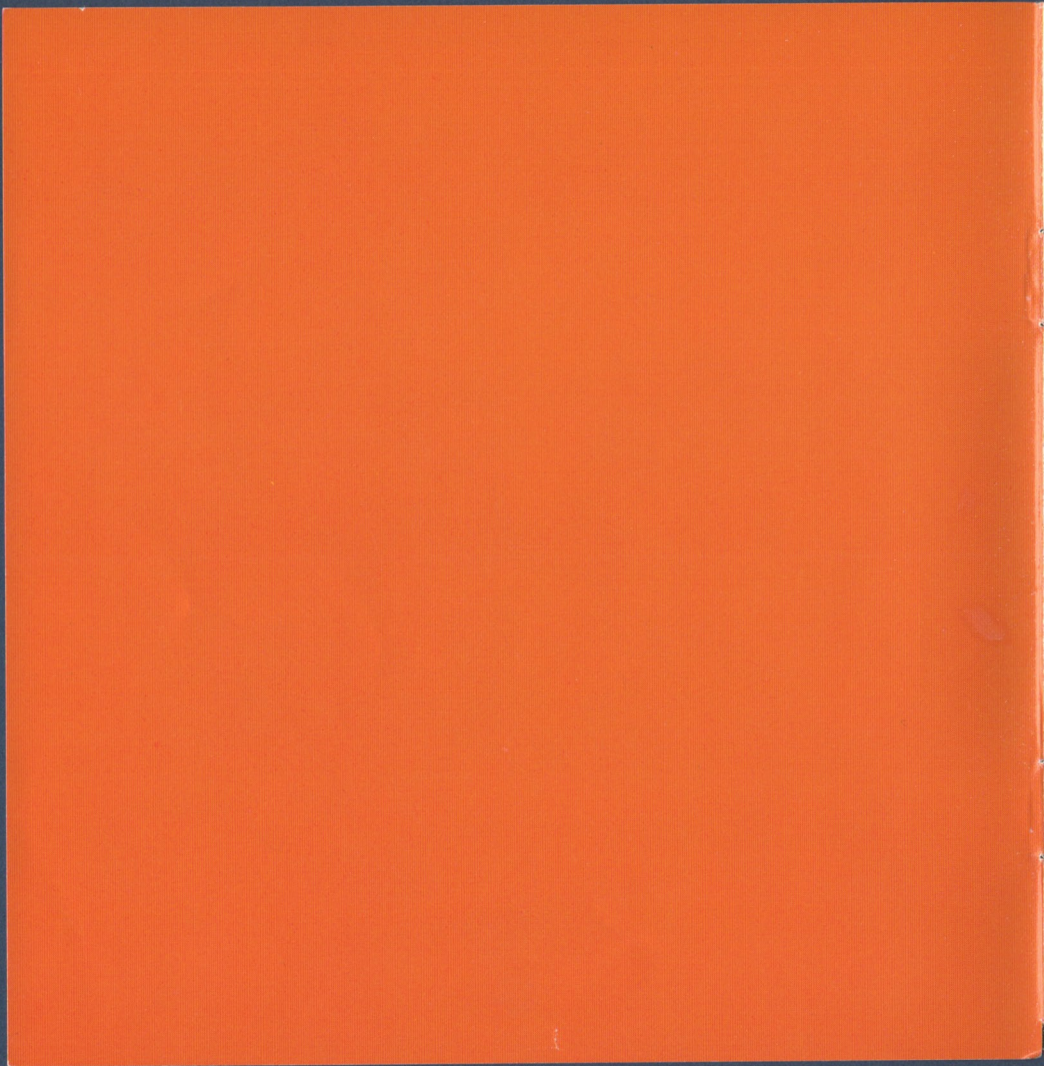
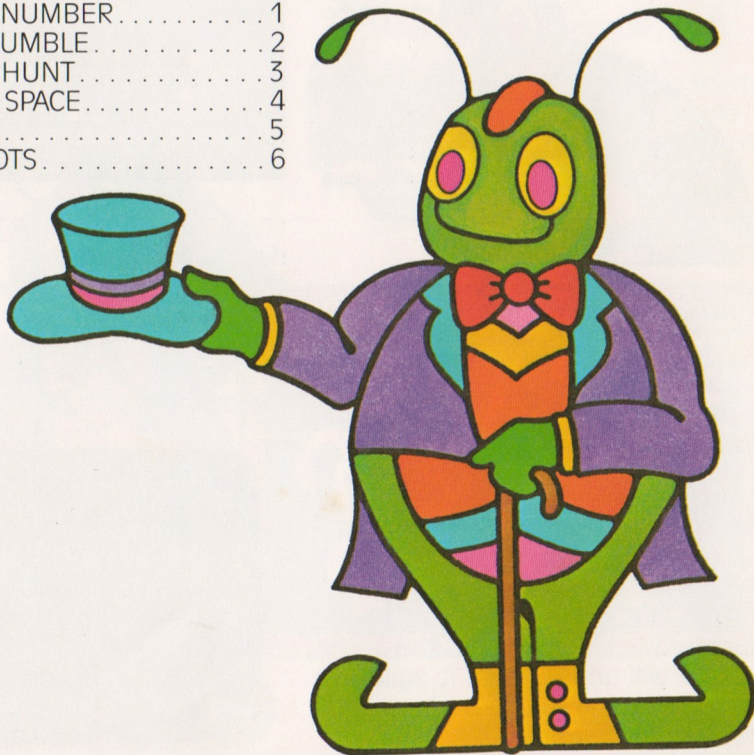


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GETTING STARTED



TO START: Load the diskette

TAKE CARE: Handle the diskette by the label or the black jacket only. Touching the diskette in the oval cutout can damage it.

*Just put the diskette in the drive, close the door, and turn on the computer.

See the list of programs? That is a menu.

Type a number to choose a game. Notice the number 7 on the picture page. Push it and the sound will go off. Push it again and the sound will go back on. You choose.

- *Type "?" [SHIFT and ?] to see directions to the game again.
- *Push the ESC key to get back to the menu to choose another game.
- *Press the long space bar to get right to the game and skip the opening pictures.

1. Find your Number
2. Find the Bumble
3. Butterfly Hunt
4. Visit from Space
5. Tic Tac Toc
6. Bumble Dots
7. Sound ☒ on/off
8. End

I. FIND YOUR NUMBER

Bumble has a special number for you. The number can be 0, 1, 2, 3, 4 or 5.

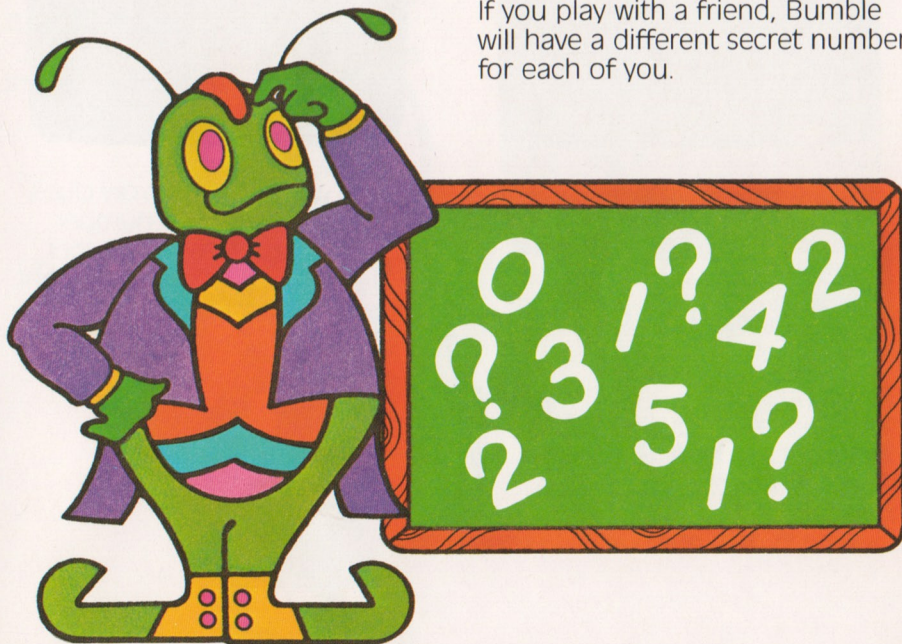
Can you find it?

Bumble will give you arrow clues.

→ Means guess a number that's greater

← Means guess a number that's less

You can play alone, or with a friend. If you play with a friend, Bumble will have a different secret number for each of you.



2. FIND THE BUMBLE



HUNT! HUNT! HUNT!

GUESS WHERE BUMBLE IS
HIDING!

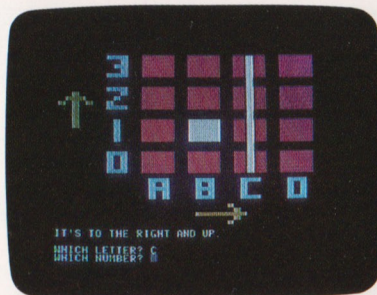
BUMBLE IS HIDING IN ONE OF
THE BOXES!

*Pick a box

*Type the letter you see below
the box. It will be A, B, C, or D.

*Type the number you see on
the left.

It will be 0, 1, 2, or 3.



Bumble will give you arrow clues:

↑ Means pick a bigger number

↓ Means pick a smaller number

→ Means pick a letter to the right

← Means pick a letter to the left

3. BUTTERFLY HUNT

Bumble's butterfly is lost!
Can you find where?

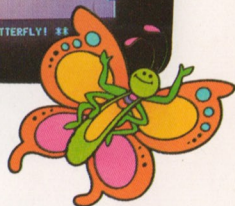
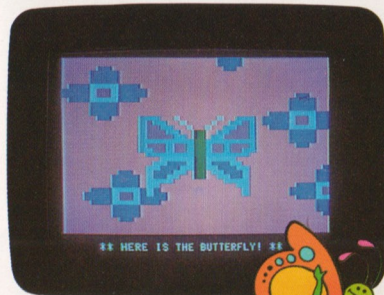
HERE'S HOW:

*Pick a box.

*Type the letter you see below it, A,
B, C, D or E.

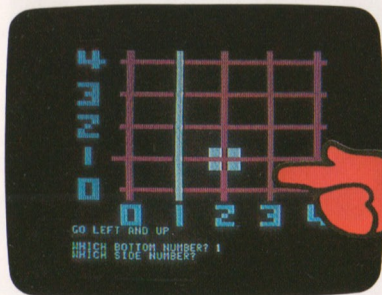
*Type the number you see on the
left, 0, 1, 2, 3 or 4.

*Bumble will give you clues telling
you to look to the right or left, and
up or down.



4. VISIT FROM SPACE

Bumble's cousin is flying in from outer space.
See the crossing lines?
The spaceship is hidden where two lines cross.



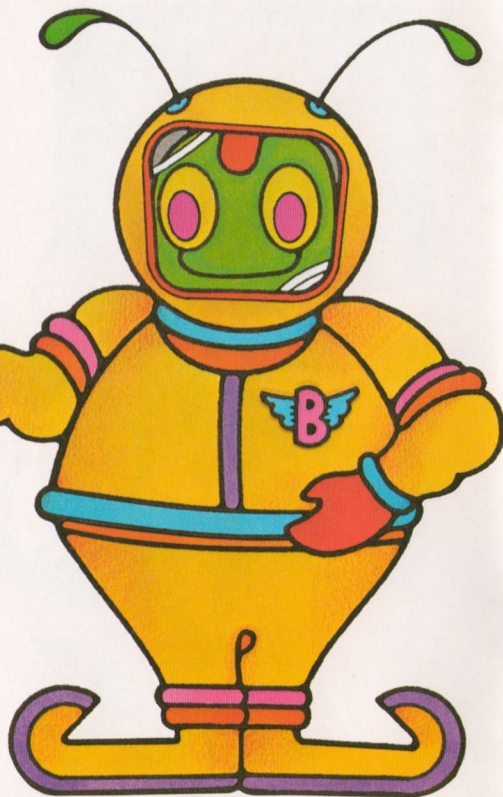
Guess where!

*Pick a point where two lines cross.

*Type the bottom number. It will be 0, 1, 2, 3, or 4.

*Type the side number. It will also be from 0 to 4.

*Bumble will give you clues telling you which direction to try.



5. TIC TAC TOC

This game is for two at a time to play, so take turns with a friend. You play Tic Tac Toc on a set of points made by lines that cross each other. That is called a grid. The "X" numbers along the bottom tell you how far you are from the left. The "Y" numbers along the side tell you how far you are from the bottom.

To win Tic Tac Toc you try to choose four points on the grid in a straight line: up, down, or at an angle. But it has to be a line. And you only get to choose one point each turn.

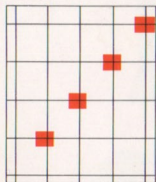
To choose a point on the grid, you first type the X number, then type a comma ",", and then



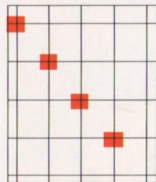
type the Y number. Then push the RETURN button.

If you make a mistake, press the ← button and type in your next X number and Y number.

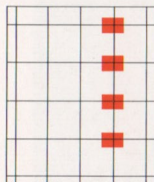
Watch what the winner gets on the screen!



THIS IS A WIN!



THIS IS A WIN!



THIS IS A WIN!



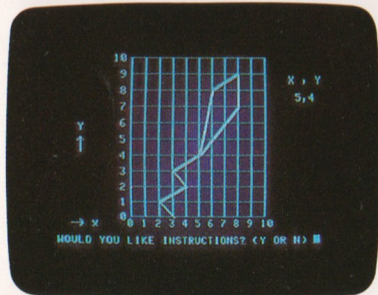
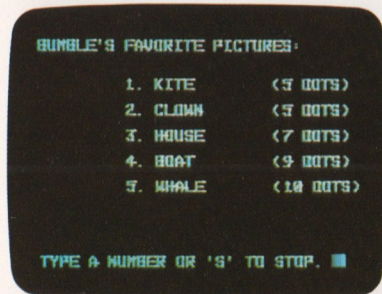
THIS IS A WIN!

6. BUMBLE DOTS

Bumble gives you a choice:

#1. Bumble's pictures — Bumble will help you draw a picture.

#2. Make your own picture for a friend.



#1 IF YOU CHOOSE BUMBLE'S PICTURE YOU'LL SEE THIS MENU:

*From the menu, choose a picture and type in its number.

*Bumble will show you a dot on the screen.

*Then you name the dot with its X, Y numbers, just like in Tic Tac Toc.

*Keep naming the dots Bumble shows you. Bumble will draw a line connecting each one. If you make a mistake, Bumble will tell you how to correct it.

*Watch the picture grow!

#2 IF YOU WANT TO MAKE YOUR OWN PICTURE:

*Bumble will ask you, "How many dots?" (You can choose from 3 to 9)

*Bumble says, "Enter dot #1." Type in your first dot.

*Bumble will show your dot on the grid and ask if it is OK. Answer "Y" (yes) or "N" (no).

If it is "N," the dot disappears. Try another.

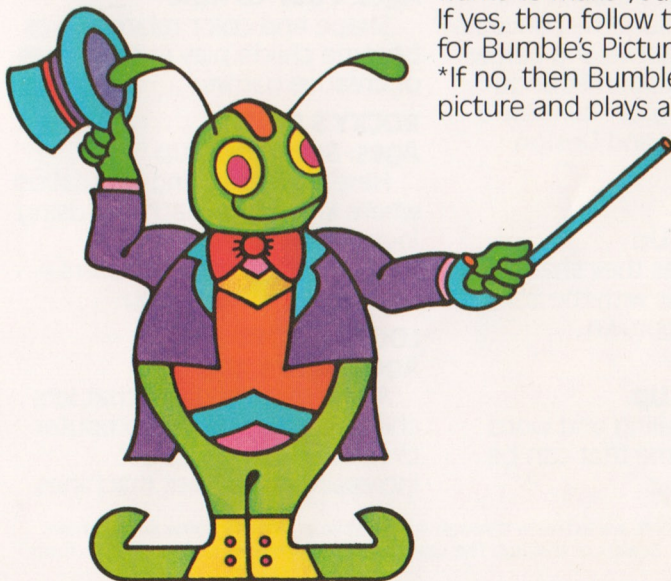
If it is "Y," then Bumble says, "Enter dot #2."

*Bumble will keep connecting the dots until all of your dots are on the grid.

*Bumble will ask you to name your picture when it is done.

*Bumble will ask if your friend wants to make your picture. If yes, then follow the instructions for Bumble's Picture above (#1).

*If no, then Bumble shows your picture and plays a tune.



MORE FROM THE LEARNING COMPANY

BUMBLE PLOT

Ages: Eight to Thirteen

All the fun and learning of Bumble Games as graphing skills grow to include negative numbers.

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A series of games that let children playfully explore the concepts of left and right, above and below.

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Ages: Seven and Up

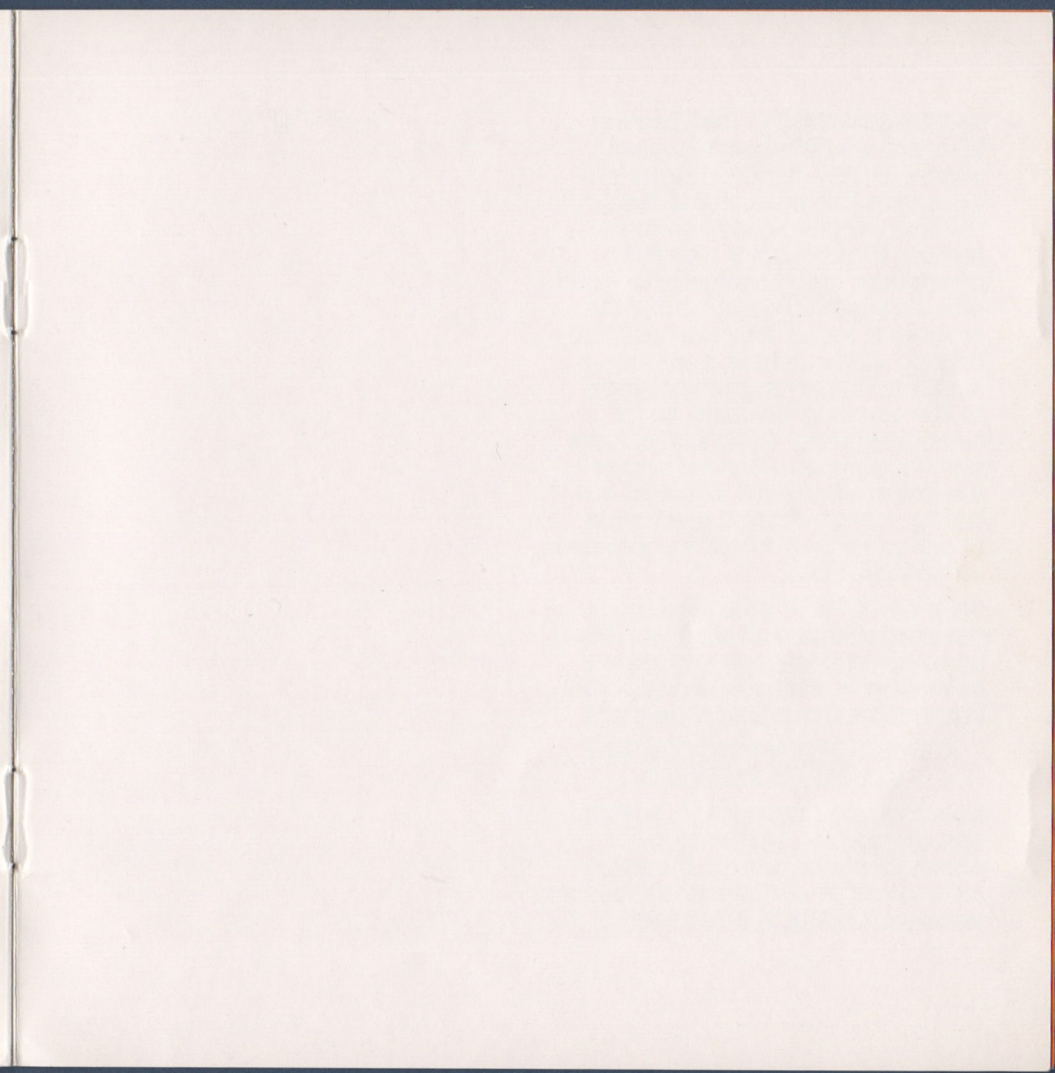
Here's a fascinating simulation where kids build machines using logic elements — the basic building blocks of computers — in an arcade-like setting.

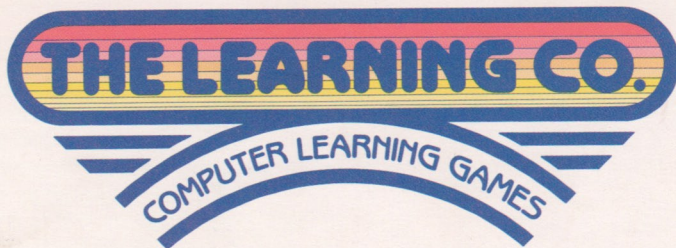
LOGIC GATORS

Ages: Seven and Up

A fast-moving game that lets children use modern computer circuit logic to construct increasingly complex machines.

*Moptown and Magic Spells are available through Apple's Special Delivery Software. All others are available from Local Dealers or through The Learning Company. Write us for an order form and catalog.





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