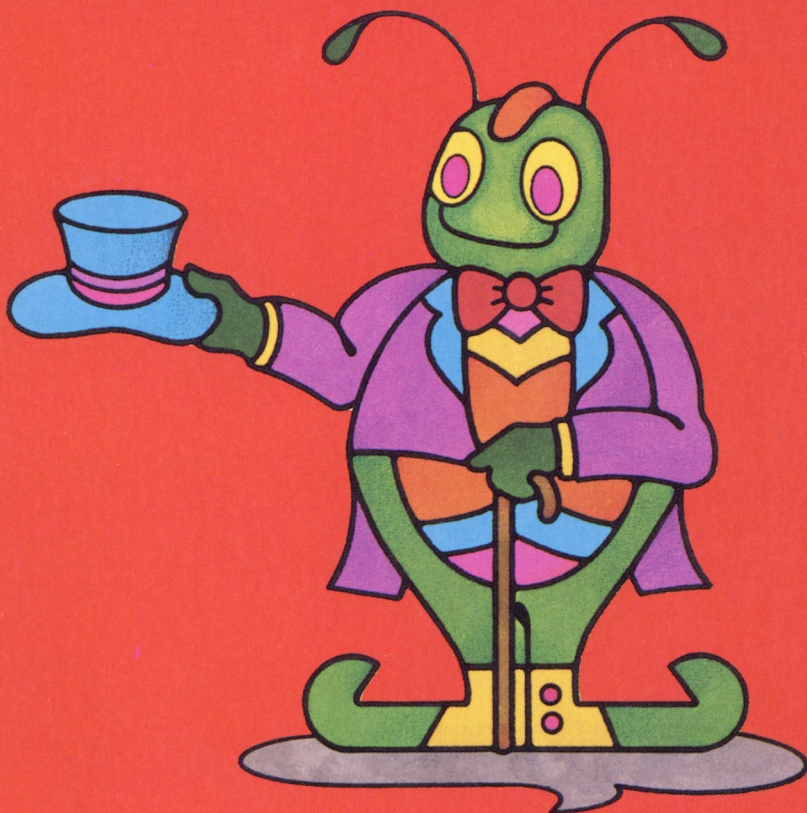


Bumble Games™

by The Learning Company

Education Series



IBM

IBM Software
for IBM Personal
Computers

**Six progressively
challenging games to help
children learn graphing
skills.** For children aged 4-10

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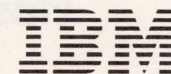
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Continued on inside back cover



*Personal Computer
Education Series*

BUMBLE GAMES™

AGES: Four to Ten

by The Learning Company

First Edition (August 1983)

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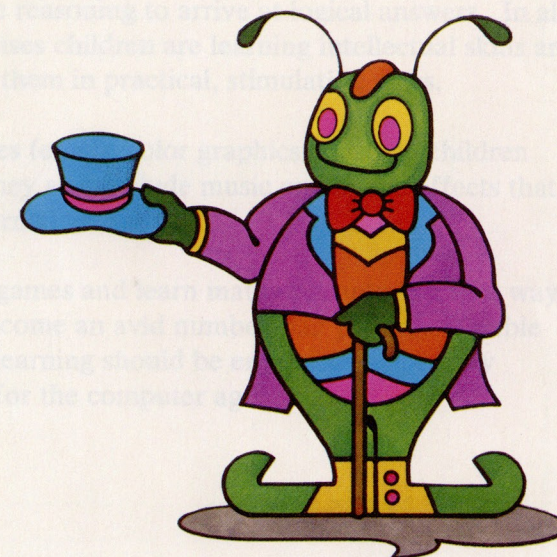
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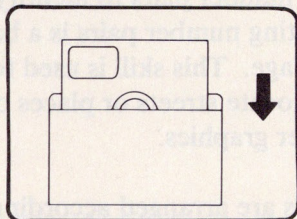


Play the games and learn math concepts in a new way. You'll become an avid number-pair plotter. Bumble believes learning should be enjoyable—especially learning for the computer age.

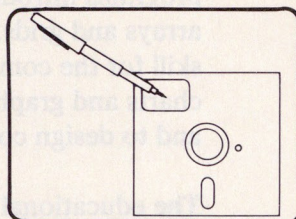
CARING FOR YOUR BUMBLE GAMES DISKETTE

To keep your Bumble Games diskette in good operating condition, observe the following precautions:

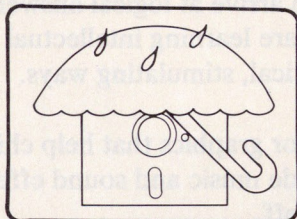
Do's



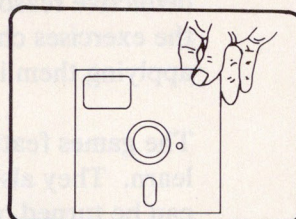
Store the diskette in its protective jacket after use.



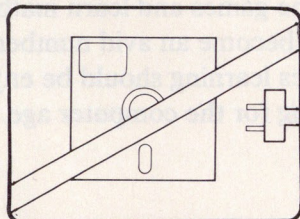
Use felt tip pen only when writing on label to avoid damaging diskette.



Keep diskette dry.

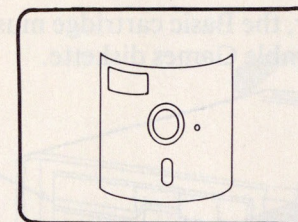


Grasp by a corner.

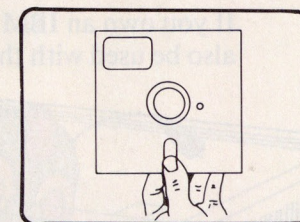


Keep it away from electrical equipment (including the telephone and the TV).

Don'ts

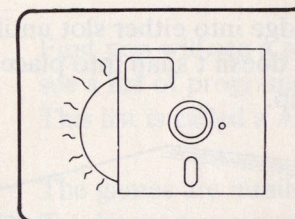


Don't bend.

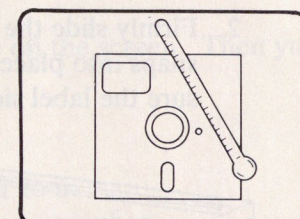


Don't touch diskette through openings in envelope. This could damage the exposed magnetic surface of a diskette.

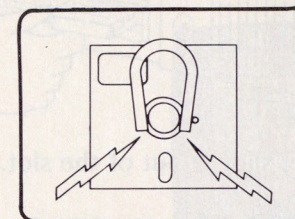
Diskettes are sensitive to temperature extremes.



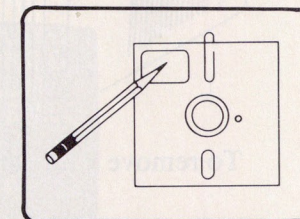
Keep your diskette out of direct sunlight.



Don't get it too hot nor too cold.



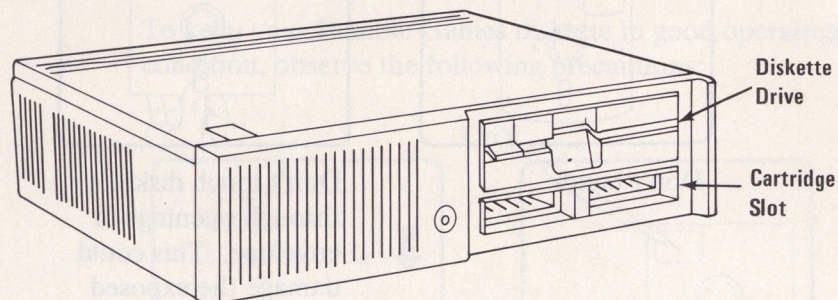
Don't place a diskette near magnets...



nor use clips, pencils, or ballpoint pens.

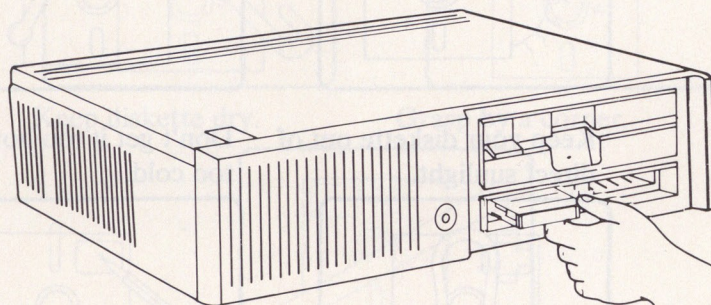
Playing Bumble Games on the IBM PC *jr*

If you own an IBM PC_{jr}, the Basic cartridge must also be used with the Bumble Games diskette.



To insert your cartridge:

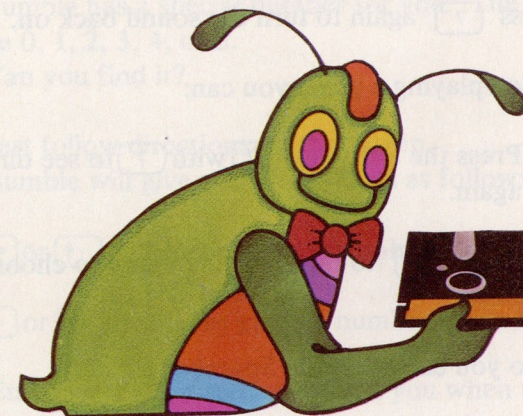
1. Hold your cartridge with the label up so you can read it.
2. Firmly slide the cartridge into either slot until it snaps into place. If it doesn't snap into place, make sure the label side is up.



To remove your cartridge, slide it out of the slot.

You may insert or remove a cartridge at any time while the power is on. When you insert or remove a cartridge, your IBM PC_{jr} behaves as if you just switched the power on.

GETTING STARTED



TO START: Put the diskette in the diskette drive, close the door, and switch on the computer.

First you will see a picture on the screen. Then you will see a list of programs.

This list is called a *menu*.

The games are numbered 1 to 6.

To choose a game, you type a number.

```
1.FIND YOUR NUMBER
2.FIND THE BUMBLE
3.BUTTERFLY HUNT
4.VISIT FROM SPACE
5.TIC TAC TOE
6.BUMBLE DOTS
7.SOUND ON/OFF
8.END
```

Before you do this, try number 7 on the menu.

The white box around the **ON** tells you the game will have sound.

Press **7** to change to no sound.

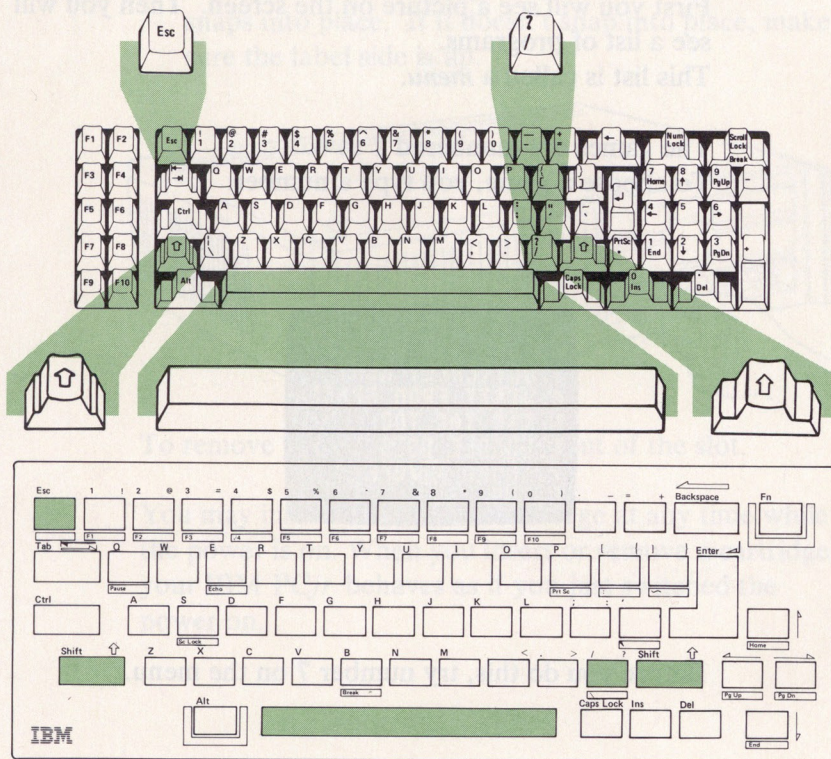
Press **7** again to turn the sound back on.

When playing a game you can:

- Press the Shift key **↑** with **?** to see directions again.
- Press **Esc** to return to the menu to choose another game.

Also you can press the Spacebar to:

- Skip the opening pictures and move immediately to the game.
- Skip the pictures and music when you win a game.



1 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?

Just follow directions on the screen.

Bumble will give you arrow clues as follows:

→ or **↑** Means guess a number that's greater.

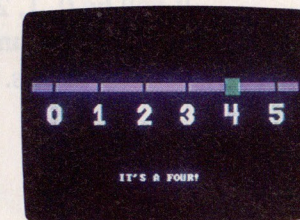
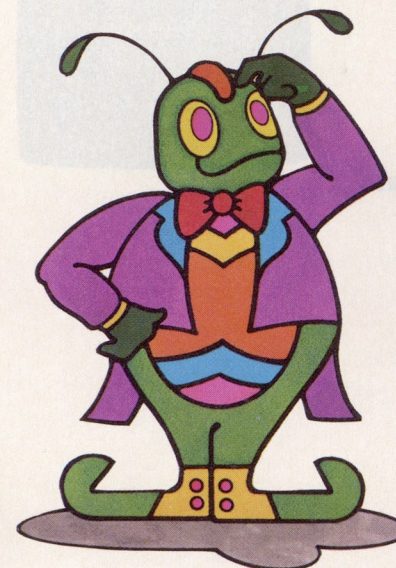
← or **↓** Means guess a number that's less.

Enter **↵** The screen will tell you when to press Enter.

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. The first person to find the correct number wins.

If you play more than once, each person will get to be first at different times.



2 FIND THE BUMBLE

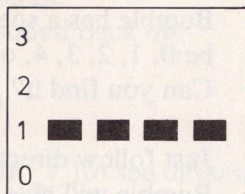
HUNT! HUNT! HUNT!

Bumble is hiding in one of the boxes. Guess where Bumble is hiding!

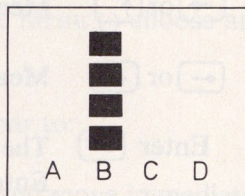
There are 16 boxes laid out in 4 rows and 4 columns. Can you find Bumble using letters and numbers?

To find where Bumble is hiding:

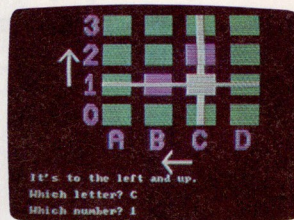
- Pick a box.
- Type the letter you see below the box. It will be A, B, C, or D. These letters are names of columns.
- Type the number you see on the left. It will be 0, 1, 2, or 3. These numbers are names of rows.



This is a row



This is a column



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.

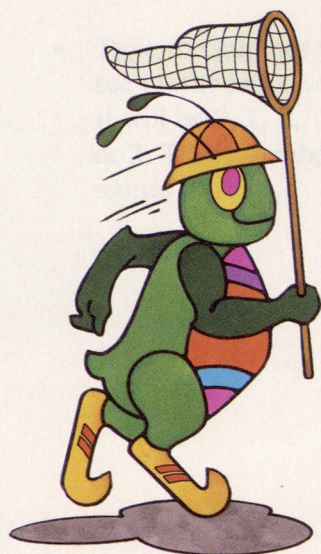
3 BUTTERFLY HUNT

Bumble's butterfly is lost!
Can you figure out the number of boxes
where the butterfly could be?
How many rows do you see?
How many columns are there?

Here's how to find Bumble's butterfly:

- 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.

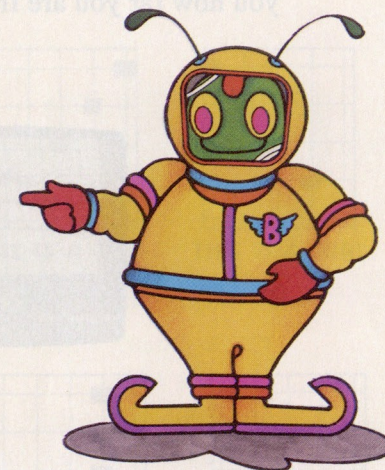
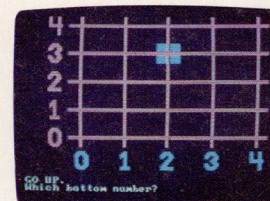
Bumble will give you clues telling you to look to the
right or left, and up or down.




4 VISIT FROM SPACE

Bumble's cousin is flying in
from outer space.
See the crossing lines?
(Bumble calls this a *grid*.)
The spaceship is hidden where
two lines cross.

Guess Where!



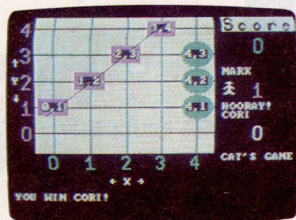
- Pick a point where two
lines cross.
- Type the bottom number.
It will be 0, 1, 2, 3, or 4.
And press Enter .
- Type the side number.
It also will be from 0 to 4.

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


5 TIC TAC TOC



This game is a two-player game, so take turns with a friend. You play Tic Tac Toc on a set of points made by lines that cross each other—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.



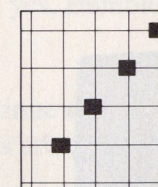
To win Tic Tac Toc you try to choose four points on the grid in a straight line: up, down, across, or at an angle. But it has to be a line, and you get to choose only one point each turn.

To choose a point on the grid, you first type the **X** number, next type a comma (,) and then type the **Y** number. Remember to press Enter .

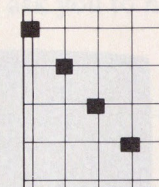
If you make a mistake, press the Backspace key  to erase, and then type the different **X** number and **Y** number. (The Backspace key is on the top row of keys.) When you have typed the numbers you want, press Enter .

Watch what the winner gets on the screen!

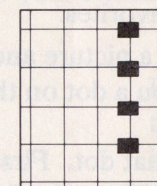
Do you know what a cat's game is? A *cat's game* is a tie. Nobody wins.



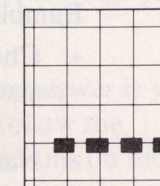
THIS IS A WIN!



THIS IS A WIN!



THIS IS A WIN!

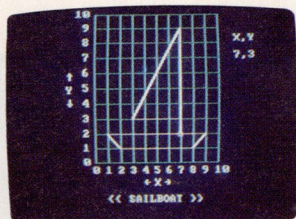
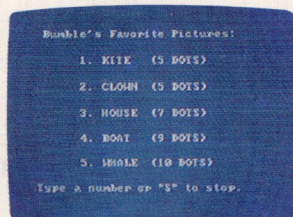


THIS IS A WIN!


6 BUMBLE DOTS

You may choose to:

- Make Bumble's pictures. Bumble will help you draw a picture.
- Create your own work of art. You can make a picture for yourself or for a friend.



If you choose Bumble's pictures: You will see a list of Bumble's favorites.

- Choose a picture and type its number. Bumble will show you a dot on the screen.
- Name that dot. First type the number on the bottom (X number). Then type a comma (,). Next, type the number on the left (Y number). Remember to press Enter .
- 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!

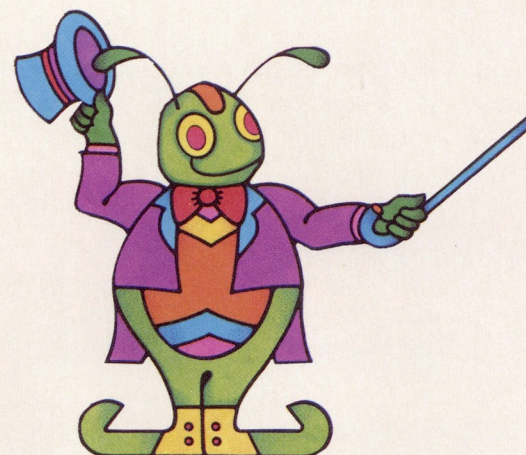
If you choose to make your own picture:

- Bumble will say, **NAME DOT #1**. Type your first dot.
- Bumble will show your dot and ask if it's **OKAY**.

Answer **Y** for yes and **N** for no. If your answer is no, the dot will disappear, and you can choose another dot.

If your answer is yes, Bumble will ask you to name the next dot.

- Bumble will continue connecting the dots you name, until all 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 your answer is yes, then follow the instructions on the screen.

If your answer is no, then Bumble will show your picture and play a tune.



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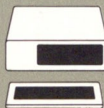
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System requirements:



IBM Display or a
TV (color preferred)



IBM PC or PC XT
64KB of memory
Diskette drive
Color/Graphics
Monitor Adapter

Or



IBM PCjr
128KB of memory
Diskette drive
Cartridge BASIC

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