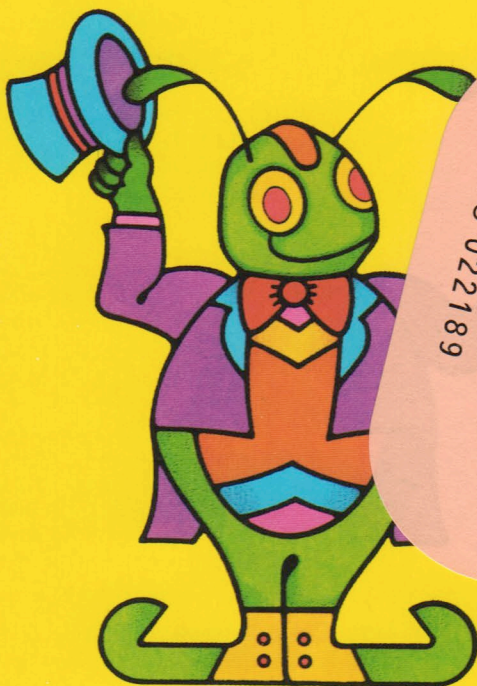


# Bumble Plot™

by The Learning Company

Education Series



**IBM**

**IBM Software**  
for IBM Personal  
Computers

**Five increasingly  
challenging games to help  
children develop geometry  
skills.** For children aged 8-13

**IBM Program License Agreement**

YOU SHOULD CAREFULLY READ THE FOLLOWING TERMS AND CONDITIONS BEFORE OPENING THIS DISKETTE(S) OR CASSETTE(S) PACKAGE. OPENING THIS DISKETTE(S) OR CASSETTE(S) PACKAGE INDICATES YOUR ACCEPTANCE OF THESE TERMS AND CONDITIONS. IF YOU DO NOT AGREE WITH THEM, YOU SHOULD PROMPTLY RETURN THE PACKAGE UNOPENED; AND YOUR MONEY WILL BE REFUNDED.

IBM provides this program and licenses its use in the United States and Puerto Rico. You assume responsibility for the selection of the program to achieve your intended results, and for the installation, use and results obtained from the program.

**LICENSE**

You may:

- a. use the program on a single machine;
- b. copy the program into any machine readable or printed form for backup or modification purposes in support of your use of the program on the single machine (Certain programs, however, may include mechanisms to limit or inhibit copying. They are marked "copy protected.");
- c. modify the program and/or merge it into another program for your use on the single machine (Any portion of this program merged into another program will continue to be subject to the terms and conditions of this Agreement.); and,
- d. transfer the program and license to another party if the other party agrees to accept the terms and conditions of this Agreement. If you transfer the program, you must at the same time either transfer all copies whether in printed or machine-readable form to the same party or destroy any copies not transferred; this includes all modifications and portions of the program contained or merged into other programs.

You must reproduce and include the copyright notice on any copy, modification or portion merged into another program.

YOU MAY NOT USE, COPY, MODIFY, OR TRANSFER THE PROGRAM, OR ANY COPY, MODIFICATION OR MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS LICENSE.

IF YOU TRANSFER POSSESSION OF ANY COPY, MODIFICATION OR MERGED PORTION OF THE PROGRAM TO ANOTHER PARTY, YOUR LICENSE IS AUTOMATICALLY TERMINATED.

**TERM**

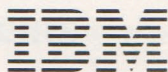
The license is effective until terminated. You may terminate it at any other time by destroying the program together with all copies, modifications and merged portions in any form. It will also terminate upon conditions set forth elsewhere in this Agreement or if you fail to comply with any term or condition of this Agreement. You agree upon such termination to destroy the program together with all copies, modifications and merged portions in any form.

**LIMITED WARRANTY**

THE PROGRAM IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU (AND NOT IBM OR AN AUTHORIZED PERSONAL COMPUTER DEALER) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

Continued on inside back cover





*Personal Computer  
Education Series*

---

## **BUMBLE PLOT™**

*Ages: Eight to Thirteen*

*by The Learning Company*

## **First Edition (June 1983)**

This product could include technical inaccuracies or typographical errors. Changes are periodically made to the information herein; these changes will be incorporated in new editions of the publication.

**The following paragraph applies only to the United States and Puerto Rico:** International Business Machines Corporation provides this manual "as is," without warranty of any kind, either expressed or implied, including, but not limited to, the particular purpose. IBM may make improvements and/or changes in the product(s) and/or the program(s) described in this manual at any time.

Products are not stocked at the address below. Requests for copies of this product and for technical information about the system should be made to your authorized IBM Personal Computer dealer.

A Reader's Comment Form is provided at the back of this publication. If the form has been removed, address comments to: IBM Corp., Personal Computer, P.O. Box 1328-C, Boca Raton, Florida 33432. IBM may use or distribute any of the information you supply in any way it believes appropriate without incurring any obligations whatever.

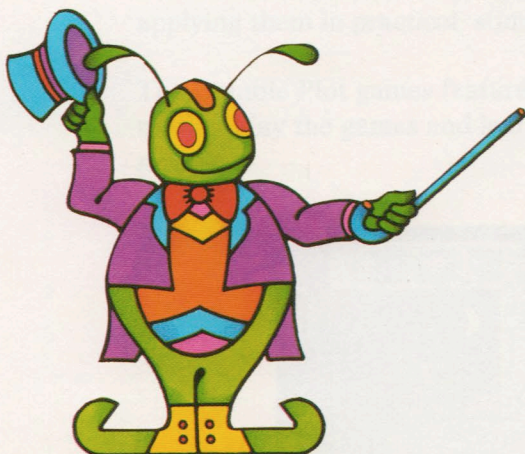
© Copyright International Business Machines Corporation 1983  
© Copyright The Learning Company 1982

BUMBLE PLOT and the Bumble Character are trademarks of The Learning Company.



# Contents

INTRODUCING BUMBLE .....	1
CARING FOR YOUR BUMBLE PLOT	
DISKETTE .....	2
Playing Bumble Plot on the IBM PC <sup>jr</sup> ....	4
GETTING STARTED .....	5
1 TRAP AND GUESS .....	7
2 BUMBLEBUG .....	9
3 HIDDEN TREASURE .....	10
4 BUMBLE ART .....	12
5 ROADBLOCK .....	15



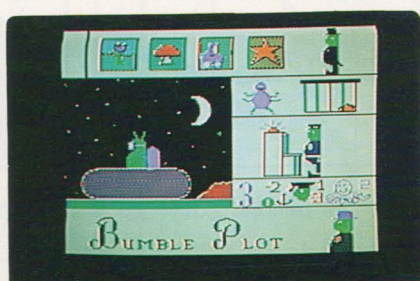
# INTRODUCING BUMBLE

Meet Bumble, the imaginary creature from the planet Furrin. Bumble will help boys and girls learn math concepts and skills.

Bumble Plot is a set of five educational games introducing positive and negative numbers, number pairs, grids, and computer graphics. This learning builds basic knowledge and skills for the computer age.

The educational games are arranged according to difficulty, so learning occurs naturally. Some activities develop analytical thinking and logical reasoning. Others encourage imagination and creativity. In all the activities children are learning intellectual skills and applying them in practical, stimulating ways.

The Bumble Plot games feature color graphics and music. Play the games and learn math concepts in a new way.

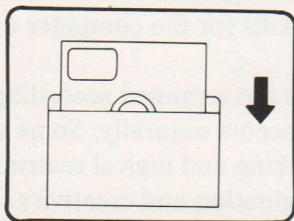




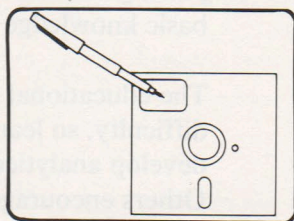
# CARING FOR YOUR BUMBLE PLOT DISKETTE

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

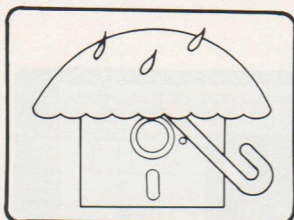
## Do's



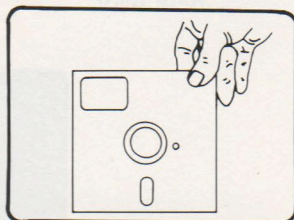
Store the diskette in its protective jacket after use.



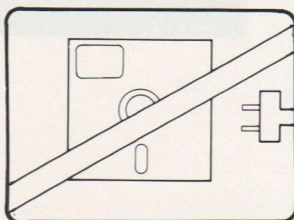
Use a felt tip pen only when writing on the label to avoid damaging the diskette.



Keep the diskette dry.

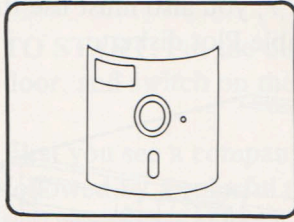


Grasp by a corner.

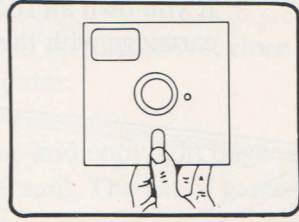


Keep it away from electrical equipment (including the telephone and the TV).

## Don'ts

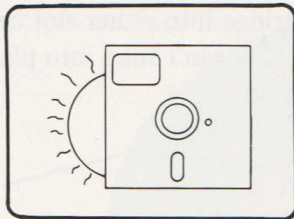


Don't bend.

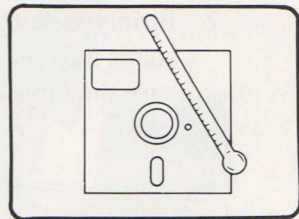


Don't touch the diskette through openings in the envelope. This could damage the exposed magnetic surface of the diskette.

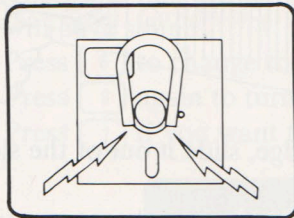
Diskettes are sensitive to temperature extremes.



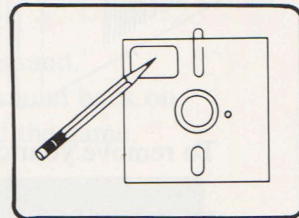
Keep your diskette out of direct sunlight.



Don't get it too hot nor too cold.



Don't place a diskette near magnets...

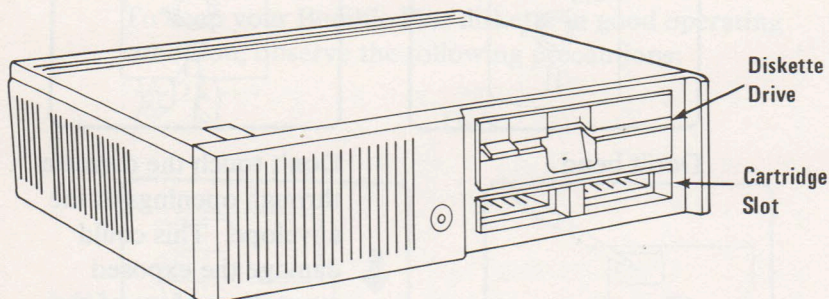


nor use clips, pencils, or ballpoint pens.



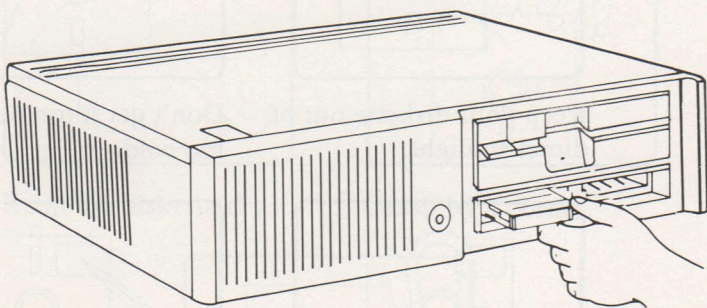
## Playing Bumble Plot on the IBM PC *jr*

If you own an IBM PC *jr*, you also must use the Basic cartridge with the Bumble Plot 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.

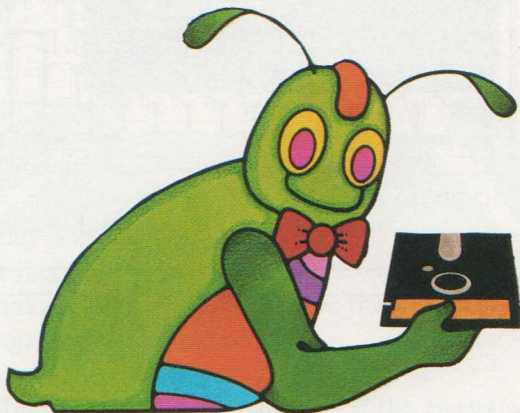
# GETTING STARTED

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

First you see a company name and copyright page followed by a colorful title picture. The list of games you see next is called a *menu*.

The games are numbered 1 to 5.  
To choose a game, type a number.

Before you do this, try number 6 on the menu.



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

Press  to change to "no sound."

Press  again to turn the sound back on.




Press  if you want to end the game.

1. TRAP AND GUESS  
2. BUMBLEBUG  
3. HIDDEN TREASURE  
4. BUMBLE ART  
5. ROADBLOCK

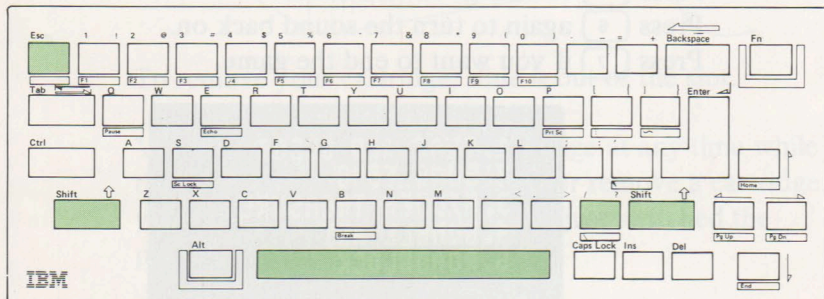
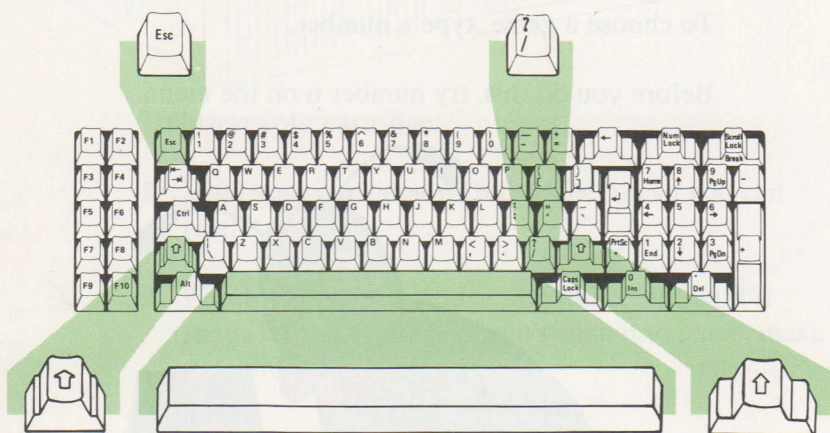
6. SOUND /OFF  
7. END



When playing a game you can:

- Look at the directions anytime by holding down the Shift key  and pressing .
- Return to the menu to choose another game by pressing .

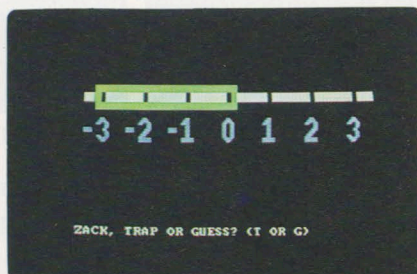
Also you can press the Spacebar to skip the opening pictures and move immediately to the game.



# 1 TRAP AND GUESS

Bumble is thinking of a secret number. It can be -3,-2,-1,0,1,2, or 3.

Numbers with minus signs (-) are called *negative numbers*. You use them to count backwards past zero (0). For example -3,-2,-1,0,1,2, or 3.



## Trap and guess Bumble's secret number.

To trap Bumble's number, type two numbers which you think include the secret number.

To make a negative number use the minus (-) key, on the top row of the keyboard.

Bumble will draw a trap and tell if the secret number is inside or outside the trap.



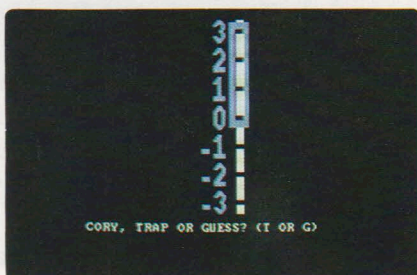
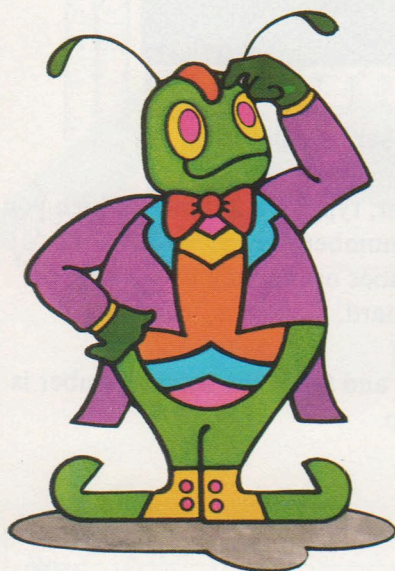
If it is inside the trap you have two choices. You can type two new numbers to make the trap smaller, or you can try to guess the secret number.

The program will ask which you want to do: **TRAP OR GUESS?** Type **T** if you want to trap, and type **G** to guess.

If the secret number is outside the trap, type two numbers to make a new trap.

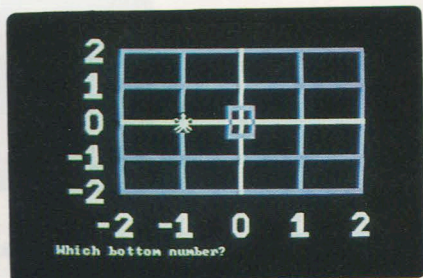
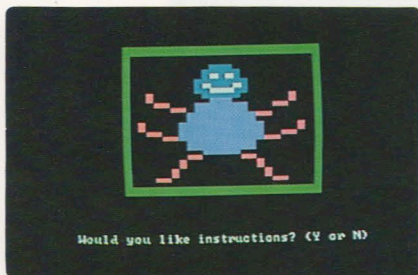
Play alone or with a friend.

If two people play, Bumble will have a different secret number for each of you.



## 2 BUMBLEBUG

Trap the bumblebug sitting on the grid!



How? Set traps alongside the bumblebug until it hops into the trap. At the beginning of the new game the bumblebug is sitting somewhere on the crossing lines—called a *grid*.

To set a trap, choose a point next to the bumblebug and name the point.

Type the bottom number first and press Enter .

Then type the side number and press Enter .

You will see the square trap at the point you named.

Bumblebug hops!

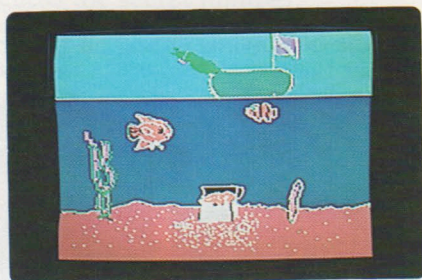
Did you catch it?

You did if the bumblebug hopped into your trap.

If you didn't, set a new trap.



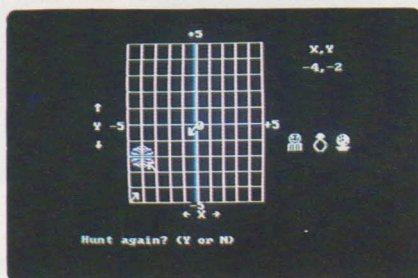
### 3 HIDDEN TREASURE




Bumble's underwater map shows arrows as clues.

Bumble's map goes from -5 (negative five) to +5 (positive five) in two directions.

- The left to right (horizontal) direction is the **X** direction, or **X axis**.
- The up and down (vertical) direction is the **Y** direction, or **Y axis**.



Name the point you guess by giving its distance in each direction.

Type the **X** number; next type a comma [,]; then type the **Y** number and press Enter .

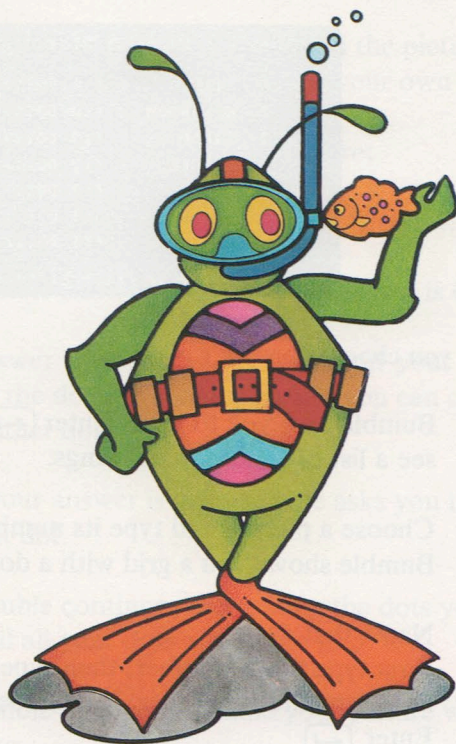
The **X** and **Y** numbers are called *coordinates*.

Watch the moving dot land.  
Read the arrow and word clues and keep hunting!

**Find all the treasure!**

There are 16 treasures altogether.  
Something special happens when you find six of them.

**GOOD LUCK!**





## 4 BUMBLE ART

You may choose to:



1. Make Bumble's pictures. Bumble will help you draw a picture.
2. Make your own drawing. You can make a picture for a friend.

### Bumble's Favorite Pictures:

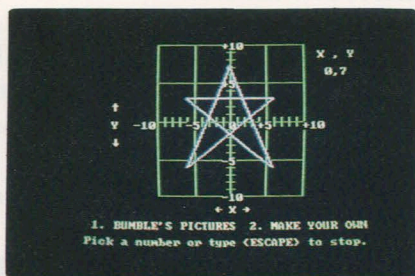
- |             |           |
|-------------|-----------|
| 1. STAR     | ( 6 DOTS) |
| 2. MUSHROOM | (10 DOTS) |
| 3. TULIP    | (13 DOTS) |
| 4. BEAGLE   | (17 DOTS) |
| 5. HAPPY    | (17 DOTS) |
| 6. AUTO     | (18 DOTS) |
| 7. BUMBLE   | (18 DOTS) |

Type a number or <ESCAPE> to stop.

If you choose Bumble's pictures:

1. Bumble asks you to press Enter ; then you will see a list of Bumble's drawings.
2. Choose a picture and type its number.  
Bumble shows you a grid with a dot on it.
3. Name that dot.  
First type the X number; then type a comma [,]; next type the Y number. Remember to press Enter .
4. Keep naming the dots Bumble shows you.  
Bumble draws a line connecting each one. If you make a mistake, Bumble will tell you how to correct it.

Watch the picture grow!



Press [Esc] during the game to end the picture, to choose a new picture, or to make your own picture.

**If you want to make your own picture:**

1. Bumble asks you to name your first dot.
2. Bumble shows your dot and asks if it is OK.

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

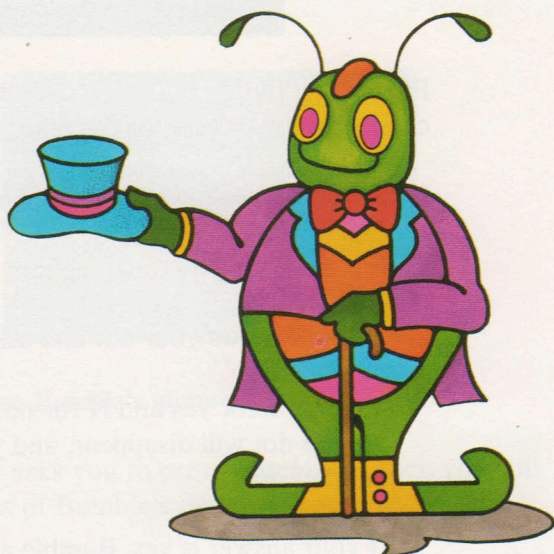
If your answer is yes, Bumble asks you to name the next dot.

3. Bumble continues connecting the dots you name, until all your dots are on the grid.
4. Bumble asks you to name your picture when it is done.
5. Bumble asks if your friend wants to make your picture.



If your answer is yes,  
then follow the instructions  
on the screen.

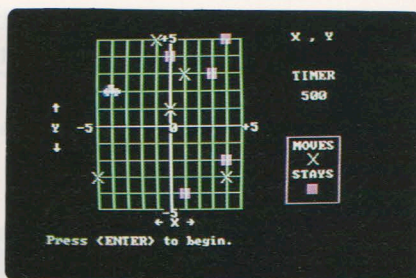
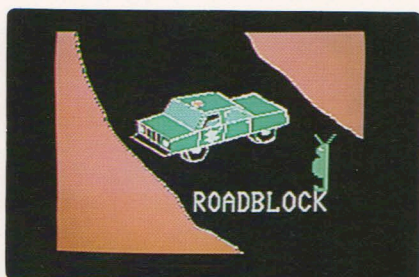
If your answer is no,  
then Bumble shows  
your picture and plays  
a tune.



## 5 ROADBLOCK

**THE SCENE:** The bank robber in the moving car is escaping from the police and will get away by reaching any of the edges.

**Close him in on all sides!**



The police (that's you) move roadblocks (X's) to surround the thief and win a badge.

You have five road blocks. You also have five dead-end streets which can be used to help trap the robber.

You can't move the deadends, but they can help block him off.



### **Playing the game.**

1. To freeze time press the Spacebar . Then make your move.
2. Pick up a roadblock by naming the point where it is. First type the **X** number. Next type a [,], then type the **Y** number.
3. Put down the roadblock by naming the **X,Y** numbers where you want it to go.

What directions can the robber move?  
It will help your chase to figure this out.

### **Remember:**

The moment the roadblock is in position, the robber will start moving again. Press the Spacebar to stop the clock. Then put another roadblock in place.

Don't forget, you are working against the clock. You can run out of time as well as lose the robber over the edge.

The clicking numbers tell you how much time remains.

### **What happens when you trap the robber?**

The faster you trap the robber, the further you move up the ranks in the police department: to sergeant, lieutenant, captain, and chief.

Trap the robber a second and third time to see how well you can do.





Reader's Comment Form

BUMBLE PLOT

1502272

Your comments assist us in improving the usefulness of our publication; they are an important part of the input used for revisions.

IBM may use and distribute any of the information you supply in any way it believes appropriate without incurring any obligation whatever. You may, of course, continue to use the information you supply.

Please do not use this form for technical questions regarding the IBM Personal Computer or programs for the IBM Personal Computer, or for requests for additional publications; this only delays the response. Instead, direct your inquiries or request to your authorized IBM Personal Computer dealer.

Comments:

BUSINESS REPLY MAIL



UNITED STATES  
IN THE  
POSTAL  
SERVICE  
NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES



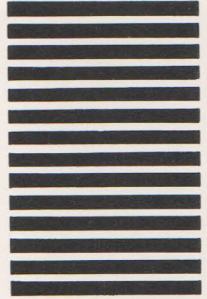
NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

# BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 123 BOCA RATON, FLORIDA 33432

POSTAGE WILL BE PAID BY ADDRESSEE

IBM PERSONAL COMPUTER  
SALES & SERVICE  
P.O. BOX 1328-C  
BOCA RATON, FLORIDA 33432



Fold here

IBM PERSONAL COMPUTER  
SALES & SERVICE  
P.O. BOX 1328-C  
BOCA RATON, FLORIDA 33432

IBM PERSONAL COMPUTER  
SALES & SERVICE  
P.O. BOX 1328-C  
BOCA RATON, FLORIDA 33432

IBM PERSONAL COMPUTER  
SALES & SERVICE  
P.O. BOX 1328-C  
BOCA RATON, FLORIDA 33432

IBM PERSONAL COMPUTER  
SALES & SERVICE  
P.O. BOX 1328-C  
BOCA RATON, FLORIDA 33432

IBM PERSONAL COMPUTER  
SALES & SERVICE  
P.O. BOX 1328-C  
BOCA RATON, FLORIDA 33432

Tape

Please do not staple

Tape



Continued from inside front cover

SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

IBM does not warrant that the functions contained in the program will meet your requirements or that the operation of the program will be uninterrupted or error free.

However, IBM warrants the diskette(s) or cassette(s) on which the program is furnished, to be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of delivery to you as evidenced by a copy of your receipt.

#### LIMITATIONS OF REMEDIES

IBM's entire liability and your exclusive remedy shall be:

1. the replacement of any diskette(s) or cassette(s) not meeting IBM's "Limited Warranty" and which is returned to IBM or an authorized IBM PERSONAL COMPUTER dealer with a copy of your receipt, or
2. if IBM or the dealer is unable to deliver a replacement diskette(s) or cassette(s) which is free of defects in materials or workmanship, you may terminate this Agreement by returning the program and your money will be refunded.

IN NO EVENT WILL IBM BE LIABLE TO YOU FOR ANY DAMAGES, INCLUDING ANY LOST PROFITS, LOST SAVINGS OR OTHER INCIDENTAL OR CONSEQUENTIAL

DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE SUCH PROGRAM EVEN IF IBM OR AN AUTHORIZED IBM PERSONAL COMPUTER DEALER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY CLAIM BY ANY OTHER PARTY.

SOME STATES DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

#### GENERAL

You may not sublicense, assign or transfer the license or the program except as expressly provided in this Agreement. Any attempt otherwise to sublicense, assign or transfer any of the rights, duties or obligations hereunder is void.

This Agreement will be governed by the laws of the State of Florida.

Should you have any questions concerning this Agreement, you may contact IBM by writing to IBM Personal Computer, Sales and Service, P.O. Box 1328-W, Boca Raton, Florida 33432.

YOU ACKNOWLEDGE THAT YOU HAVE READ THIS AGREEMENT, UNDERSTAND IT AND AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. YOU FURTHER AGREE THAT IT IS THE COMPLETE AND EXCLUSIVE STATEMENT OF THE AGREEMENT BETWEEN US WHICH SUPERSEDES ANY PROPOSAL OR PRIOR AGREEMENT, ORAL OR WRITTEN, AND ANY OTHER COMMUNICATIONS BETWEEN US RELATING TO THE SUBJECT MATTER OF THIS AGREEMENT.





---

**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

---

© IBM Corp. 1983  
All rights reserved

International Business  
Machines Corporation  
P.O. Box 1328-S  
Boca Raton, Florida 33432

1502272

Printed in USA