

UP & ADD'EM™

UP & ADD'EM is an introduction to numbers and simple number concepts. With the help of some animal friends, your child is challenged to identify numbers and the quantities they represent. Colorful balloons, whimsical creatures, and lively music will capture your child's attention and provide hours of fun as they learn.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions will help you get off to a quick start.

HOW DO I START?

COMMODORE 64

Disk:

- Turn on the disk drive, monitor/TV, and the computer.
- Plug joystick into Port 2.
- Put the UP & ADD'EM disk into the disk drive and close the door.
- Type **LOAD"FP"**, 8 and press **RETURN**.
- When **READY** appears, type **RUN** and press **RETURN**.

Cartridge:

- Be sure the computer is turned off and joystick is in Port 2.
- Insert the cartridge into the slot. Be sure the label faces up.
- Turn on the monitor/TV and the computer.
- After playing, be sure computer is turned off before removing cartridge.

APPLE

- Make sure the joystick is plugged in.
- Put the UP & ADD'EM disk into the disk drive and close the door.
- Turn on the monitor and computer.

IBM

- Insert DOS disk into the drive and turn on the computer. If the computer is already on, press the **CTRL**, **ALT**, and **DEL** keys simultaneously.
- Follow the instructions until you see an **A>**.
- Remove the DOS disk from the drive and replace it with the UP & ADD'EM disk.
- Type **AUTOEXEC** and press **ENTER**. The program will then load.

Note: Because it is copy-protected, UP & ADD'EM cannot be installed onto a hard disk drive. Trying to do so may cause damage to your disk and to your hard disk.

SELECT A LEVEL

There are 4 levels of game play. Each level can be played with a joystick (or with the keyboard).

Joystick: Use the joystick to move the umbrella up and down the menu. Press the joystick button to choose the level.

Keyboard:

	<u>Move Umbrella</u>	<u>Select</u>
C64	< and > keys	spacebar
Ap IIc, IIe	up and down arrows	spacebar
Ap II+	I and M keys	spacebar
IBM	up and down arrows	spacebar

To change a level, move the cursor to the MENU square at the bottom left corner of the screen and select it (using the joystick button or spacebar).

Level 1 is a practice game to help your child become familiar with numbers and sets of balloons. Higher levels challenge your child to combine and match different sets of balloons with corresponding numbers.

HOW DO I WIN?

Choose the correct sets of balloons to fill in the cloud and build a rainbow. You will see that the animals love the rainbow and hear the music. It makes them dance!

WHAT DO I DO?

- Choose a number by using the joystick or keyboard (see SELECT A LEVEL for Apple and C64 users*) and then select it.
- Pick a set of balloons by guiding the animal to the balloons and selecting them.

***Note:** IBM users press the **Right** and **Left** Arrow keys to choose numbers and to select a set of balloons.

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UP & ADD'EM

How do I Start on the IBM®?

1. Insert the DOS disk in the disk drive and close the disk drive door.
2. Turn on the computer and monitor, or if the computer is already on, press the **Ctrl Alt Del** keys simultaneously.
3. Follow the instructions that appear on the screen until you see an **A>**.
4. Remove the DOS disk from the drive and put the UP & ADD'EM program disk into the drive, and close the disk drive door.
5. Type **AUTOEXEC** and press the **Enter** key.
6. The program will load.

To Select a Level During a Game

Use the **Up** and **Down** arrow keys to change levels. Refer to the **Select a Level** section of the guide for more information about changing levels.

What Do I Do--Using Keys?

1. Choose a number by pressing the **Left** and **Right** arrow keys.
2. Pick a set of balloons by pressing the **Left** and **Right** arrow keys. Then press the spacebar.

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