

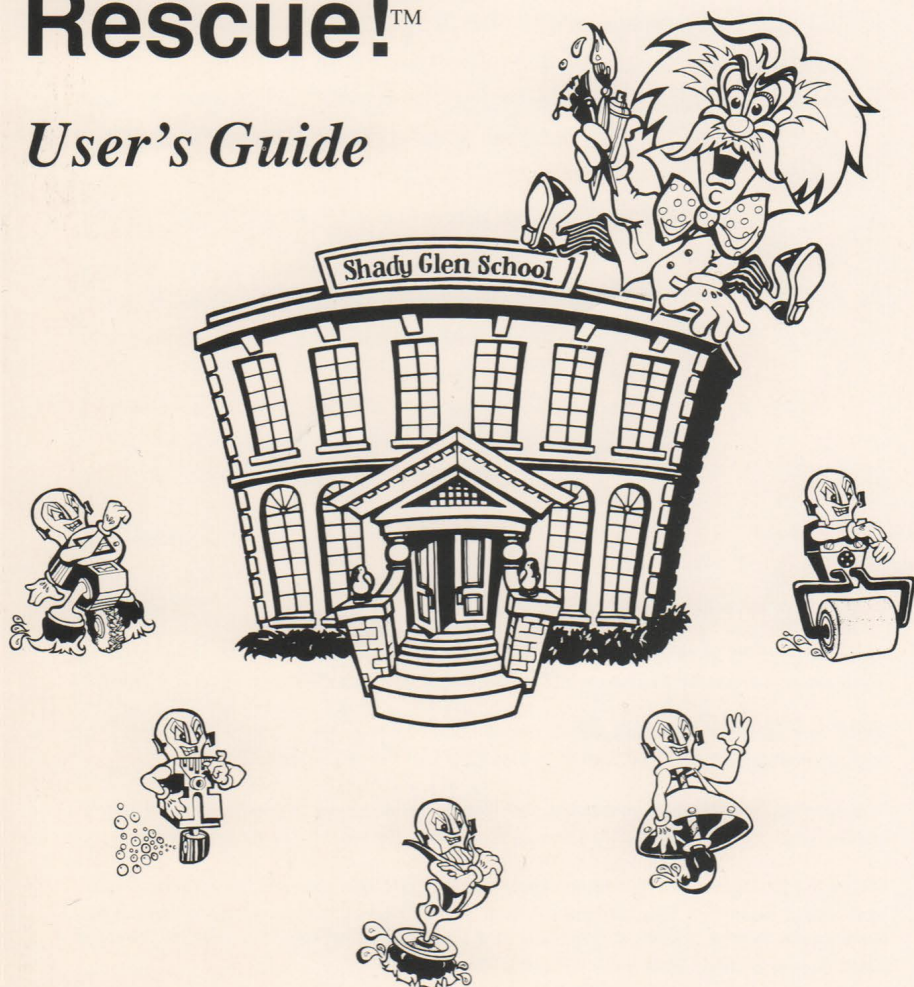
The Learning Company

IBM/Tandy and Compatibles Version

SUPER SOLVERS™

Midnight Rescue!™

User's Guide



QUICK START

If you can't wait to play the game, turn on your computer and follow these steps for a quick start. (For detailed information, see *Getting Started*.)

1. At the A:> prompt, insert the program disk (Disk 1 if you're using 5.25" disks) label side up in drive A.
2. Type **SSR** and press to see the title screen. Then press to continue and read the messages on the screen.
3. Follow the prompts on the screen to sign in as a club member and start the game.
4. Refer to this user's guide for complete instructions on playing the game and using the program.

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SUPER SOLVERS

Midnight Rescue!

For:

- Ages 7 to 14

Runs on:

- IBM® PC, XT, AT, PS/2, and compatibles with 512K
- Tandy® 1000 family with 640K

With:

- 3.5" drive or 5.25" drive
- DOS 2.0 or higher
- Monitor (color not required)
- 16-color EGA; VGA in 16-color EGA mode;
Tandy 1000 TL/SL/TX in 16-color TGA mode;
Tandy 1000 EX/SX/HS in 4-color TGA mode;
PS/2 MCGA in 4-color CGA mode; 4-color CGA;
or Hercules monochrome graphics adapter

Optional:

- Color monitor
- Hard disk

Materials enclosed:

- One 3.5" program disk
 - Two 5.25" program disks
 - User's Guide
 - Ready Reference Card
-

THE LEARNING COMPANY

A leader in children's software, The Learning Company is dedicated to producing high-quality, engaging products that enrich the education of young people ages three and up. Our unique approach reinforces important subject areas, while helping to develop underlying thinking skills.

At The Learning Company, we also strive to make our products engaging and easy to use. Intriguing characters, challenging situations, and rich game environments combine to create captivating programs that children can enjoy for hours on end. Multiple skills levels and easy-to-follow directions make each product accessible to a wide audience—without frustration or complicated procedures. And, with products from The Learning Company, your satisfaction is ensured with a 30-day money-back guarantee.

The Learning Company's line features the new Super Solvers series, including the reading and thinking game *Treasure Mountain!* (ages 5 - 9), the deductive thinking and reading comprehension game *Midnight Rescue!* (ages 7 - 14), the math problem-solving game *OutNumbered!* (ages 7 - 14) and the strategy adventure game *Challenge of the Ancient Empires!* (ages 10 & up). The line also includes the award-winning *Reader Rabbit* (ages 3 - 7), *Math Rabbit* (ages 3 - 7), *Writer Rabbit* (ages 7 - 10), *Think Quick!* (ages 7 & up), and *The Children's Writing & Publishing Center* (ages 7 - 14).

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THE LEARNING GINNALEO

Welcome to the Super-Solvers Club! Inside this book you'll find a variety of fun and challenging problems to solve. Each problem is designed to help you learn something new about the world around you. The problems are arranged in order of difficulty, so you can start with the easiest ones and work your way up to the most challenging. The problems are also arranged by subject, so you can find the ones you're most interested in. The problems are also arranged by age group, so you can find the ones that are right for you. The problems are also arranged by type, so you can find the ones you like best. The problems are also arranged by difficulty, so you can find the ones that are just right for you. The problems are also arranged by subject, so you can find the ones you're most interested in. The problems are also arranged by age group, so you can find the ones that are right for you. The problems are also arranged by type, so you can find the ones you like best. The problems are also arranged by difficulty, so you can find the ones that are just right for you.



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WELCOME TO THE SUPER SOLVERS CLUB!

For years, the Super Solvers Club has been tracking Morty Maxwell of Shady Glen—the infamous Master of Mischief who is once again up to no good. This time, he has created robots to help him paint the school with disappearing paint. And he’s disguised himself as one of them so he won’t get caught. Luckily for Shady Glen, the Super Solvers Club is ready for action.

As a member of the club, you’ll have three hours to explore the school and figure out which robot is really the Master of Mischief. To help you, you’ll have a camera for photographing the Master of Mischief’s robot helpers, a reading glass for uncovering clues, and a folder to keep track of your notes. But you’ll also need a keen eye, sharp thinking skills, and quick reactions to beat the clock and outsmart the Master of Mischief before everything disappears—including you!

It’s a risky job, but you’ll be rewarded with higher and higher ranks—from Trainee all the way up to Champion—the more games you play. And the more games you play, the higher your score and the better your chances of capturing the Master of Mischief. So, are you ready to put a stop to all his mischief? Then welcome to the club!

WELCOME TO THE SUPER SOLVERS CLUB!

For years, the Super Solvers Club has been tracking Monty Maxwell or Shady Glen—the infamous Master of Mischief—who is once again up to no good. This time, he has created robots to help him paint the school with disappearing paint. And he's disguised himself as one of them so he won't get caught. Luckily for Shady Glen, the Super Solvers Club is ready for action.

As a member of the club, you'll have three hours to explore the school and figure out who's really the Master of Mischief. To help you, you'll have a camera for photographing the Master of Mischief, a robot helper, a reading glass for uncovering clues, and a tool to keep track of your notes. But you'll also need a keen eye, sharp thinking skills, and quick reaction time to look out and outsmart the Master of Mischief before everything disappears—including you!

It's a risky job, but you'll be rewarded with higher and higher ranks—from Trainee all the way up to Champion—the more games you play. And the more games you play, the higher your score and the better your chances of capturing the Master of Mischief. So, are you ready to put a stop to all his mischief? Then welcome to the club!

1

Getting Started



YOUR MISSION STARTS *HERE* with instructions on loading the program and using the game's menu bar. You'll also find out how to become a member of the Super Solvers Club. After all, only members can track the Master of Mischief!

STARTING THE PROGRAM

Before you start the program for the first time, it's best to make a backup copy of the program disk(s). For instructions on how to make a backup copy of a disk using the DOS (**D**isk **O**perating **S**ystem) command DISKCOPY, see your DOS manual.

The most efficient way to run the program is to install (copy) it on your hard disk, if you have one. See *Appendix A* of this user's guide for instructions. (If you are using Tandy DeskMate™, see the procedures in *Appendix B*.) If you don't have a hard disk, you can run the program from a floppy disk.

To run the program from a floppy disk:

1. Put your DOS disk (version 2.0 or higher) in drive A of your computer and close the disk drive door. Turn on the monitor and then the computer. (If DOS is in your computer's permanent memory or on a hard disk, or if your computer is already up and running, you don't have to insert the DOS disk.)
2. If you see the prompts for entering a new date and time, just press on your keyboard twice.
3. When you see A:> on your screen, remove the DOS disk and insert the program disk (Disk 1 if you're using 5.25" disks) label side up in drive A. (If you see C:> on the screen, insert the program disk in drive A, type A: and press .)
4. Type **SSR** (short for **S**uper **S**olvers **R**escue) and press . In a few moments, the title screen will appear.

Starting the Program



5. Press **[Enter]** to continue and read the messages on the screen about playing the game. Keep pressing **[Enter]** until you see the Club Member Sign-In screen or the screen for entering your name.

SIGNING IN

Since only members of the Super Solvers Club are allowed to play the game, you'll need to sign in before the game starts. The Club Member Sign-In lists all the current club members and their lifetime scores. If this is the first time you've used the program, you'll need to enter your name as a new member (see step 2 of the instructions below for adding your name to the list). If this is the first time you've played the game but others have used the program before, you'll need to add your name to the list. After you've played a game, your name and lifetime score will be listed on the Club Member Sign-In. (If you want to remove a name and score, see *Special Keys* in *Quick References*.)

Select Player Name		
Kim	Champion	850,675
Collette	Champion	666,875
Chris	All-Star	318,570
Benjamin	Expert	123,110
Isidro	Pro	85,250
Leonore	Senior	56,875
J Parks	Senior	40,850
Mylene	Junior	29,300
Juan	Junior	24,700
New Player		

(Esc) to Exit

(T) to Cycle (Enter) to Select

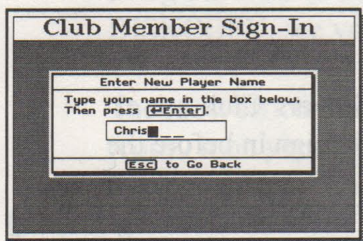
To add your name to the list:

1. Use **[Up Arrow]** or **[Down Arrow]** to highlight **New Player** (if it isn't already highlighted) and select it by pressing **[Enter]**. (If 10 members are already on the list, you will be asked if you want to remove a name so you can add yours. Press **[Enter]** to continue.

1

GETTING STARTED

Use or to highlight the name you want to remove and press to remove it. Read the message warning you that the member's name and score will be erased from the disk. Removing a name will permanently erase the player's name, rank, and lifetime score from the disk.)



2. Type your name—up to eight characters. If you make a mistake, use to erase and type again. When you're finished, press .

3. Read the message on the screen. Then press again to start the game.

To select your name from the list:

1. Use or to highlight your name and press to select it. If you played before and didn't finish the game, you'll be asked if you want to continue that game which was saved on the disk. Use or to highlight **Yes** or **No** and press to select it. If you select **Yes**, you'll start the game where you left off in the previous game. If you select **No**, you'll start a new game and any points you earned in the saved, unfinished game will be lost.
2. Read the message on the screen and press again to start the game. If you win, the points you earn in this game will be added to your lifetime score.



USING THE MENU BAR

When you get into the game, you'll see the menu bar at the top of your screen. From the menu bar, you can get help; see your lifetime score, rank, and the ten highest game scores; restart a game; exit the program; and turn off or on new user messages, the music, and the sound.

To make a selection from the menu bar:

1. Press the function key **F1**, **F2**, or **F3** that appears on the menu bar to select that menu. A menu appears with more choices.
2. Use **↓** or **↑** to highlight the choice you want and press **↵ Enter** to select it.
3. To leave a menu and return to the game, press **Esc**.

Help

Select **Help** (press **F1**) when you want to get help on using the program. Select the topic you want from the Help menu and read the information that appears on the screen. If there is more information on that topic, press **↵ Enter** to select **See Next Page**. To go back, select **Go Back a Page**. To get help on other areas of the program, press **F1** or select **Done** to see the Help menu again. When you are finished, select **Done** to go back to the Help menu or press **Esc** to go back to the game.

Help F1

Using the Keyboard
All About the Game
Taking Pictures
Collecting Clues
Winning the Game
Moving Up in Rank
(Esc) to Go Back

1

GETTING STARTED

File

File F2

Lifetime Scores

High Game Scores

Start Over

Exit and Save

[Esc] to Go Back

Select **File** (press **F2**) when you want to see the lifetime scores, see the high game scores, start a game over again, or exit the program.

Choose **Lifetime Scores** to see the total scores of all the current club members and their ranks. Your score in a current game will not be added to your lifetime score until you win the game. Choose **High Game Scores** to see the ten highest scores ever made in a single game by any club member who has ever played using your disk.

Choose **Start Over** when you want to stop the game you are currently playing without saving your game score. When you are asked if you want to start a new game, select **Yes** (or select **No** if you change your mind). You will then see the Club Member Sign-In screen.

Choose **Exit and Save** when you want to stop playing. When you are asked if you want to exit the program, select **Yes** (or **No** if you change your mind). When you leave the program, your game is saved where you left off. The next time you sign in, you will be asked if you want to continue this game or start a new one.



Options

Select **Options** (press **F3**) when you want to turn off and on new user messages, the music, and the sound. When you start the game, new user messages pop up only for players ranked as Trainees, and the music and sound are on. When you make a choice from the Options menu, you will be asked if you want to see new user messages or hear music or sound. Select **No** to turn the messages, music, or sound off. Select **Yes** to turn the messages, music, or sound on.

Options F3

New User Messages
Music
Sound
(Esc) to Go Back

Choose **New User Messages** to turn the messages off or on. These messages are special prompts and hints that appear on the screen from time to time to help new players at the Trainee rank learn how to play the game.

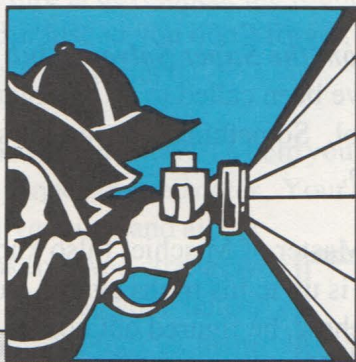
Choose **Music** to turn the music off or on. If you turn the music off, you will still hear some special sound effects.

Music
Do you want the Music on?
<input type="button" value="Yes"/> <input type="button" value="No"/>
(Esc) to Go Back

Choose **Sound** to turn all the program's sounds, including the music, off or on. If you turn the sound off, the game is completely quiet.

2

Playing the Game



STRANGE THINGS have been happening lately at the Shady Glen School. And everyone suspects that the Master of Mischief is behind the happenings. The Super Solvers Club has been asked to discover what's up and capture the Master of Mischief himself. He's smart—very smart—but can he outsmart the Super Solvers Club? Only time will tell, and there isn't much of that left. Better turn the page and get your instructions from the club . . . before it's too late!

FOR CLUB MEMBERS ONLY

—*From the Super Solvers Club Headquarters*

You've been called to an emergency at Shady Glen School. Something's up—and it's big. Here's the scoop.

The Master of Mischief (also known as Morty Maxwell) is up to his tricks again. But this time it's serious. Somehow, he figured out how to make disappearing paint. Then he turned five paintbrushes into robots. Now, he plans to paint the school and make it disappear by midnight! As a member of the Super Solvers Club, only you can stop him.

Here are the facts. The Master of Mischief has turned himself into one of the robots. Your job is to find out which one. The Master of Mischief may be clever, but he's left a paper trail of notes with clues that will help you find him. Be careful, though. Some of the notes may not have clues. So remember club rule number 1: **Read carefully!**



One thing you're sure not to miss are the robots—and they're nasty! Since you've been trained in acrobatics, you could just outjump and outrun them except for one thing: the robots themselves carry clues—hidden facts that can tell you which of them is the Master of Mischief. That's why you'll need your camera. And it's no ordinary camera! One shot will

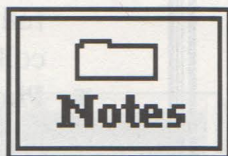


For Club Members Only



scare the daylights out of a robot and make it disappear. Then later, when the picture is developed, the robot clues are plain to see. But just so you don't forget, here's club rule number 2: **Stay alert!**

There's another thing you should know. To help you keep track of everything, you'll need to keep notes. Your notes include all the clues you've found and all the robot pictures you've taken. And strangely enough, whenever you look at your notes, time itself will stand still. So look at them often. Not only will you be safe from robots and the Master of Mischief himself, you'll have time to catch your breath and study your findings. So keep in mind club rule number 3: **Think before you act!**



And one more thing. If you follow the rules, you'll score many points and save the school. And when you earn the rank of Champion, you'll have a chance to perform a little mischief yourself on the Master of Mischief!

Everything you need to know is right here in this guide. Guard it with your life. If the Master of Mischief gets it, you're lost and so is the school. And just so you know what to do, there's a game plan on the next page you can carry with you.

Ready? Then get going. You've got work to do!



The Game Plan

- **Look for triangles** to find hidden letters, diary notes, posters, newspaper articles, and other things to read. Read everything carefully and answer the questions at the end to collect reading clues.
- **Photograph the robots** to protect yourself and to discover hidden facts about them—facts that will help you find out which one is really the Master of Mischief.
- **Go to your notes often** to study the reading clues and robot pictures you've collected. Match the reading clues to the robot clues in the pictures to find out which robot is really the Master of Mischief.
- **Watch the clock and film counter.** The clock starts at 9:00 PM and runs until 12:00 midnight. At midnight, it's all over. The film counter starts with 12 pictures. When you get low, find the film machine and reload.
- **Earn high scores** by reading carefully, keeping extra film in your camera, avoiding a crash with a robot or its tricks, collecting your clues quickly, and capturing the Master of Mischief before midnight.



MOVING AROUND THE SCHOOL

You have a whole school to explore—two full floors of rooms—and not much time to do it. So getting around the school quickly is important, especially with a robot on your tail! Here are some ways you can move to help you stay out of trouble and make good time.

To move left and right:

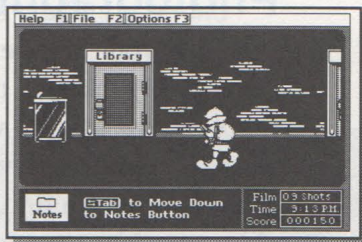
- Press and . To walk fast, continue holding the key down.

To flip and move left and right quickly:

- Press or at the same time. You can also leap over a robot using these keys.

To open a door, use a stairway, move in close to read, get film, or jump up when a robot throws something at you:

- Press .



"Better remember which rooms you've already explored. Searching the same hallways and rooms again gives the robots a better chance to play their tricks on you!"—*Don, Senior, Super Solvers Club*

ENCOUNTERING ROBOTS

You'll soon discover that each robot has its own personality—and a bag of tricks! But if you know how to deal with them, you'll save time and score more points. Whenever a robot appears from nowhere, you can either photograph it or dodge it.

Photographing Robots

Probably your best defense against a robot is your camera. By taking a robot's picture, you can make the robot disappear for a while and leave you alone. And your picture will show hidden facts about the robot—facts you need to find the Master of Mischief. You'll also score 50 points for every picture you take.

But you'll need to be careful with your film. You have only 12 shots when the game begins. And you'll get bonus points at the end of the game for any film left in your camera. (See *Scoring and Ranking*.) Although you can get more film from the school's film machine, you'll need to get a new reading clue first. Otherwise, the machine will be empty. The number of pictures you need of each robot to get all its clues depends on your rank.

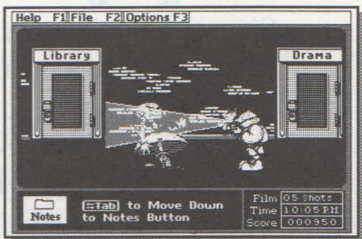
Rank	Pictures Needed
Trainee and Junior	1 picture
Senior and Pro	2 pictures
Expert, Master, All-Star, and Champion	4 pictures

Encountering Robots



To photograph a robot:

- Press **[Spacebar]** to use your camera. If the camera flash hits the robot, the robot will disappear and its picture will be saved in your notes.



To get more film:

- Find the film machine and press **[↑]**. If the machine is empty, collect a reading clue and come back and try again.

"Don't be afraid to get close to photograph a robot. If you're too far away, you won't get its picture. But then again, if you get too close, you might get bopped!"—*Betsy, Junior, **Super Solvers Club***

"Be brave! Stand up and face the robot when you take its picture. But be quick about it!"—*Jerry, Trainee, **Super Solvers Club***

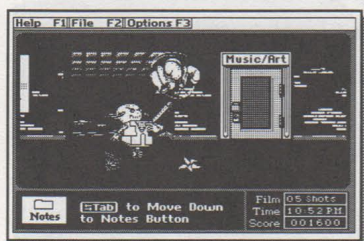
"Don't take more pictures of a robot than you need. You'll just be wasting your film!"—*Molly, Master, **Super Solvers Club***

Dodging Robots

Since a robot is made of steel, you'll want to avoid crashing into one at all costs. One crash will cost you one shot of film in your camera and make you dizzy. You'll also have to look out for flying objects—things thrown by the robots to scare you into leaving the school. Not only will each trick knock you down, you'll lose 15 minutes off the clock.

These robots are tough. So here are a few tips to stay out of their way.

To stay clear of robots:



- Jump over them with a flip by pressing or . These keys will also help you outrun a robot that's chasing you.
- Duck into a room or stairway by pressing .
- If a robot throws a trick at you, jump up to avoid it by pressing .

"Be careful about flipping over robots. It's a great trick when it works, but chances are good you'll crash right into a robot!"—*Stewart, Junior, Super Solvers Club*

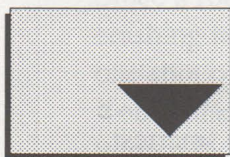


COLLECTING READING CLUES

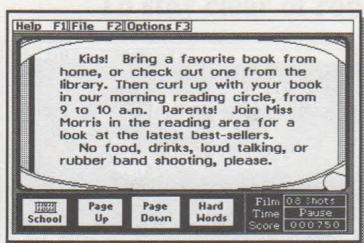
When Morty Maxwell graduated from Shady Glen School, his reading teacher thought he was the smartest student the school ever had. Morty thought so, too. But today, as the Master of Mischief, he's stretching his luck. He's left all sorts of notes, letters, newspaper articles, and other readings in the school with clues to help you catch him. Your job is to find them . . . and prove that the Master of Mischief is not as smart as he thinks he is!

Take all the time you need to read things over. The clock stops while you are reading and since the robots can't read, they won't come near you. For every reading clue you find on the first try, you'll score extra points. But if you miss, keep trying. You'll get some extra help if you go back to reread the reading and you'll still score points for every clue you find. (See *Scoring and Ranking*.)

"Do all the readings you can find, even if you don't need any more reading clues. You won't lose any time—you'll just earn extra points and get higher scores!"—Lisa, Champion, *Super Solvers Club*

To find a reading clue:

1. Search the school for the Master of Mischief's sign: a triangle. The sign hides a reading or a message from the Master of Mischief.
2. Press to see the reading or message through your reading glass.
3. Read carefully. The clock stops when you are reading, so take your time. If it's a message from the Master of Mischief, press to go back to the game. To see the next page of a reading, press to select the highlighted Page Down

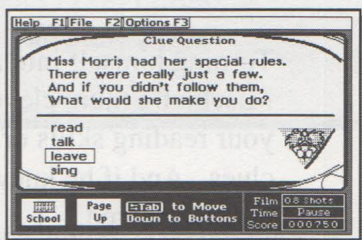


- button or press . The button flashes when it's highlighted. (If it isn't highlighted, press or to highlight it, then press to select it.) To go back a page in the reading, press to highlight the Page Up button and press to select it, or press .
4. To see definitions of difficult words, select the Hard Words button. The definition for the first hard word will appear in a window and the word will be highlighted in the reading. To see the next hard word, select the See Next Word button. When you've seen all the words you want to, select the Done button. (For a complete list of all the hard words, see *A Note to Parents*.)

Collecting Reading Clues



5. When you reach the end of the reading, you'll find a poem from the Master of Mischief himself with a clue question. To answer the question, press or to highlight one of the four choices and press Enter to select it. The Master of Mischief will let you know if you selected the right answer and got the clue. If you missed, he'll even give you a hint. Then if you go back and reread the reading, some words will be highlighted to help you. (To go back to the reading, press ; then select the Page Up button.) But if you miss the clue a second time, he'll hide the clue somewhere else and you'll need to find it again.
6. Press Enter to erase the Master of Mischief's message from the screen and to select the School button. Then you'll find yourself back in the school.



"If you're not sure which choice is the clue, go back and read again. You'll get more points for getting the clue right the first time."—*Tommy, Expert, Super Solvers Club*

"The Master of Mischief is a strange guy with a weird sense of humor. If you find a message from him instead of a reading, study it carefully. He might be giving you some help!"—*Vanna, Pro, Super Solvers Club*

CAPTURING THE MASTER OF MISCHIEF

Turning himself into a robot is one of the Master of Mischief's more clever tricks. But he didn't count on your reading skills or your special camera to uncover clues. And if he knew about your notes, he'd really be running scared.

Your notes contain a checklist of your findings and all the reading clues and robot pictures you've collected so far. By studying your notes and thinking things through, you'll be able to point the finger at the robot who's really the Master of Mischief in disguise. So take some time to look things over. The clock stops when you're looking at your notes, and no robots will bother you.

Using Your Notes

After you've collected a reading clue or two and photographed a few robots, go to your notes to check your findings. From the pictures, you'll discover that the robots wear strange things and carry some pretty weird baggage. Those are the hidden facts that you need to compare to the reading clues. If all four robot facts match your reading clues, you've discovered the Master of Mischief.



"I go to my notes whenever I need a safe hiding place where I can think. I can also save film by finding out which robots I don't need to photograph again."—Sarah, *All-Star, Super Solvers Club*

To see your notes:

1. Press **[Tab]** to highlight the Notes button. The button flashes when it's highlighted. Then press **[Enter]** to select it. A checklist appears that shows the names of all five robots and tells you how many pictures you need of each one to get all its facts. It also shows any decisions you've made about the robots. (See *Making Decisions about Robots* on the next page.)

Robot	Pictures Needed	Is this the Master of Mischief?
<input type="checkbox"/> Buffo	0	No
<input type="checkbox"/> Lector	0	Maybe
<input type="checkbox"/> Pogo	1	Maybe
<input type="checkbox"/> Rollo	0	No
<input type="checkbox"/> Turbo	1	Maybe

Buttons: **School** **Clues**

Status: Film 15 Shots, Time Pause, Score 003750

2. Press **[Enter]** to select the highlighted Clues button. (If it isn't highlighted, press **[Right Arrow]** or **[Left Arrow]** to highlight it, then press **[Enter]** to select it.) You'll see all your reading clues and the picture of the first robot, Buffo, if you've taken it.

If your rank is Trainee or Junior, each clue on the robot picture will be numbered to match the numbers on the reading clues. In other ranks, you won't see the numbers.

Buffo

It seems like magic to me.

Master of Mischief Clues I've Collected

- 1 egg
- 2 necklace
- 3 lizard
- 4 selfish

Buttons: **School** **Next Card** **? Decide**

Status: Film 07 Shots, Time Pause, Score 003150

3. To see each robot picture, press to select the highlighted Next Card button. (If it isn't highlighted, press or to highlight it, then press to select it.)

To return to the school:

1. Press , or press to highlight the School button and press to select it.

Making Decisions about Robots

As you look through your notes, you'll see right away that some of the robots can't be the Master of Mischief—one or more of their hidden facts won't match your reading clues. You'll also find some robots who might be the Master of Mischief, but you'll need more reading clues or pictures to find out for sure. To help you keep track of things and save time, you can decide which robots cannot be the Master of Mischief and which ones might be the Master of Mischief.

To make a decision:

1. Go to your notes and study a robot picture and your reading clues.
2. To make a decision about the robot you are looking



at, press to highlight the Decide button. Then press to select it.

3. Select **No** if you are sure that the robot can't be the Master of Mischief. This marks the robot

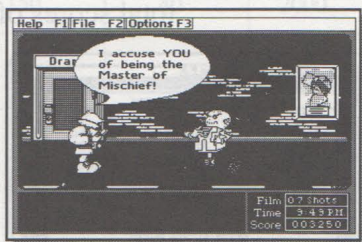
Capturing the Master of Mischief



picture so you won't need to spend time on it again. If you change your mind or if you aren't sure who the robot is, select **Maybe**. Select **Yes** only when you are sure the robot you are looking at in your notes is the Master of Mischief.

"I figured out which robot was the Master of Mischief without even taking its picture! When I saw that the other robots had at least one hidden fact that didn't match my reading clues, I marked their pictures with No. Then I knew the robot with the missing picture had to be the Master of Mischief."—*Becky, Master, Super Solvers Club*

When you select **Yes**, you'll be warned that if you continue, the game will be over whether you are right or wrong about the robot. If you change your mind about continuing, select **No** to go back to your notes. If you select **Yes** to continue, you'll get to accuse the robot face to face. You'll soon find out if you are right or wrong by how the robot behaves.



If you're right, you'll score bonus points for any extra time and film you have, and for accusing the right robot. (See *Scoring and Ranking*.) The points you win will be added to your lifetime score and saved on the disk. If you've reached the rank of Champion, you'll get to do something special to the Master of Mischief. If you're wrong, you won't get to keep your points from this game, but you can always play again.

SCORING AND RANKING

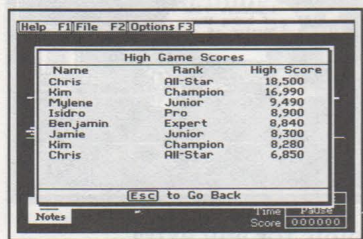
How are you doing against the Master of Mischief? Are you doing as well as the other members of the Super Solvers Club? You can find out at any time by looking at your scores and rank.

Scoring

Every time you win a game, your new game score is added to your lifetime score and saved on disk. The ten highest scores ever earned in a single game by club members using your disk are also saved on disk.

To see your scores during a game:

- Press **[F2]** to see the File menu. Then select **Lifetime Scores** to see your total score and the total scores of other current club members.



Select **High Game Scores** to see the all-time highest single-game scores made by any members using your disk. (The points you've earned in a current game will not be listed until you win the game.)

To see your lifetime score at the end of a game:

- When you win a game, your rank and lifetime score appear on the screen.

Scoring and Ranking



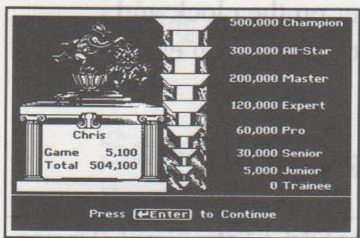
The best way to make high scores is to find the reading clues on the first try. But even if you don't, you'll still score points for every clue you find. Another way to increase your score is to earn bonus points at the end of the game. You'll earn bonus points for having unused film in your camera and time left over on the clock and for winning the game. The number of points you earn for each depends on your rank.

POINTS EARNED

RANK	Reading Clues			Extra Film (per picture)	Extra Time (per minute)	Winning the Game
	1st Try	2nd Try	Others			
Champion All-Star	1500	800	400	400	60	5000
Master Expert	1200	600	300	300	50	3000
Pro Senior	900	400	200	150	40	2000
Junior Trainee	600	300	100	100	30	1000

Ranking

As you earn more and more points, you'll move up into higher ranks. Then capturing the Master of Mischief becomes more and more difficult. As you move up in



rank, the robots will move faster and faster, the robots' clues won't be numbered on their pictures, you'll need more pictures of each robot to collect all its hidden facts, and the readings will become more difficult.

Here's what you can expect as you move up in rank.

RANK	Points Needed	Robot Speed	Are Clues Numbered?	Number of Robot Pictures Needed
Champion	500,000	Super Fast	No	4
All-Star	300,000	Super Fast	No	4
Master	200,000	Fast	No	4
Expert	120,000	Fast	No	4
Pro	60,000	Medium	No	2
Senior	30,000	Medium	No	2
Junior	5,000	Slow	Yes	1
Trainee	0	Slow	Yes	1

3

Quick References



NEEED ANY MORE INFORMATION on using the program? Then use this part of the user's guide to look things up and get help when you need it. You'll find a complete list of special keys and how they work. And if you have any problems using the program, go to *Troubleshooting* for possible solutions. When you need help fast, go to the *Index* at the back of this guide to find what you're looking for.

SPECIAL KEYS

EXPLORING THE SCHOOL

KEY

← or →

FUNCTION

Moves you left or right. Hold the key down to move continuously.

↑

Opens a door, moves you up or down a stairway, moves you in close to read, operates the film machine, and makes you jump up when a robot is near (if you are not in front of a door).

↑ ← or Home

Flips you up and moves you to the left quickly.

↑ → or Pg Up

Flips you up and moves you to the right quickly.

↩
→

See Tab.

↵ Enter

Removes new user messages from the screen; selects the highlighted Notes button.

Esc

Lets you stop the game and exit the program.

Special Keys



Exploring the School—continued

KEY

FUNCTION

Return

See **↵ Enter**.

Spacebar

Takes a robot's picture and makes the robot disappear.

Tab

Highlights the Notes button.

READING AND USING YOUR NOTES

KEY

FUNCTION

↑

Moves you in close to read when you're near a triangle.

← or **→**

Cycles through the buttons at the bottom of the screen or in a window.

↓ or **↑**

Cycles through the reading clues.

↵ Enter

Selects a highlighted button; selects a highlighted reading clue.

Esc

Takes you back to the game.

Pg Dn or **Pg Up**

Moves you forward one page or backward one page in a reading or in your notes.

Tab

Moves you from the reading clues to the buttons at the bottom of the screen.

3

QUICK REFERENCES

USING THE MENU BAR

KEY

↓ or ↑

Ctrl S

↵ Enter

Esc

F1

F2

F3

Pg Dn or Pg Up

FUNCTION

Cycles through the menu choices.

Turns the sound off anywhere in the game.

Selects a highlighted menu choice.

Takes you back to where you were in the game.

Displays the Help menu.

Displays the File menu.

Displays the Options menu.

Moves you forward one page or backward one page in a Help topic.



SIGNING IN

KEY

↓ or ↑

FUNCTION

Highlights a name or **New Player** on the list.

↵ Enter

Selects a highlighted name or **New Player**; enters a name you type.

Backspace

Erases the last letter you typed in a name.

Ctrl R

Lets you remove a name from the list.

These keys let you permanently erase a player's name, rank, and lifetime score from the disk.

TROUBLESHOOTING

INSTALLING THE PROGRAM

PROBLEM

1. When you try to copy the program to your hard disk, you see the message, "A hard disk is not available" even though you have one.

SOLUTION

- Make sure your hard disk is properly connected to your computer. If your hard disk is a separate unit, make sure it is turned on.
- If your hard disk doesn't have enough room for the program files, delete some files to make room for the program on your hard disk.
- If you started your computer with a DOS disk and have a hard disk set up by a disk manager, you will need to start your computer from the hard disk.

2. You see the message "Bad command or file name" when you type SSR at the C:> prompt (or other drive that is your hard drive) after you have installed the program.

If you install this program on the hard disk of a computer with a version of DOS lower than 3.0, one file may not have copied to the hard disk.

- Use the DOS command COPY to copy the file SSR.BAT from the program disk (Disk 1 if you're using 5.25" disks) to C:\ (or your hard drive).



USING THE PROGRAM

PROBLEM

1. You see nothing but a blank screen when you load the program.

SOLUTION

This may happen on some machines when you turn the monitor on *after* the computer.

- Start over. Be sure to turn on the monitor before you turn on the computer.
- If you are using a Tandy 1000 TL, SL, TL/2, or SL/2 computer with a monochrome (noncolor) monitor, you must press **CTRL** **Alt** **Shift** **V** at the same time when you start your computer. Also, when you start the program at the **A:>** prompt, you must type **SSRH** (the H is for **H**ercules) instead of just **SSR**. (See *Appendix B* for more special instructions for Tandy users.)
- If you are using a Tandy computer with a VGA monitor and graphics adapter, start the program by typing **SSR -e** instead of just **SSR**. (Don't forget the space after **SSR** and that the **e** must be lowercase.) This puts your computer in EGA emulation mode.

PROBLEM**SOLUTION**

1. When you start the program, you get a message that the disk is "write-protected."

If you have two graphics adapter cards in your computer, you must tell the computer which one to use. When you start the program, type **SSR -e** (for EGA), **SSR -c** (for CGA), or **SSR -h** (for Hercules) instead of just **SSR**. (Don't forget the space after **SSR** and that the **e**, **c**, or **h** must be lowercase.)
2. The game action is very slow.

If you have an EGA monitor running on an IBM XT or on any 8088 4.77 MHz Intel machine, the game will run slowly. The speed is limited by the rate at which the computer can process the information displayed on the screen. Computer performance can be upgraded by adding an accelerator board.
3. When using the program, you get a message that the disk is "write-protected."

You need to remove the write-protection from the disk. To do that:

 - on a 3.5" disk, slide the tiny plastic tab down to close the hole in the upper-right corner of the disk.



PROBLEM

4. The game stops suddenly while you are moving around with the arrow keys.

5. Nothing happens when the arrow keys are pressed.

SOLUTION

- on a 5.25" disk, remove the write-protect tab (tape) from the notch in the upper-right corner of the disk.

Some Tandy computer keyboards have a HOLD or Pause key which you may have pressed by accident.

- Press **HOLD** or **Pause** again and continue playing.

Pressing **Num Lock** on some keyboards that have arrows and numbers on the same keys changes the way the keyboard works.

- Press **Num Lock** again.
- See problem 4 above.

If you have any questions, call our Customer Service Department at 1-800-852-2255.



PROBLEM

NOTICE

PROBLEM

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A NOTE TO PARENTS

You already have noticed how much children enjoy playing *Midnight Rescue!* What may be less apparent is how much they learn as a result of such play. Our goal in creating this product is to offer a richly entertaining environment in which children can develop the reading comprehension and thinking skills necessary for success in school, while building a deep appreciation of reading that can last a lifetime. Employing a unique blend of reading curriculum and thinking-skills development strategies, the program weaves educational content into an adventure game that children will want to play again and again.

Practicing Reading Skills

The reading selections in *Midnight Rescue!* have been carefully developed to engage children's interest and to stretch their abilities over extended use of the program. Using everyday forms such as letters, books, diary entries, posters, reports, and newspaper articles, the program reinforces the practical aspects of reading. At the same time, the readings develop an entertaining story line—the life and times of Morty Maxwell, alias the Master of Mischief—that unfolds with each game children play. In addition to the pieces written specially for *Midnight Rescue!*, we have included reading selections from a number of children's literature classics.

A NOTE TO PARENTS

The program includes over 200 reading selections with more than 400 clue questions that combine to make thousands of unique games. Each game provides six reading opportunities for children to practice their comprehension skills. Every reading selection within a game targets a specific skill, which is reinforced by a rhymed challenge that players answer to collect a clue needed to win. As players achieve higher ranks, the readings increase in difficulty to provide greater challenge. As the fun increases, so does the educational value.

While playing *Midnight Rescue!*, children practice the following reading comprehension skills.

Reading for Main Ideas—The ability to identify the central point of a selection, whether explicitly stated or not

Recalling Key Facts—The ability to recall important details of a selection that explain, clarify, or justify the main idea

Drawing Inferences—The ability to comprehend information that is implied rather than explicitly stated

Building Vocabulary—The ability to understand the meanings of words through their use in context (See *Word List*.)

Using Thinking Skills

Each *Midnight Rescue!* game contains a problem that players must solve in order to win. Essential information is gathered, organized, and analyzed, leading to a final deductive conclusion that reveals the true identity of the Master of Mischief. Over time, children develop and refine unique strategies for successfully solving the challenge.

A NOTE TO PARENTS

While playing *Midnight Rescue!*, children will use the following thinking skills.

Gathering Information—The ability to notice and collect relevant information through observing external events and recalling information from memory

Organizing Information—The ability to order and sort information for appropriate retrieval

Analyzing Information—The ability to formulate questions about information, to recognize relationships between and among parts, and to discriminate between relevant and irrelevant points

Drawing Deductive Conclusions—The ability to weigh supporting and conflicting evidence in verifying beliefs and assumptions

Reading Levels

The reading selections in the program increase in difficulty as players achieve higher ranks. In the three lowest ranks (Trainee, Junior, and Senior), all reading selections are at Level I; the next three ranks (Pro, Expert, and Master) are half at Level I and half at Level II; and the top two ranks (All-Star and Champion) are at Level II. The differences between Level I and Level II readings have to do with the overall complexity of the language, the targeted curriculum skills, and the type of thinking strategies required to answer the rhyme at the end of each selection. We have taken extreme care to build the leveling mechanism and to gauge the readings so that the increase in level will seem natural to children.

A NOTE TO PARENTS

Word List

Over 500 words are defined in the program's reading selections. By using the Hard Words button in a reading selection, children can access on-screen definitions of selected words as they are used in the context of the reading. This helps improve children's reading vocabulary. Each definition includes the word's pronunciation based on the following key.

a	can, hat	ngk	ink
ah	part, pond	oh	show, or
aw	boss, fraud	oi	toy
ay	rain, care, air	ow	now, found
ch	catch	uh	but, up
e	jet, pet	yoo	use
ee	tree	zh	treasure
i	hit	ð	turn, action, contain
igh	my, buy		

A NOTE TO PARENTS

abilities	avalanche	combination	decorate
absolute	average	communicate	decorations
academy	aware	compared	deeds
accompany	Bach	complaints	defeating
accurate	barbecued	complicated	definitely
achievement	bargains	compliment	demonstration
acrobatic	basis	composers	depart
activities	bass fiddle	composition	descriptions
additional	Beethoven	conceal	design
admiration	best sellers	conceit	desperately
admired	bewildered	confidence	detailed
agriculture	bizarre	confusing	detected
albums	blended	confusion	detective
alloy	boa constrictor	connection	determination
altered	bound	conquered	determine
amazing	bouquet	consider	devices
ambled	bridge	constant	disguise
ample	brilliant	constantly	disgusted
amusement park	British	constellation	disgusting
ancestors	budding	construction	display
ancient	burdensome	contain	distressed
annual	burrowed	continuous	disturbances
apologize	card catalog	convince	dribble
appeals	cartography	coupon	drill team
appreciate	cartoonists	courage	drowsy
approached	cautiously	coyote	eager
Arctic	ceiling	craft	eclipse
arguments	challenging	crates	economize
arrivals	champion	create	edgy
assortment	championship	creative	effect
assured	chaos	creature	election
astonished	check out	critics	embarrassed
astound	chefs	crude	enables
astronomer	choice	curiosity	engaged in
at the stake	claims	curious	enterprise
attempts	classic	curiously	entertain
attract	classical	currently	entrants
audience	clutched	custom	entry
auditorium	collection	deadline	entry blanks

A NOTE TO PARENTS

essential	gorgeous	instantly	moment of truth
established	gradual	instead	monarch
events	gradually	instead of	Monterey Jack
eventually	guzzled	instructed	moral
evidence	gym	instructions	Morse Code
evident	harsh	instrument	motionless
exact	helpless	interrupted	musket
exaggerates	hesitate	interview	mysterious
exceptional	hinting	introduced	mysteriously
experienced	home office	invaders	nacho
exploring	hooves	invention	native
expression	hornet	inventor	nectar
extended	Houdini	investigation	nickname
extinct	however	invisible	North Pole
eye-catching	howling	jalapeno	not-too-distant
faerie	hyenas	jamming	numerous
fancy	identify	jealous	nursery
fantastic	identity	jointed	objected
fantasy	illusion	jubilant	observations
flavor	imagination	jumbled	observe
focus	imitates	key	obtain
folklore	immediately	legend	occupy
fool's gold	improvements	lightning rod	occurred
fossil	in advance	limousine	office
fragrant	in common	line	official
frequently	in return	linking	officials
fronds	incident	mad	one-of-a-kind
fungi	includes	magnificent	opinion
galore	inconveniencing	major	orchestra
gaze	incredible	mammal	ordinary
gear	incredibly	mantle	organization
generous	inexpensive	marooned	origin
genuine	ingredient	master	original
geyser	initial	mate	originality
glimpse	initials	merchants	originally
glistened	innocent	Mesozoic era	overhead
glycerine	innocently	migrates	Pacific
goal	innovation	military	Northwest
goalie	insisted	modem	panicked

A NOTE TO PARENTS

participate	puckered	review	speechless
participation	punch	revolves	splintered
particular	purchase	rhinoceros	sponsored
particularly	range	rhythm	squinted
pastime	rare	rhythm section	standstill
patience	ravenous	ridiculous	startle
patient	reality	rock hounds	stingy
peculiar	realize	ruined	stir
peered	reasonable	rumors	strolling
permanent	receiver	runner-up	submitted
personal	recent	savor	succeeded
personally	recently	scarce	success
personnel	recipe	scuba	successful
persuade	recital	scurry	supply
petal	recognize	section	surface
phenomenon	record-breaking	secure	suspicious
Picasso	reference	selecting	swooped
platypus	section	serious	symbol
plead	referring to	seriously injured	tablecloth
poisonous	refill	serviceable	taste buds
position	related	session	tempted
possibilities	relative	shrewd	terrific
pouch	release	shrieked	terrified
practical	reluctantly	shrieke	throughout
practically	remarkable	sifting	tidbits
prairie dog	replaced	sixpence	timeless
prance	reproachfully	skeleton	timidly
prank	reptiles	sketch	tiptoed
prankster	reputation	skid marks	tizzy
predicted	request	slab	to his advantage
preparation	required	slipcover	tortilla
present arms	residents	slug	tournament
primitive	resign	smirk	traditional
produce	resist	smugly	treasure-trove
production	resort	snorkeling	treasurer
profit	responded	society	tremenjus
programmed	responsible	solution	trough
protect	results	special effects	tryouts
provided	reunion	spectacles	unidentified

A NOTE TO PARENTS

unique
unlimited supply
urgent
usual
valuable
value
variety
ventriloquist
veritable
versus
victory
villain
volume
volunteers
wacky
Washington,
D.C.
wavering
weird
Westerners
witness
worthless

APPENDIX A: HARD DISK INSTALLATION

If you have a hard disk (fixed disk), it is best to run the program from that hard disk. The installation procedure puts a copy of *Midnight Rescue!* on your hard disk. This procedure creates a special storage area, a directory, on your hard disk called TLC (for **T**he **L**earning **C**ompany) and another directory within that one called SSR (for **S**uper **S**olvers **R**escue).

Before you continue, be sure you have made a backup copy of the disk(s) using the DOS command DISKCOPY. (See your DOS manual for instructions.)

To install the program on a hard disk:

1. When you see the C:> prompt (or another DOS prompt that identifies your hard disk), insert the program disk (Disk 2 if you're using 5.25" disks) in drive A.
2. Type **A:** and press .
3. Type **INSTALL** and press again.
4. Follow the instructions on the screen.

To start the program once you have installed it on your hard disk:

1. At the C:> prompt, type **SSR** and press .

APPENDIX B: TANDY DESKMATE INSTALLATION

Whether you choose to run *Midnight Rescue!* from your hard disk or from the program disk(s) that came in the package, you can customize the DeskMate desktop to make starting the program quick and easy. By following the instructions below, you can create a special application list box for *Midnight Rescue!* This will allow you to start the program from the desktop just by selecting SSR (for Super Solvers **R**escue).

To customize the DeskMate desktop:

1. Insert the program disk in drive A.
2. Press **[F7]** to open the Desktop menu.
3. Highlight **Install** and press **[↵ Enter]**.
4. When the Display menu appears with SSR (for Super Solvers **R**escue) highlighted, press **[↵ Enter]**.
5. Use the arrow keys to position the dotted box where you want it to be. (This will be the application list box for *Midnight Rescue!*) Then press **[↵ Enter]** to place it.
6. Press **[F7]** again.
7. Highlight **Redefine** and press **[↵ Enter]**. The Redefine menu appears. If SSR is not already highlighted, highlight it.
8. Press **[↵ Enter]**.
9. At the next Redefine menu, tab to the fourth box called Startup Directory.
10. Then, if you will be running *Midnight Rescue!* from:
 - a floppy disk, type **A:** (or **B:**) and press **[↵ Enter]**.
 - your hard disk, type **\TLC\SSR** and then press **[↵ Enter]**.

APPENDIX

Now you can start *Midnight Rescue!* by selecting SSR in the application list box.

NOTE: If you have a monochrome monitor, you will also have to use **[F7]** to “redefine” the program name to SSRH.BAT to run the program from DeskMate.

CUSTOMER SERVICE

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The Learning Company warrants to the original purchaser only that the disk provided with this user's guide and the software program coded on it will perform in accordance with the descriptions in this user's guide when used with the specified equipment. If the program is found defective within 90 days of your purchase, it will be replaced. Simply call The Learning Company's Customer Service Department at the above toll-free number and a replacement disk will be sent within 24 hours. Replacement of the disk is the full extent of our liability.

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The Learning Company
6493 Kaiser Drive
Fremont, CA 94555
Attention: Disk Return Dept.

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