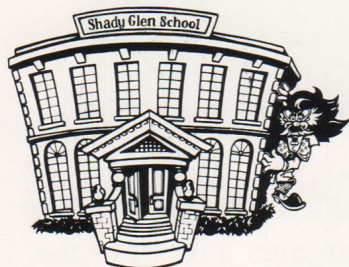


SUPER SOLVERS™

# Midnight Rescue!™

## READY REFERENCE CARD

Can you read, think, and react in time to rescue the school before it disappears?



Morty Maxwell, the Master of Mischief, has taken over Shady Glen School! Disguised as one of his five robots, he and his team are painting the entire school with disappearing paint. As a Super Solvers Club Member, you must find out which robot is the Master of Mischief. But you only have until midnight to explore the school, read for clues, and collect facts to out-think the Master of Mischief. Earn enough points to reach the rank of Champion and you can give the Master a taste of his own Mischief!

### Here's how to play:

1. Take a quick look at the rest of this card—the screen shots show the main idea of the game.
  - Gather the facts by reading for clues and taking pictures of robots.
  - Match up the clues with the pictures.
  - Accuse the robot you think is the Master of Mischief.
  - Maximize points—play again and again to get to the Champion rank.
2. Put in your disk and get started. You will begin as a Trainee. Helpful **new user messages** will guide you every step of the way and make it **easy** to play. (See page 4 of the *User's Guide* for instructions on how to run the program and *Appendix A* if you want to use your hard disk.)
3. If you have any questions, press **[F1]** during a game to get **onscreen help**, use this *Ready Reference Card*, or see the *User's Guide*.



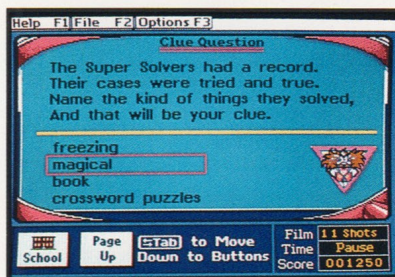
# Gather the Facts!

*Take pictures  
of robots*  
to see hidden facts.



- Use  ,  , and  to move around the school.
- Press  to take a robot's picture and make it disappear.
- If you have its picture, use   or   to jump over a robot or the trick it may play on you. (Robots play four different tricks—throwing banana peels, marbles, and pies, and squirting you with water!)

*Read* to get clues.



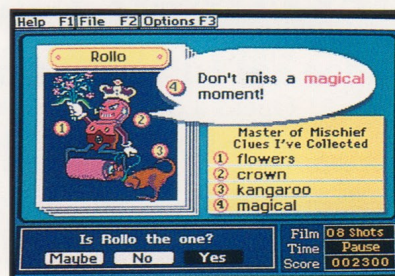
- Look for special triangle signs  . Use  to move up to them and read for clues.
- Keep pressing   to read through to the clue question.
- To choose an answer, use  or  to highlight your choice and   to select it.
- If you miss the correct answer, use  and then **Page Up** to see highlighted text as a hint.
- The clock stops during readings, so take your time and read carefully. Then you'll be able to get higher scores!



# Match Them Up!

## Compare

the pictures and the clues on each card in Notes.



- From the school, use **Tab** and then **↵ Enter** to go to **Notes**. Do this from time to time once you have collected at least one reading clue.
- The checklist in **Notes** shows how many pictures you need and any decisions you have made. The five cards following this look like the one above. There is one for each robot.
- Use **↵ Enter** to move through the pictures of the robots.
- Compare the numbered parts of the robot pictures to the clues on the right to see if each clue matches that part of the robot. As you can see in the picture of Pogo, all but the number 3 clue matches the numbered parts of the picture.

## Decide

which robot matches the clues.



- Select **Decide** by pressing **→** and **↵ Enter** when you know if a robot is or is not the Master of Mischief. If any one clue does not match the picture, you know the robot is not the Master of Mischief.
- Select **Maybe**, **No**, or **Yes** based on how well the clues match. The picture of Rollo above is a perfect match, so **Yes** has been selected.



# Maximize Points!

**Accuse a robot**  
before the time  
reaches MIDNIGHT.



If your **Yes** decision about which robot was the Master of Mischief is correct, besides keeping the points you earned during the game, you get:

- bonus points for any film left in your camera
- bonus points for any time left on the clock
- a special bonus for winning

If your **Yes** decision about which robot was the Master of Mischief was incorrect, or if the clock gets to midnight, you and the school will disappear. You will get zero points for this game, but will retain your rank and lifetime score from your previous game.

**Play** again and again.



- Each time you win, you get more points and move up in rank over eight increasingly challenging levels—from Trainee to Champion. As a Champion, you can go all the way up to 9,999,999 points!
- The computer makes the game and readings more challenging as you go up in rank.
- Press **F2** during the game to see high game scores. Compare your score with the scores of family and friends.



## Special Features of the Game

Helpful **new user messages** make it **easy** to get started as a Trainee.

The level of difficulty increases as you go up in rank.

- The computer remembers your rank and score from the last game and starts where you left off.
- As you play the game again and again, you get different readings—over 200 readings and over 400 clue questions in all.
- The robots move faster as you go up in rank.

## Hints for Playing and Winning the Game

- Take your time when you are reading. The clock is stopped to allow you to read carefully.
- If you answer a clue question incorrectly the first time, use **Tab** and **Page Up** to review the reading. Parts of the reading will be highlighted to show you where to find the correct answer. Remember, you get more points for getting a reading clue on your first or second try.
- Don't take more pictures than you need. You get bonus points for having film left over when you win a game. Instead of taking pictures of robots to make them disappear, you can avoid them by ducking into a room or using the stairs.
- Avoid the robots' tricks. Each time a trick knocks you down, you lose time—time for which you can get bonus points if you win the game.



**Buffo**



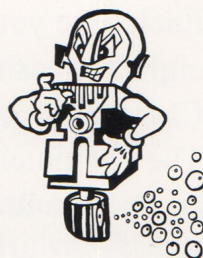
**Lectro**



**Pogo**



**Rollo**



**Turbo**










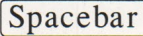


# Super Solvers Midnight Rescue!

## Special Keys

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### EXPLORING THE SCHOOL







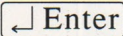



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-  or  Moves you left or right.
-  Opens a door, moves you up or down a stairway, moves you in close to read, operates the film machine, and makes you jump up when a robot is near.
-   Flips you up and zips you to the left quickly.
-   Flips you up and zips you to the right quickly.
-  Takes a robot's picture and makes it disappear.
-  Highlights the Notes button.
-  Selects the highlighted Notes button.

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### READING AND SOLVING






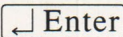

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-  Moves you in close to read when you're near a triangle.
-  Moves you to the buttons at the bottom of the screen.
-  or  Highlights the buttons at the bottom of the screen.
-  Moves you forward or backward one page.
- or 
-  Selects a highlighted button or reading clue choice.
-  or  Highlights the reading clue choices.
-  Takes you back to the game.

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### USING THE MENU BAR

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-    Displays the Help, File, or Options menu.
-  or  Highlights the menu choices.
-  Selects a highlighted menu choice.
-  Takes you back to where you were in the game.



**CUSTOMER SERVICE: 1-800-852-2255**  
**6493 Kaiser Drive, Fremont, CA 94555**

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