Discover



Educational Programs

User Guide V. 1.0

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Loading InstructionsIBM

- Open the disk drive door and insert DOS 2.0 or later.
- 2. When A> appears remove DOS.
- 3. Insert the Discover Disk at A> and type Discover.

AMIGA

1. Turn on computer and press Control A-A-

Introduction

Discover is a complete line of comprehensive educational software which will help students of all ages and grade levels to develop sequencing skills. Because the program is presented in a game format, it is enjoyable and exciting as well as educational.

Educational Objective

Discover focuses on the correct sequencing of items. Depending on the product, the items could be letters, words, numbers, formulas, or historical events. The series uses a game show format. Each game uses 20 items, selected from a much larger data base.

Operating Instructions

After signing in and selecting 1 or 2 player option as well as an optional time limit, players can request directions or go directly into play. At the start of each game the set of 20 items is divided into two 10 item lists.

Taking turns the players remove items from their boxes by typing them in one at a time to make a sequential list in the center of the screen. You must type EXACTLY what is in your box. When a player adds an item incorrectly, it is crossed out of the center and a penalty item is added to that player's list. If both players press RETURN a new list will appear. The winner of the game is the player who first succeeds in emptying his or her box.

Notes

In American History, Cleveland will only be accepted as correct if he precedes B. Harrison.

In Numbers any data which appears without a century refers to this century - 6/17/72 is June 17, 1972.

In U.S. Geography, distances from Washington D.C. are highway miles.

The object of the game is to add items sequentially, however, the program will accept any item that should follow the previous one entered, whether or not it is the next one in the sequence.