

WALT DISNEY

PERSONAL COMPUTER SOFTWARE

CUSTOM DESIGNED FOR
Radio Shack
TRS 80 COLOR COMPUTER



MICKEY'S WORLD OF WRITING

TWO INTERACTIVE COMPUTER LEARNING ADVENTURES DEVELOP
AND REINFORCE WRITING SKILLS FOR AGES 8 - 11.

PLAYER'S GUIDE

26-2532

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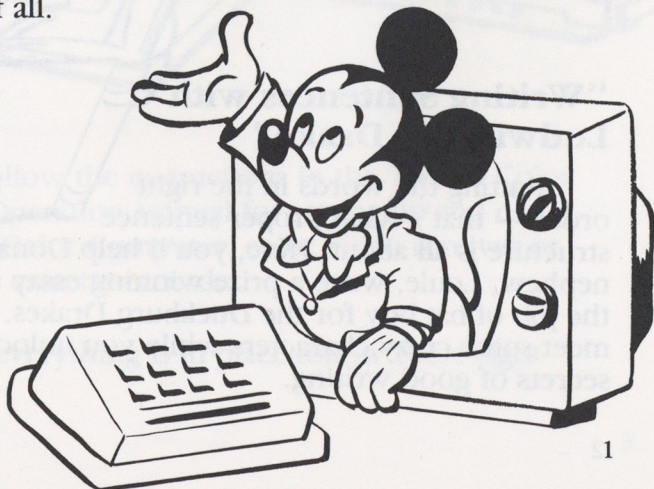
You've just made a very good investment in your child's future . . . an investment which will begin to pay dividends as soon as your child begins to play this adventure.

You see, Disney has been making educational media for teachers for over 35 years. That experience means that we know what your child needs to succeed at each level in school.

Now, we've combined that educational expertise with our tradition of excellence in the entertainment field to create home computer software that is both fun and educational.

Your child will have endless hours of fun with these challenging adventures. And while your child is having fun, these innovative adventures reinforce the same important skills and concepts your child is learning at his age level in school.

These adventures are designed to inspire your child's curiosity and sense of discovery. That's why we call this a "learning adventure." . . . because we believe that stimulation of the mind is perhaps the greatest adventure of all.

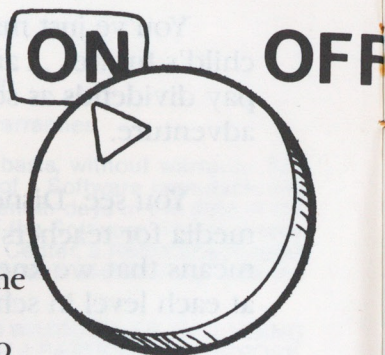


MICKEY'S WORLD OF WRITING

Recommended for ages 8-11

GET READY!

Here are two fun-filled learning adventures that take you into the fascinating world of writing to learn the basics of capitalization and sentence construction. Where would you like to start first — with capitalization or sentence structure? Just insert the side you prefer.

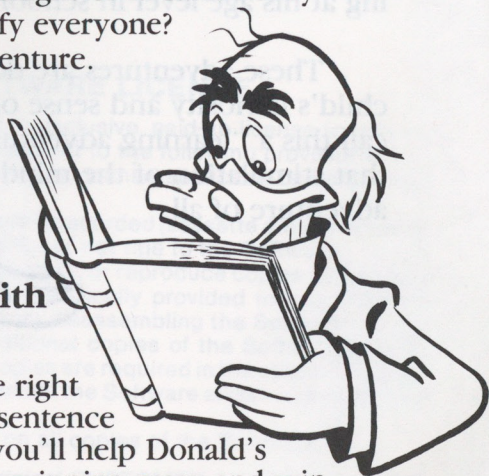


“Capitalization with Mickey and Goofy”

Join Mickey at the court of the Kingdom of Wordland and learn all about the rules of capitalization. King Mickey's subjects are unhappy because they want to be capitals like the Knight of I. Can Mickey find a solution that will satisfy everyone? Find out in this rousing adventure.

“Writing Sentences with Ludwig Von Drake”

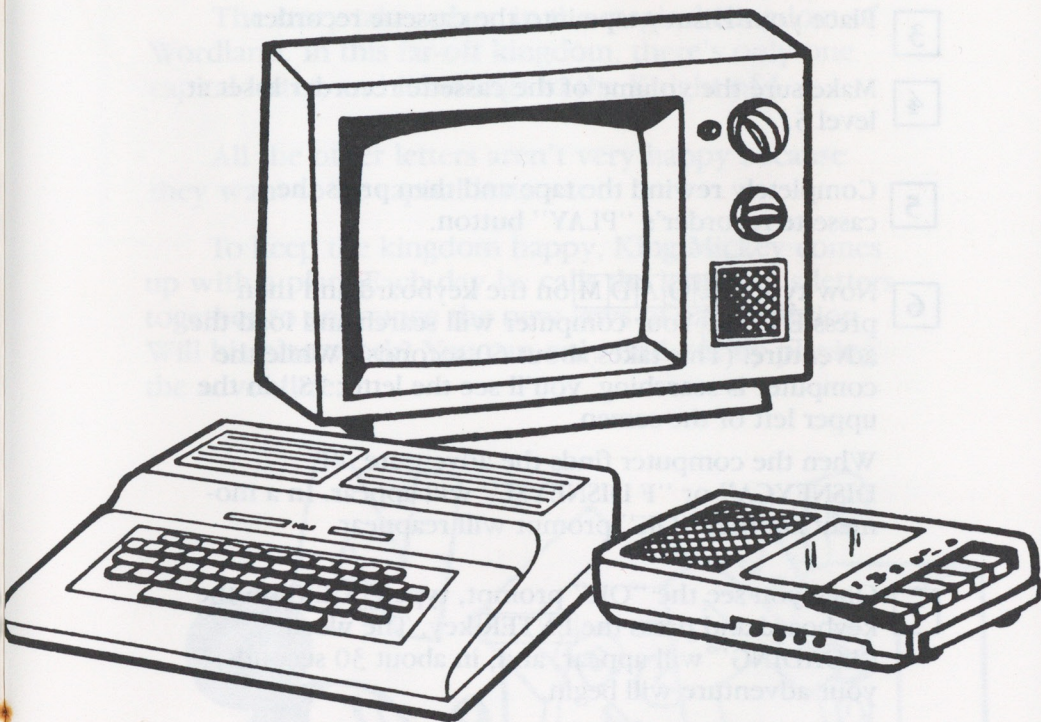
Putting the words in the right order — that's what proper sentence structure is all about. Here, you'll help Donald's nephew, Louie, write a prize-winning essay and win the job of bat boy for the Duckburg Drakes. You'll meet some crazy characters while you unlock the secrets of good writing.



GET SET!

Before you can start, you'll need:

- a TRS-80 16K Standard Color Computer
- a TV set or video receiver
- a Radio Shack CCR-81 (or equivalent) cassette recorder



Next follow the instructions in the TRS-80 Color Computer Operation Manual for setting up and connecting the Color Computer, color video receiver or TV, and the cassette recorder.

When everything is in place follow these eight easy steps.

1 Turn on the TV set or video receiver with the volume at the normal level. Select either channel 3 or 4 (whichever isn't used by a station in your viewing area). Select the same channel on the "channel select" switch at the rear of your computer.

2 Turn on the computer by pressing the power button located on the back of the computer case. You'll see an "OK" appear on the video screen.

3 Place your Disney tape into the cassette recorder.

4 Make sure the volume of the cassette recorder is set at level 5.

5 Completely rewind the tape and then press the cassette recorder's "PLAY" button.

6 Now type **CLOADM** on the keyboard and then press **ENTER**. Your computer will search and load the adventure. (This takes about 60 seconds). While the computer is searching, you'll see the letter "S" in the upper left of the screen.

When the computer finds the adventure, "F DISNEYCA" or "F DISNEYSL" will appear. In a moment another "OK" prompt will reappear.

7 Once you see the "OK" prompt, type **EXEC** on the keyboard and press the **ENTER** key. The word "LOADING" will appear, and, in about 30 seconds, your adventure will begin.

8 Use the volume control on the TV or video receiver to adjust the sound as necessary.

NOTE: If you should get an error message while you're loading the adventure you should:

- Press the "STOP" button on the cassette recorder.
- Turn the volume on the cassette recorder a little higher or a little lower.
- Press the "RESET" button on the back of the computer.
- Repeat the instructions from step 5.

START!

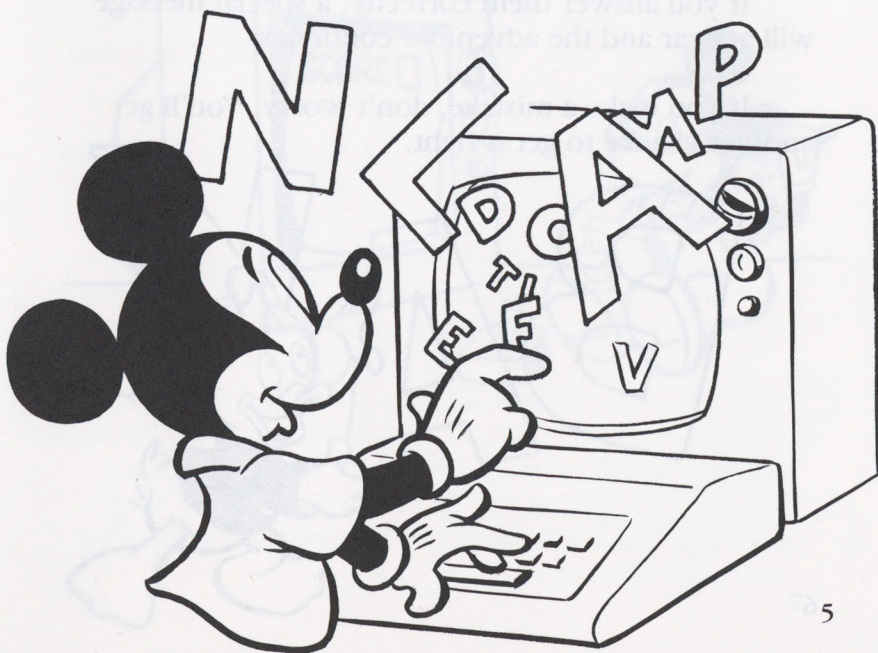
“Capitalization with Mickey and Goofy”

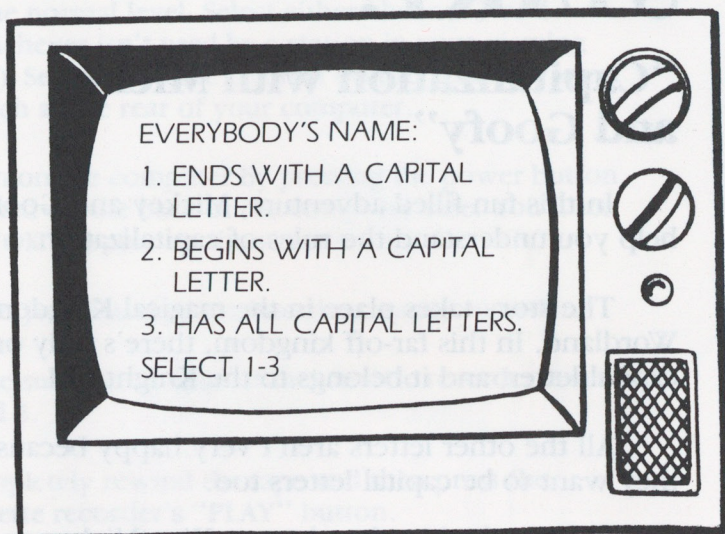
In this fun-filled adventure, Mickey and Goofy help you understand the rules of capitalization.

The story takes place in the magical Kingdom of Wordland. In this far-off kingdom, there's only one capital letter, and it belongs to the Knight of I.

All the other letters aren't very happy because they want to be capital letters too.

To keep the kingdom happy, King Mickey comes up with a plan. Each day he calls the kingdom's letters together to announce the new laws of capitalization. Will his plan work? You can only find out by playing the adventure.





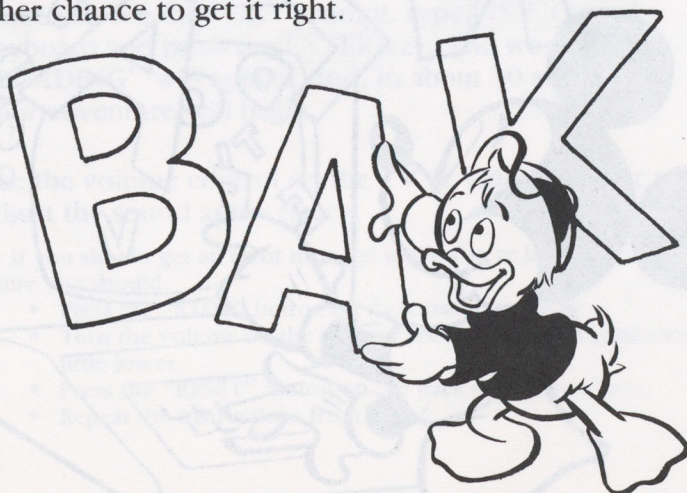
EVERYBODY'S NAME:

1. ENDS WITH A CAPITAL LETTER.
 2. BEGINS WITH A CAPITAL LETTER.
 3. HAS ALL CAPITAL LETTERS.
- SELECT 1-3

Throughout this learning adventure, you'll answer questions to see how much you've learned about the rules of capitalization.

If you answer them correctly, a special message will appear and the adventure continues.

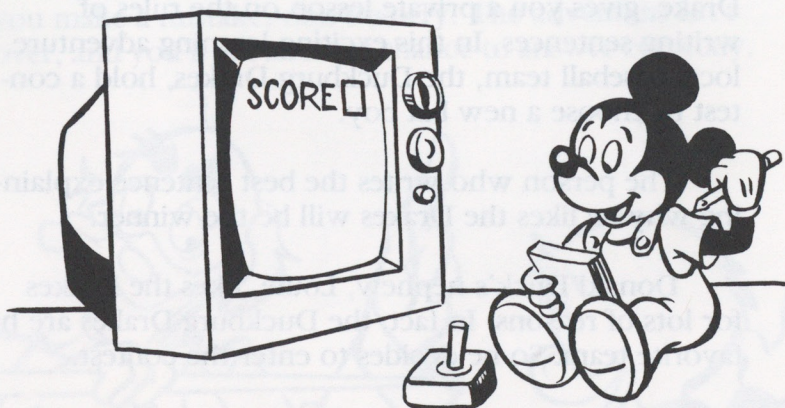
If you make a mistake, don't worry. You'll get another chance to get it right.



SCORING

At the end of the adventure, the computer will show you if Mickey's plan worked, and how many questions you answered correctly on the first try.

If you didn't get all of them right, don't be discouraged. Play the adventure again. You'll do better next time, and learn more about capitalization, too.





START!

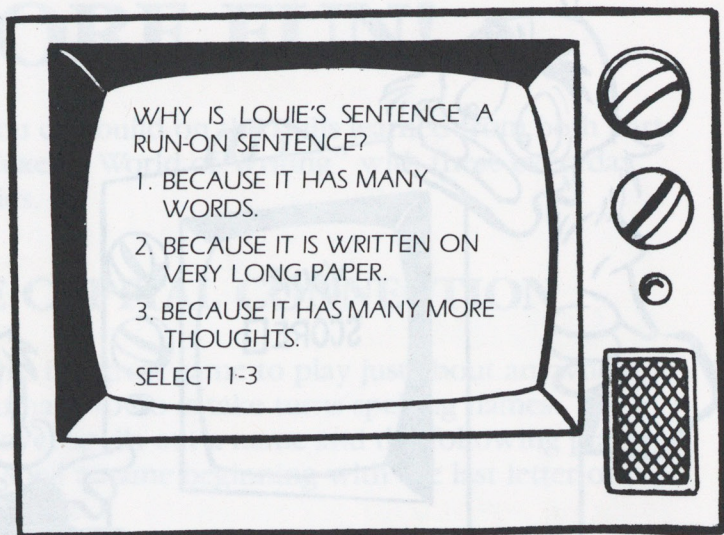
“Writing Sentences with Ludwig Von Drake”

Everyone’s favorite teacher, Professor Ludwig Von Drake, gives you a private lesson on the rules of writing sentences. In this exciting learning adventure, a local baseball team, the Duckburg Drakes, hold a contest to choose a new bat boy.

The person who writes the best sentence explaining why he likes the Drakes will be the winner.

Donald Duck’s nephew, Louie, likes the Drakes for lots of reasons. In fact, the Duckburg Drakes are his favorite team. So he decides to enter the contest.

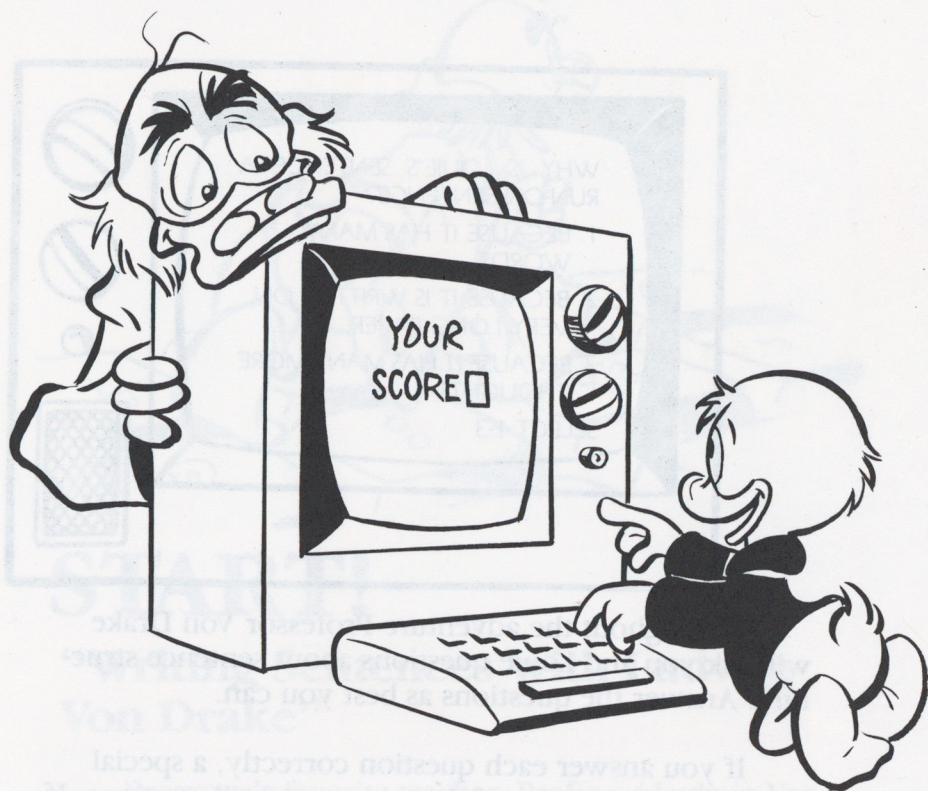
In his enthusiasm, Louie puts all the reasons into one long sentence! Before he has a chance to enter his sentence in the contest, Professor Von Drake takes Louie to Drake Stadium. With the help of the scoreboard, he teaches Louie how to recognize and write correct sentences.



Throughout the adventure Professor Von Drake will ask you and Louie questions about sentence structure. Answer the questions as best you can.

If you answer each question correctly, a special message will appear and the adventure will continue. If you make a mistake, don't worry. The adventure isn't over, and you'll get another chance to answer correctly.





SCORING

At the end of the adventure, the computer will show you if Louie's sentence won and how many questions you answered correctly on the first try.

If you didn't get them all right, don't be discouraged. Play the adventure again. You'll do better next time, and you'll learn more about sentence structure, too.

MORE FUN!

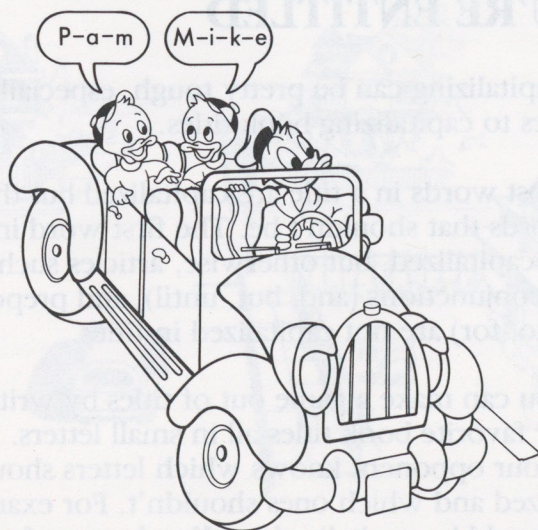
You can build on the skills learned from both parts of "Mickey's World of Writing" with these everyday activities.

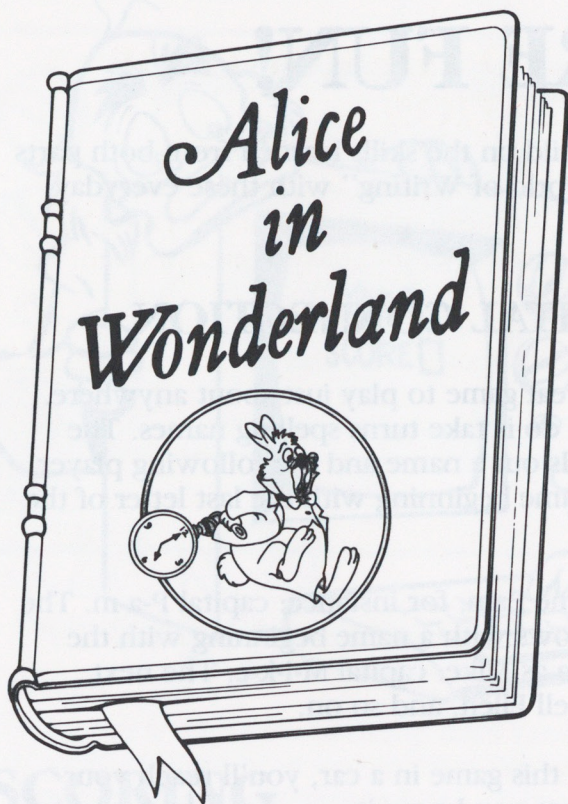
THE CAPITAL CONNECTION

This is a great game to play just about anywhere. All you have to do is take turns spelling names. The first player spells out a name and the following player has to spell a name beginning with the last letter of the name before.

Try the name Pam, for instance: capital P-a-m. The next player follows with a name beginning with the letter "m", such as Mike: capital M-i-k-e. The next player might spell Ellen, and so on.

If you play this game in a car, you'll reach your destination before you know it.





YOU'RE ENTITLED

Capitalizing can be pretty tough, especially when it comes to capitalizing book titles.

Most words in a title are capitalized but there are a few words that shouldn't be. The first word in a title is always capitalized, but otherwise, articles such as (the, a, an), conjunctions (and, but, until), and prepositions (with, to, for) are not capitalized in titles.

You can make a game out of titles by writing a list of your favorite book titles all in small letters. Then, see if your opponent knows which letters should be capitalized and which ones shouldn't. For example, what should be capitalized in **alice in wonderland**?

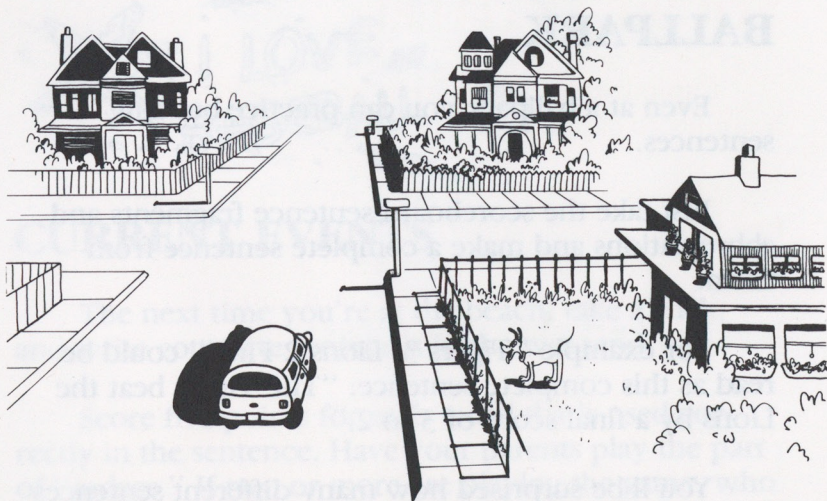
GETTING TO THE ROUTE OF CAPITALIZATION

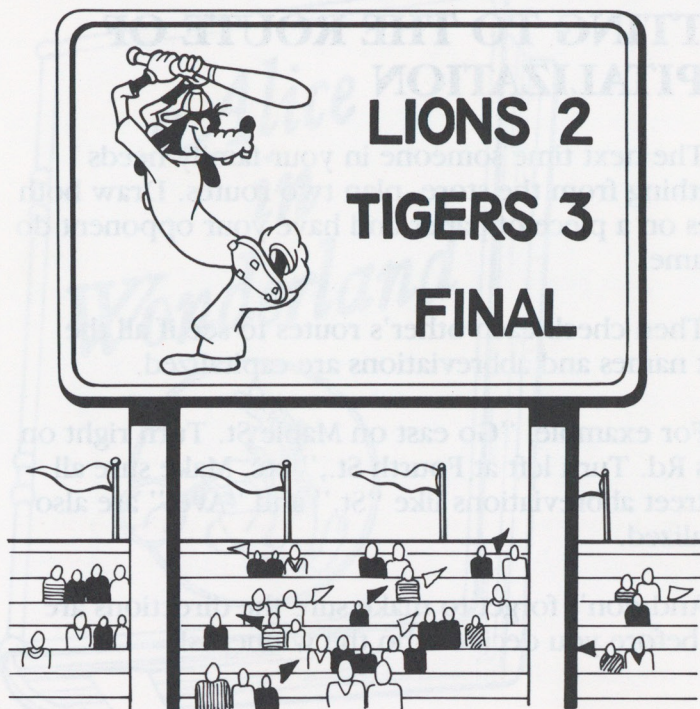
The next time someone in your family needs something from the store, plan two routes. Draw both routes on a piece of paper and have your opponent do the same.

Then check each other's routes to see if all the street names and abbreviations are capitalized.

For example, "Go east on Maple St. Turn right on Kings Rd. Turn left at Fourth St.," etc. Make sure all the street abbreviations like "St." and "Ave." are also capitalized.

And don't forget to make sure the directions are right before you decide who the winner is!





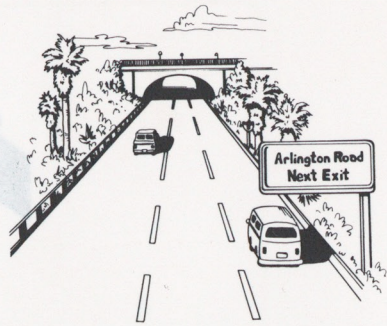
TAKE ME OUT TO THE BALLPARK

Even at a ballpark you can practice building sentences.

Just take the scoreboard sentence fragments and abbreviations and make a complete sentence from them.

For example "Tigers 3, Lions 2 Final" could be read as this complete sentence: "The Tigers beat the Lions by a final score of 3 to 2."

You'll be surprised how many different sentences you can make from scoreboard information by the time the game is finally over!



SIGN LANGUAGE

Half the fun of a long trip really can be getting there! You can make a game from the signs along the way. For example, "Arlington Road — Next Exit" can become a complete sentence: "The next exit is Arlington Road."

You can add even more interest to the game by seeing how many sentences can be made in 5, 10, or 15 mile intervals.



CURRENT EVENTS

The next time you're at the beach, take a stick, and write complete sentences in the wet sand.

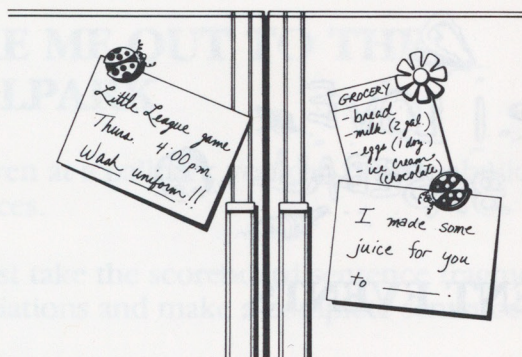
Score five points for each word that's used correctly in the sentence. Have your parents play the part of "judges." If two or more are playing the game, who will get to 50 points first? If just one is playing, how many points can be scored in 5, 10 or 15 minutes?



AUTHOR, AUTHOR!

The next time there's a special occasion around your house that calls for a cake, don't write the usual one or two word message. Write a complete sentence!

For example, a graduation cake might say, "Congratulations! We are so proud of you."



THE FINISHING TOUCH

Write a note, but leave out a key word that can be easily filled in. Both players can take turns guessing the other person's missing word. For example "Please, remember to _____ out the garbage." or "I made some juice for you to _____."

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