

BOY

DOG

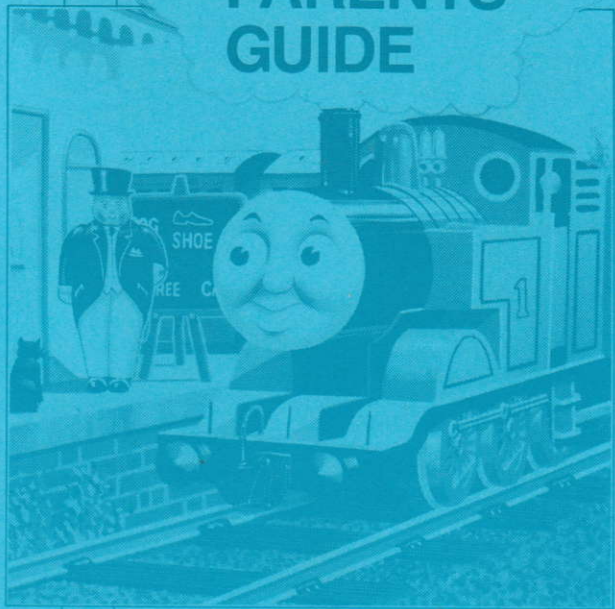
THOMAS THE TANK ENGINE'S FUN WITH WORDS

SUN

GIRL

BED

PARENTS' GUIDE



INTRODUCTION

Thomas the Tank Engine is one of the most well loved children's characters and what better way to hold your child's attention than with a series of educational programs, featuring this popular character. The programs have great play value and are fun to learn with. They also feature special entertaining "win/lose" sequences that will make your child want to keep learning.

This software consists of six easy to use separate programs that use pictures and special effects to teach your child about the formation and spelling of words.

We have carefully constructed this package so you and your child need no computer experience at all. All instructions, if you wish can be carried out by using a joystick (what could be simpler?).

You can set four different levels, enter your child's name, select upper or lower case, etc, and even enter your own words. To do this see section marked "OPTIONS!"

THE MENU SCREEN

When the software has loaded you will be presented with a screen showing six boxes representing the six programs.

Move the pointer around the screen to the box representing the program you wish to play then press

fire on the joystick or the space bar on the computer.

To move the pointer you can use the joystick or the keyboard controls as listed below:

	UP	DOWN	LEFT	RIGHT
Amstrad CPC	Q	A	O	P
BBC B	up arrow	down arrow	left arrow	right arrow
CBM 64	Q	A	O	P
Spectrum	Q	A	O	P

You can stop and leave any of the programs by pressing the following keys:—

Amstrad CPC	Esc
BBC B	Escape
CBM 64	Run/Stop
Spectrum	5

You will note that once you have selected a program its use will be relatively self explanatory and indeed your child should be able to use them all with little or no instruction once they have mastered the joystick controls.

LETTER SHAPES

Children learn the shapes of words and letters first so this program has been designed to help your child distinguish one letter from another. It is probably the best program amongst the six to start with.

Thomas is faced with eight different letters at the top of the screen. He will drive onto the screen pulling a letter behind him which may or may not match one of the eight letters displayed.

When Thomas stops, your

child can move the letter around the screen using the joystick or keys to the matching letter and release it by pressing fire. If Thomas brings on a letter that has already been used or one that doesn't match then simply mover the letter to the left or right until it passes off the screen. When all eight letters have been used then Thomas will check to see how well your child has done.

SPELL THE PICTURE

This is a simple test of spelling ability. The screen shows a long box across the lower part of the screen; this holds 8 letters. Within the 8 letters are those that are needed to spell the picture that Thomas will show your child. Move the small selection box along the box

using the joystick or keys and select the required letter by pressing the fire button (or space bar). The letter will be put onto one of the bars on the screen. Continue until all the bars are covered. Thomas will then check to see if the word has been spelt correctly.

WHAT'S WRONG

The screen shows the Fat Controller standing next to a board. Once again a long box containing letters can be seen at the bottom of the screen. The Fat Controller will show your child a picture with the word below. However, one of the letters will be wrong. Your child should move the selection box to the letter he thinks is

wrong and then press fire. If your child is correct the selection box will move to the bottom of the screen and your child will be asked to select the right letter.

Thomas will then check your child's answer to see if its correct.

You can select your own words for this program see the **OPTIONS** section.

MIX AND MATCH

Thomas will display his brand new 'timetable' board and on it he has a great game to play with your child.

The 'timetable' consists of three columns filled with letters. A picture will appear in front of Thomas and your child should select one letter from each column in turn to spell the right word for the picture.

When three letters have been chosen, Thomas will

check whether the child's selection is correct. If so then a new picture to spell will appear until all the letters are used up. If your child's selection is incorrect then the letters will be put back into the 'timetable' and your child can try again. It depends on how well your child does to get a congratulation's message from Thomas or a "tut-tut" from the Fat Controller.

LIVELY LETTERS

The Fat Controller stands at the left side of the screen next to a word with a missing letter. Thomas then appears on the right of the screen running along the track with a letter. When Thomas arrives at The Fat Controller your child is asked if the letter is the right one. The answer is selected by

moving the joystick left and right so that a 'TICK' or a 'CROSS' flashes. When your child is sure of the answer then press the fire button. Thomas will check to see if your child's choice is correct if so then another word will be shown, if not then the child can have another go.

LETTERFUN

VOWELS

This program has been designed to emphasise to your child that all words contain vowels and what important letters these are.

The screen will show five engine sheds along the top. Each will display a vowel.

Thomas will appear at the bottom of the screen with a word with a vowel missing. Your child will be asked to select the missing vowel. Thomas can be moved left or right until he is on the

track leading to your child's selected engine shed. When the child is satisfied with the choice then he or she should push the joystick up and Thomas will start along the track to the chosen shed. If the choice is correct another word will appear if not then the child will be given another go.

The game will continue until all the vowels have been selected Thomas will then tell your child how well he or she has done.

LOADING INSTRUCTIONS

CASSETTE

Amstrad

Insert rewind tape. Press CTRL and small ENTER together. Start the tape.

BBC B

Insert rewind tape. Type CHAIN "" and press ENTER. Start the tape.

CBM 64

Insert rewind tape into player hold down shift and press RUN/STOP. Start the tape.

Spectrum

Insert rewind tape into player. Type LOAD "" and press ENTER. Start the tape.

For disk loading instructions see printing on the disk.

OPTIONS

The difficulty levels of some parts of the program can be set by you the parent. This is done by pressing the SHIFT and 1 keys together (on the Spectrum the CAP SHIFT and 1 keys).

You will now be shown a series of options that allows a selection of different levels.

LEVEL 1

Three letter words (Side A).

LEVEL 2

Four letter words (Side A).

LEVEL 3

A further selection of three letter words (Side B).

LEVEL 4

A further selection of four letter words (Side B).

(If you turn over the tape or re-load the menu on the disk version you can select levels 3 or 4).

At this stage you can also enter the name of your child. Their name will then appear regularly throughout the rest of the programs.

You can also enter your own words for use in the program "What's Wrong"—but note

there will be no pictures to guide your child for these words, so you should be present to help them. (Once this option has been selected these words will appear until you re-load.)

Your final option is to select the case for the text.

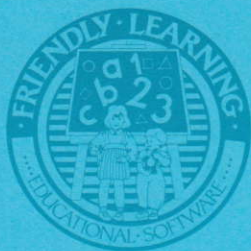
- ie. i) upper case only
- ii) lower case only
- iii) mixed cases

Should you not select any of the above options then the software will run at the easiest level. Thomas the Tank Engine's name will appear throughout the programs and mixed cases will be used.

After any of the programs have been played your child will be returned to the menu screen where he or she can select any other game or indeed the same one.

Finally there is no right or wrong way to use the programs simply be guided by letting your child chose the ones he or she enjoys and let Thomas the Tank Engine help them learn.

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**UNITS 3-7, BAILEYGATE
INDUSTRIAL ESTATE,
PONTEFRACT, WEST YORKSHIRE WF8 2LN
FACSIMILE (0977) 790243**