



PARENTS' GUIDE



INTRODUCTION

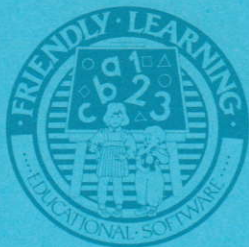
Sooty and his friends are some of the most popular and enduring children's characters of all time; so there is nothing better to hold a young child's attention than a series of educational programs that feature these lovable rascals.

Sooty, Sweep and Soo feature in six easy to use separate programs that use pictures and special effects to teach your child about the use of numbers. The programs have special "win/lose" sequences that will make your child want to keep learning.

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 the difficulty level, enter your child's name, select the case of the text used in the software. To do this please see the section headed "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

Remember using a joystick is far easier for a young child. You can leave any of the games by pressing the following keys:-

Amstrad CPC – Esc

BBC – Escape

CBM 64 – Run/stop

Spectrum – 5

You will note that once you have selected a program it's use will be relatively self-explanatory and indeed your children should be able to use them all with little or no instruction once they have mastered the joystick (or keyboard) controls.

MAGIC NUMBERS

Sooty will appear at the bottom of the screen. He will throw a number of magic wands up into the air. Your child will be asked to enter the number of wands seen on the screen.

To enter the number your child uses the special selection box at the bottom of the screen. Simply move the marker left or right (using the joystick or

keyboard controls) until it is over the required number, then the child just has to press the fire button (or space bar) to select the number. Sooty will tell your child if the selection is correct or not. This will then be repeated ten times and your child's result will be given using the special "win/lose" sequences.

S W E E P ' S B O N E S

The screen shows a number of Sweep's bones on the right. Sweep has buried these bones out in the garden and everyday he would like some for his dinner.

Sweep will ask your child to take a number of these bones away so Sweep can eat them.

The child should then move the required number of bones from right to left. When he or she is happy with the selection then simply press the fire button to see if its correct. After ten goes, your child will be told how many he or she has got right.

SOO'S HATS

(ADDITION)

Soo loves hats, and she loves to buy new ones to add to her wardrobe. She will show the number of hats she already has, and tell your child how many more she would like to buy. The child should then add together the two numbers and tell Soo how many she

would then own. This can be done by selecting the correct number using the joystick (or keyboard controls). After ten goes Soo or Sooty will tell your child how well he or she has done.

HIGHER! LOWER!

Two numbers will appear on screen, eg, 5 and 3, Sooty will appear at the bottom of the screen holding his magic wand and will ask the child to "magic away" either the bigger or smaller number. Sooty can be moved left or right until he is under the

number your child wishes to select, press fire and the number above will be covered with a magic spell. After ten goes Sooty will tell your child how well he or she has done.

ORDER! ORDER!

Boxes containing numbers either 0 to 7, 1 to 8 or 2 to 9 will appear at the bottom of the screen. There will be gaps in the sequence of numbers. Your child will be asked to fill these in with the correct numbers. The child will be shown one of the missing numbers, he or she should then move this number to the correct space (press fire to

drop the number). When all the spaces have been filled Sooty will check them and highlight the ones that are in the wrong spaces. The more this game is played the more spaces will be presented and the harder it will get. Remember to put the numbers in the correct order.

SOOTY'S RACE

This should be played last as it features many of the elements your child will have learnt from the other programs.

The program starts with Sooty and Sweep, in their cars, on the starting line. Sweep will set off around the track (his speed will depend on which difficulty level you have selected). A question will appear at the top of the screen, a multiple choice selection of answers

will also appear; your child should select an answer by moving the square marker left or right. The child should answer the question as quickly as possible. If the answer is correct Sooty will be set off after Sweep.

If your child answers enough questions correctly then Sooty will beat Sweep to the finishing line but remember he will not wait after all it is a race.

LOADING INSTRUCTIONS

(CASSETTE)

Amstrad CPC

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. Hold down SHIFT press RUN/STOP. Start the tape.

Spectrum

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

For disk loading instructions see printing on the disk.

OPTIONS

When the software is loaded you will be asked to type in your child's name – if you do not wish to do this then Sooty's name will appear instead.

When the menu page appears the parent can select the difficulty level of the software, this affects certain programs. To do this simply press the SHIFT and 1 keys together (on the Spectrum the CAP SHIFT and 1 keys).

You will then be asked to select your level using the numbers on the computer keyboard.

You will then be asked to select the case used in the text throughout the software, ie

U – UPPER case only

L – LOWER case only

M – MIXED case

If you do not chose a difficulty level, then the easiest will be selected for you and if you do not select the case then mixed case 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 program to play (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 Sooty, Sweep and Soo help them learn.

SOOTY'S FUN WITH NUMBERS

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