BONUS
BY VERBATIM

PHRASE CRAZE
Exciting Word Game for

22·50
DOCS

#16-258
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Please send along a letter with all returns explaining in detail the problem.

SPECIAL NOTES

We at Reedy Software would like to thank Digital Express for their informative newsletter, NIBBLES & BITS, and their fine line of commercial programming utilities. Programming information from their newsletter along with PowerPAINT, FontPOWER, and SpritePOWER were utilized in preparing this package. We would also like to thank all of our customers for their continued support.

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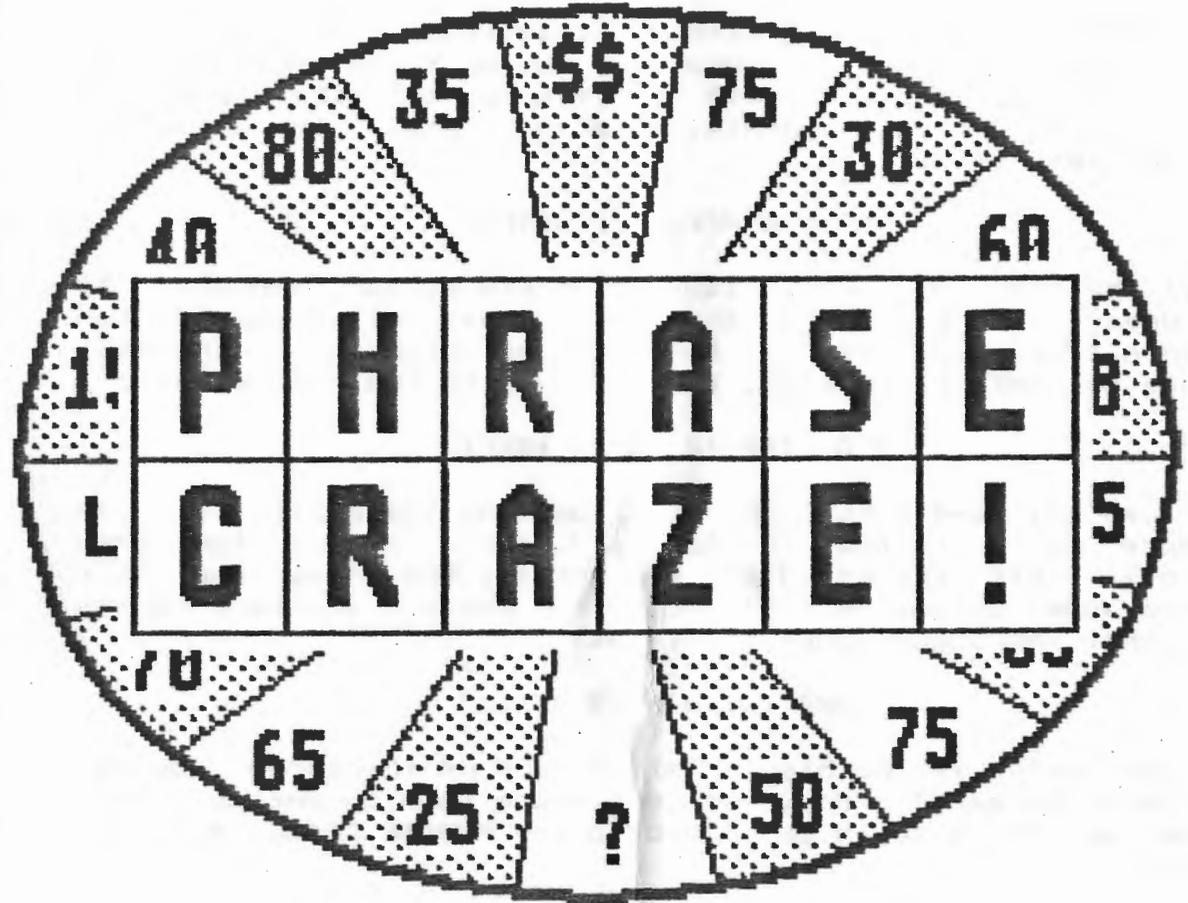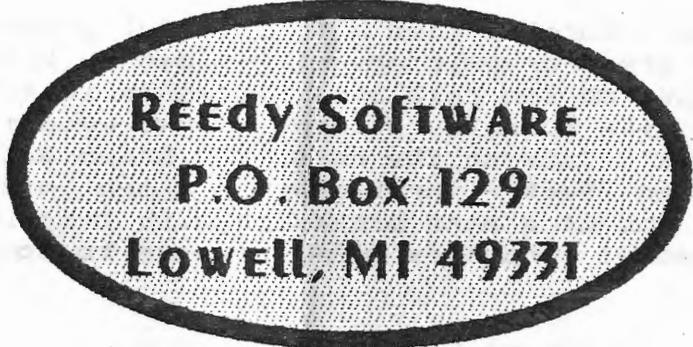
PHRASE CRAZE!

EXCITING WORD GAME

FOR USE WITH ADAM™

WELCOME TO REEDY SOFTWARE'S
P H R A S E   C R A Z E !

...TURNS YOUR ADAM INTO A GAME SHOW!

PHRASE CRAZE plays a lot like the television game show, *Wheel of Fortune* (sorry--no Vanna!). Two or three players (or teams of players) compete to figure out the "phrases" (sometimes things, events, names, etc.) in a manner reminiscent of *Hangman*.

BIG MONEY, BIG MONEY!

Roll the ball and hope it lands on a big dollar amount. If it does, select a letter and receive that dollar amount for each matching letter! If there are no matches, or the ball lands on *BANKRUPT* or *LOSE*, then it's on to the next player.

I'D LIKE TO BUY A VOWEL!

You can buy vowels too! And, if you know the puzzle, you can choose *SOLVE PUZZLE* (or *ROLL* and take a chance for more money). Win the round and you get all the money for that round added to your score! Lose the round, and your money for that round goes down the tubes!

AND THE WINNER IS...

If your score is the highest at the end of the three rounds, you win the game! And, if your score is high enough, your name and score could get added to the PHRASE CRAZE *HALL OF FAME!*

You and your friends and family will have more fun playing PHRASE CRAZE than you ever imagined! And, PHRASE CRAZE is more fun than any game show, because there are no commercials and you play as many games as you want!

Have fun going into a PHRASE CRAZE!

If you ever wish to clear the HALL OF FAME (erasing all of the high scores), press the CLEAR command key on the keyboard at the end of round three while the GAME BOARD is clearing. Upon clearing the GAME BOARD, you will be asked *DO YOU WISH TO CLEAR THE HALL OF FAME?* Simply answer YES or NO.

PHRASE PAKS

Obviously, there is a limited number of phrases that can fit onto the PHRASE CRAZE medium. Although there are several hundred phrases, you will eventually run through them all (after well over 100 games). At that point, ADAM will alert you that you have used all of the phrases and ask you to press RETURN to reset them. The phrases will then be repeated.

When we created PHRASE CRAZE we designed it to be "open ended," that is, so new phrases could be used through *"PHRASE PAKS."* We plan on supporting PHRASE CRAZE with new phrases via these PHRASE PAKS. These mediums will be available from us for a minimal cost and include hundreds of new phrases.

OTHER REEDY SOFTWARE PACKAGES FOR ADAM

We carry a complete line of ADAM software. To receive our current Product Catalog, send us a self-addressed, stamped envelope. Here's a list of just some of our popular packages:

Addictus — Habit-forming game with colorful graphics.
MageQuest — A great graphic adventure game by Brian Miguel.
Lab Mouse — Take on the role of a lab mouse in this 3-D game!
StageFright — Mike McCauley's complex text adventure.
Michigana Jones — Take on the role of a brave adventurer!
The Entertainment Pack — Three graphic games in one package!
SmartTYPE 2 — Gem of a word processor with 2-column feature!
...plus much more! And more ADAM software to come!

USING YOUR CONTROLS

TWO PLAYER GAME - Player one uses hand controller #1 (located on the front of the ADAM console) and player two uses controller #2 (back controller). To select an option, players may (1) use the joystick to point the arrow selector at their option and press either fire button, or (2) press the selection number on the controller keypad.

THREE PLAYER GAME - Player one uses the ADAM keyboard, player two uses hand controller #1, and player three uses hand controller #2. To make a selection with the keyboard, either (1) use the ARROW KEYS to position the arrow selector and press RETURN, or (2) press the selection number on the keyboard.

MAKING SELECTIONS BEFORE AND AFTER GAME - Menu selections before and after the game are made using the keyboard (using method explained above).

END OF GAME

At the end of a game, after the winner has been announced and the HALL OF FAME is displayed, ADAM presents you with three options for *ANOTHER GAME?* Selecting *1-NEW PLAYERS* starts a new game with new players. Selecting *2-SAME PLAYERS* will start the game over with the same players. *3-EXIT* exits **PHRASE CRAZE** and boots up SmartWriter.

THE HALL OF FAME

PHRASE CRAZE features a HALL OF GAME screen (shown at the end of a game) that lists the top five players. As changes are made to the HALL OF FAME, ADAM will have to save the changes to the **PHRASE CRAZE** medium. If you have removed the **PHRASE CRAZE** medium during game play (i.e. you're using a **PHRASE PAK** in that drive), then you will be prompted to insert the **PHRASE CRAZE** medium into the drive.

MAKING A BACKUP

Before playing, please take the time to make a working copy of **PHRASE CRAZE**. To make a copy, simply use any "image backup" backup utility (like our own **KopyKat** program). If you don't have a backup utility, you should get one, because it's important that you make backup copies of all your valuable software. Once you have made a working copy of **PHRASE CRAZE**, use that medium only; store the original medium in a safe place.

LOADING PHRASE CRAZE

You'll be happy to know that **PHRASE CRAZE** is auto-loading. Simply insert the **PHRASE CRAZE** medium into the drive and pull COMPUTER RESET -- The software will begin loading. After a few moments the initial title screen will appear, followed shortly thereafter with another title screen, and finally the game screen will display while the remaining program and data is loaded.

PHRASE CRAZE IS A MULTI-LOADING GAME.
DO NOT REMOVE TAPE OR DISK FROM THE DRIVE DURING GAME PLAY,
UNLESS TOLD TO DO SO (AS WHEN YOU'RE USING PHRASE PAKS).

SETTING UP YOUR GAME

When **PHRASE CRAZE** is loaded into memory and ready to start, you'll be asked *ARE YOU USING A PHRASE PAK?* Answer NO by pressing the [2] key on the keyboard or by using the up and down ARROW KEYS to point the arrow selector to *NO* (when the arrow is pointing at the choice you want, press RETURN).

(NOTE: For more information on PHRASE PAKS and how to use them, see the PHRASE PAK section in this booklet.)

Now ADAM will display *ONE MOMENT...* while the puzzles for the game are loaded in. After ADAM is done loading, you'll be asked to *SELECT NUMBER OF PLAYERS*. Again, make your selection with the keyboard's number keys or use the ARROW KEYS to point at the selection with the arrow selector (and press RETURN).

ADAM will now ask you to *PLEASE ENTER PLAYER NAMES*. Use the keyboard to type in each player's name. After typing in each name, press RETURN. Names can be up to eight characters long and consist of letters, numbers, spaces, and other various symbols. Hold SHIFT for bold letters. You may press BACKSPACE or the left ARROW KEY to edit the name.

GAME PLAY

After entering in each of the players' names, ADAM will draw out the screen for Round 1. One of the two or three players will also be chosen, at random, to go first. Looking at the screen, you'll notice that the round number is displayed on the upper-left. Across from that, the clue for the puzzle is printed.

Taking up the majority of the top half of the screen is the GAME BOARD. All the letters of the puzzle will be displayed in big letters in the grid. Blank spaces appear wherever a letter is in the puzzle.

Under the GAME BOARD is a purple LETTER BAR consisting of all the letters of the alphabet. As letters are selected, they will appear small in this BAR.

On the lower-left portion of the screen is the **PHRASE CRAZE** WHEEL. The WHEEL is split into twenty "pie slices" and labeled--most by numbers. The numbered slices are worth 10 times their numbered amounts (the 20 slice is worth $200, 45 is $450, etc.). There are four non-numbered slices; The black slices are "L" (for LOSE) and "B" (for BANKRUPT) and the green slices are "$$" ($1,000) and "?" (random value).

The bottom-right of the GAME BOARD has colored bars of the players' names and scores. The top "$" is the amount of money the player has this game (Game Money). The second "$" is the amount of money the player has for this round (Round Money). Rolling on BANKRUPT will set the Round Money to zero. Only the player who wins the round gets his Round Money added to his Game Money.

Directly above the players' names and scores is the MENU/MESSAGE area. The players' options and messages will be presented here. At each player's turn, there are three choices: *1-ROLL*, *2-BUY VOWEL*, and *3-SOLVE PUZZLE*.

PLAYER SELECTIONS

Roll: Selecting *1-ROLL* will cause a little white ball to travel around the perimeter of the wheel. It will randomly stop at one of the twenty slices. As long as the ball does not land on L (LOSE) or B (BANKRUPT), you will be asked to select a letter. Selecting a letter simply requires sliding the white letter selector box left or right across the LETTER BAR. When the box is on the letter you wish to select, press a fire button (for the controller) or RETURN (for the keyboard). Letters you cannot select (because they were already chosen or are vowels) will appear small.

For each matching letter in the puzzle, you will get the dollar amount added to your Round Money. If there are no matches, then you lose your turn.

Buy Vowel: Select *2-BUY VOWEL*, and you can use the letter selector (mentioned above) to choose a vowel. Vowels cost $250 per guess (**not** $250 for each matching vowel). The vowel charge must come off of your Round Money. If there are no matches, then you lose your turn.

Solve Puzzle: If you know the puzzle and want to type in the missing letters and win the round, press *3-SOLVE PUZZLE*. **Type carefully -- You cannot backspace.** If you enter the correct letters, your Round Money will be added to your Game Money. (losing players lose their Round Money).

Dear Phrase Craze User:

Please take notice of the USING YOUR CONTROLS section of your manual (page 5).

User selections before and after a game are made with the keyboard. Game selections during the game are made with either the keyboard or game controller (depending on the number of players and whose turn it is).

We point this out because some first-time players have found this "control switching" confusing. We modeled it after Coleco's public domain program Jeopardy to remain consistent.

Enjoy the game!