

COLECO FAMILY LEARNING SOFTWARE

WACKY WORD GAMES



A hilarious introduction to word processing on ADAM™

COLECO

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Welcome to Wacky Word Games

Once upon a time, learning to use a word processor was, well, *boring*. Fortunately, WACKY WORD GAMES changes all that. Now you can practice SmartWriter™ word-processing functions while playing some of the wackiest word games ever. You'll crack secret codes, unjumble scrambled sentences, write funny stories, even create your own zany games as you explore commands such as INSERT, PRINT, and MOVE. Every game is guaranteed to tickle your fingertips and your funnybone!

Onscreen instructions provide all the information you'll need to complete each game on the WACKY WORD GAMES digital data pack. However, because some people are more comfortable working from printed instructions, we've repeated the directions for each game, beginning on page 11 of this guide.

The printed game instructions are organized according to the main word-processing function to be practiced. Of course, each game involves more than one function. For example, the game called "Telephones" focuses on the BACKSPACE and SPACEBAR functions. But in order to complete the game, you'll also use the MOVING WINDOW Format, in addition to PRINT and INSERT.

Try WACKY WORD GAMES, and you'll become a word-processing pro in no time at all. But don't blame us if you come down with a bad case of giggles. We *told* you these games were wacky!

Here's the Set-Up



POWER SWITCH

INSERT DIGITAL DATA PACK

PRESS ESCAPE/WP KEY

DO NOT REMOVE DATA PACK OR DISK WHILE DRIVE IS OPERATING! DO NOT TURN POWER ON OR OFF WHEN A DATA PACK OR DISK IS IN THE DRIVE!

Turn ADAM on by pressing the power switch located at the back of your printer, then turn your television or monitor on. Unlike other software programs for ADAM, you do not have to press the computer reset button to play WACKY WORD GAMES. When ADAM's Electronic Typewriter appears, simply press the ESCAPE/WP Key located in the upper left-hand corner of the keyboard, and you're ready to play.

Get in the Game!

WACKY WORD GAMES is a collection of word-processing files that have been stored permanently on a digital data pack. Any time you want to play a game, you must take it out of storage first. To do so, follow these steps:

1. Press the ESCAPE/WP Key, located in the upper left-hand corner of your keyboard.
2. Press the STORE/GET Command Key.
3. Select the appropriate drive by pressing the corresponding Smart Key.
4. Wait for the File Directory to appear.
5. Use the arrow keys to position the cursor in front of the game title you want.
6. Press Smart Key VI (GET FILE).

When the game appears on your screen, use the Down Arrow Key to scroll through the directions line by line, or refer to the printed instructions beginning on page 11 of this guide. Either way, you'll find all the information you'll need to complete the selected game.

Check It Out!

Correct answers are provided for all the games on this digital data pack. You'll find most of them listed by game title on the Backup File Directory. Those games that do not require correct answers or that provide answers within the game text are not listed on the directory. To take a set of answers out of storage, follow these steps:

1. Press the Down Arrow Key until the cursor is below the last line of the game text.
2. Press the STORE/GET Command Key
3. When the new Smart-Key Labels appear, press Smart Key VI (GET).
4. Select the appropriate drive by pressing the corresponding Smart Key.
5. When the file Directory appears, press Smart Key V (BACKUP FILE DIR.).
6. Use the arrow keys to position your cursor in front of the name of the set of answers you want to select.

7. Press Smart Key VI (GET FILE).
8. After a few moments, the answers appear on your screen below the last line of game text.

Now you can use ADAM's PRINT HI-LITE function to check your answers. Just follow these simple steps:

1. Position the cursor below the first letter of the first answer.
2. Press Smart Key IV (HI-LITE).
3. Use the arrow keys to highlight the entire set of answers.
4. Press Smart Key IV (HI-LITE OFF).
5. Now press the PRINT Command Key.
6. When the new set of Smart-Key Labels appears, press Smart-Key III (PRINT HI-LITE).
7. Make sure there is a sheet of paper in the printer, then press Smart Key V (PRINT). ADAM prints only the answers you highlighted.
8. Use the arrow keys to move back and forth through the game text, checking your answers against the correct answers you printed.

Clear the Decks!

When you take a game out of storage, you actually bring only a *copy* of that game to your screen. Even if you accidentally overstrike or delete parts of a game while it's on your screen the original version remains on the digital data pack and can be used again and again. For this reason, you never have to restore a game after you've finished playing.

However, before you take a new game out of storage you should clear the old one from ADAM's workspace. Otherwise, eventually you'll fill up the workspace. To clear a game from ADAM's workspace, first press the CLEAR Command Key. When the new Smart-Key Labels appear, press Smart Key VI (CLEAR WORKSPACE), followed by Smart Key VI (FINAL CLEAR).

If you do not clear ADAM's workspace, the next game you take out of storage will appear on your screen after the game you just finished playing.

Using the MOVE Command

Have you ever finished typing a long composition, only to find that your opening paragraph actually makes a better conclusion? That's a tough problem to fix on a standard typewriter—but not on SmartWriter! The MOVE command allows you to relocate text quickly and easily. You can move whole paragraphs, single lines, or individual words from one location to another by following these simple steps:

1. Press the MOVE/COPY Command Key.
2. When the new Smart-Key Labels appear, press Smart Key V (MOVE).
3. Position your cursor under the first character of the text you want to move, then press Smart Key IV (HI-LITE FIRST). A red highlight appears below the first character.
4. Move your cursor to the last character of the text to be moved and press Smart Key V (HI-LITE LAST). A red highlight now appears below the entire block of text and the Smart-Key Labels change.
5. Position the cursor in the spot where you want to move the highlighted text.
6. Press Smart Key VI (MOVE). The text you highlighted moves to the new location.

Want to practice using the MOVE command and have a few laughs while you're at it? Try some of the games described on the following pages. By the time you're finished playing you'll be moving text just like a pro!

Jumbles

All the numbered sentences in this game are JUMBLES, jokes with words that are all jumbled up and have no spaces between them. At the top of each set of JUMBLES (five in each set), you will see the answers to these jokes.

Use INSERT to place spaces between the words in every JUMBLE, then, using your MOVE command, put the words in the right order, so they make sense.

Once you have unjumbled the jokes in each set, use MOVE to place the right answer to the joke on the line *directly beneath* each joke.

Jigsaws

You know what jigsaw puzzles are—pictures whose pieces are jumbled up. The sentences in these wacky stories are jumbled like the pieces of a jigsaw puzzle. They are very weird and will only make sense when you use your MOVE command to put each sentence in its proper place.

Time yourself as you unscramble each story. Then have friends or family members try it. Compare your time with theirs!

Good News

Use your MOVE command to match the Good News (written in upper-case letters) with the Bad News (written in lower-case letters) that goes with it.

This game has two parts that are both played in the same way.

Plot Shots

The movie critic of the Sunday paper needs your help.

He was just about to print out a list of his all-time favorite movies and their plots when a crazy director (who once got a bad review from the critic) came running into the newsroom and tore up his copy.

Now it's a total mess and he needs you and the word processing functions of ADAM to help him make the deadline.

In this game, there is a list of popular movies and a list of plots that summarize the action of each movie.

The plots are all messed up. In each plot there are phrases WRITTEN IN UPPER CASE LETTERS that describe parts of *another* movie!

Use MOVE to place these phrases in the plots where they belong. (Hint: It's best to HI-LITE a phrase, scroll through the plots, then move the phrase to the place where it belongs. Then highlight the phrase you replaced and scroll through the plots again.) When all the plots are correct, use MOVE to place the title of the movie on the line directly above the plot that describes it.

Hurry! His deadline is nearing and the movie critic is pulling out his hair!

Ink Pinks

An *Ink Pink* is a word puzzle.

In this puzzle, you will be given clues to find two words that rhyme *and* have the same number of syllables.

An *Ink Pink* is a two-word combination in which both words have one syllable each.

What is a plump kitty?

Answer: a FAT CAT

An *Inky Pinky* is a two-word combination in which both words have two syllables.

What do you call laughing coins?

Answer: FUNNY MONEY

Use MOVE to bring the answers from the top of each set of questions to the line beneath each question.

Spaghetti

These stories will *really* sound weird to you because the punctuation is all wrong and the phrases are scattered every which way, like spaghetti!

INSERT the correct punctuation and MOVE the phrases around so that the stories make sense.

For example:

The train went down the tracks in the sky. The plane flew through my binoculars. I saw the world.

Might be changed to:

The train went down the tracks. The plane flew in the sky. I saw the world through my binoculars.

Using the INSERT Command

Imagine this situation: You're reading over the letter you've just finished typing, when you discover that you left out an important sentence from the middle paragraph. Do you have to retype the whole letter? Not if you typed it on ADAM's SmartWriter! You can use the INSERT command to add words, sentences, or entire paragraphs to a body of text you've already typed. All you have to do is follow these steps:

1. Move your cursor to the first character of the word or sentence before which you want to insert text.
2. Press the INSERT Command Key. You'll notice that the text to the right of the cursor temporarily disappears.
3. Type the text you want to insert. If you're inserting only one word, use the SPACEBAR to create one space after it. If you're inserting one or more sentences, use the SPACEBAR to create two spaces after the end punctuation.
4. When you're finished typing the new text, press Smart Key VI (DONE). The text that had disappeared now returns, appearing after the text you inserted.

To practice using the INSERT command, try playing some of the following games.

Dear Diary

In this game, the vowels are missing from the names of states, animals, famous people, games, fads, and many other words. To find out what other kids wish for, figure out what vowels are needed and INSERT them where they belong.

Newsreads

Everytime the news spreads, one word changes. In this game, you will be given the original sentence and the final one. You must figure out and INSERT the missing middle statements, changing one word at a time until you change the first statement into the last one.

For example, let's say the first statement was:

Sally caught two brown dogs;

and the last statement was:

Sally ate twenty squirmy worms.

You might make changes like these:

Sally caught two brown dogs.

Sally caught two brown *worms*.

Sally caught two *squirmy* worms.

Sally caught *twenty* squirmy worms.

Sally *ate* twenty squirmy worms.

Jumpstart 1

This file contains some great stories for you to imagine your way into.

They are already started and ended for you. After the first paragraph you will see a prompt that says, "INSERT." That's where you should start writing your part of the story. Just press the INSERT key and write. When you are finished, press DONE. Then you can print out your story, pass it around, read it out loud, or place it in a folder with all the rest of your stories. Illustrate them, and you'll have your own book!

You can have even more fun with these stories if you have your friends and family write them, too. Then compare your stories with theirs, and see how you can come up with tales that are completely different even though they have the same beginnings and endings.

Jumpstart 2

Some people are great at starting and ending stories, but when they get to the middle they just get stuck. In this file, you will find stories that have no beginnings, no titles, no endings . . . only middles.

Each of the paragraphs in this file is the middle section of a story. To create your own beginning for this middle section, place your cursor below the first letter of the paragraph, press your INSERT key, and start writing! (Of course, you must press DONE (VI) when you are finished writing.)

Write the ending to your story in the same way. Place your cursor below the last character in the last sentence of the middle paragraph, press INSERT, and begin to create your own unique conclusion. (Again, when you're finished writing, press DONE.)

Then, print out your stories or read them aloud. You can even draw pictures that illustrate the text and bind

the stories in a folder that will be your own book. Why not have your friends create their own beginnings and endings to these "middles"? See what amazingly different stories you will turn up with!

Private Eye

Rosie's Deli is the place to go to make phone calls for innocents and the underworld alike. It's got the only pay phone in town and the phone is not tapped. You have been assigned to eavesdrop on every phone conversation, then write a story using the words and phrases you hear.

Using INSERT to fill in text around each overheard word, incorporate each group of words into a story. You must use every word *and* you must use the words in the order in which they appear.

Using BACKSPACE and SPACEBAR

How do you fix mistakes on a standard typewriter? With plenty of correction fluid. How do you correct errors on SmartWriter? With BACKSPACE and SPACEBAR, the special typing keys that allow you to change characters right on your screen.

SPACEBAR puts a space on the screen. If you press SPACEBAR while the cursor is under a letter, that letter is erased. When you're overstriking (typing over) words or sentences, you can use SPACEBAR to erase any extra letters you do not want.

When you press BACKSPACE, the letter to the left of the cursor is erased and the space closes up. In other words, all the text to the right of the cursor is pulled to the left. You can use BACKSPACE to erase the last word you typed or to erase an error in the middle of a sentence.

You'll use BACKSPACE and SPACEBAR to complete the games described in this section. You'll also practice changing characters simply by typing over them.

Slip-Ins

Tired of the ordinary things you read and write? Here is a quick recipe for some of the wackiest paragraphs you'll ever meet.

The stories in this file are incomplete. They need to have words filled in. Sometimes the words are parts of speech, sometimes the words are places, or even things that people say.

The words or groups of words that you need to "slip-in" are written in upper-case letters and underlined. To "slip-in" your own words, simply strike over the upper case underlined words. Erase any extra upper-case letters with BACKSPACE or SPACEBAR. Add extra letters of your own with INSERT.

SLIP-INS is a game for one or more players. To play by yourself just "slip-in" your words without reading the story. If you play with a friend, one of you calls out the words that need to be slipped in, then the other supplies the words.

When you are all done, PRINT the stories, read them aloud, and chuckle!

Starmaker

Use only the letters provided, plus the letter "O" as many times as you need, to fill in the first or last name of the celebrities.

On the left-hand side of the screen, you will see a line of dashes. Replace each dash with one letter of the celebrity's name. Every time you replace one of the dashes with a letter, use your SPACEBAR to strike that letter from the letter grid until there are no letters left.

Doubles

Answer the clues on the left-hand side of your screen by combining the pairs of letters, "doubles," that you see at the bottom of the puzzle.

Type the pairs of letters where you see dashes and use your BACKSPACE or SPACEBAR to erase each double until there are none left.

When you are finished, the first letters of the words will form a word that tells the subject of that puzzle.

Mix-Ups

Unscramble the names of these famous movies, television shows, rock stars, and sports figures.

Use the line under each scrambled name as workspace. Then copy the scrambled name and use BACKSPACE or SPACEBAR to erase letters, and INSERT to add them.

For example: TE is E.T.

Phicks It

The stories, documents, and rhymes in this file are hopelessly misspelled. See if you can correct them.

Use SPACEBAR or BACKSPACE to erase any incorrect letters. Use INSERT to add any letters where there is no space for them.

Top Secret File

This is your secret code breaker. For security it is suggested that you print it immediately and then keep the printed version in a secret hiding place or in the hands of someone you trust with your life.

Have you ever wanted to write messages that nobody but you and your friends could read? Your ADAM SmartWRITER is a great tool not only for making up secret codes, but also for deciphering them. That is, turning the secret writing back into words that people can read.

Here's how to make a code with your ADAM:

Simply type out the whole alphabet on two different lines, making sure that every letter on the top line is the same as every letter underneath it. Just like this:

1. ABCDEFGHIJKLMNOPQRSTUVWXYZ
2. ABCDEFGHIJKLMNOPQRSTUVWXYZ

Line #1 is called the *Plaintext*. Line #2 is called the *Cipher*. In a code, the letters in the Cipher are going to substitute for the letters in the Plaintext.

Of course, if we look at the example above, the letters in the Cipher are exactly the same as the letters in the Plaintext. So, to make a secret code, we shift the letters of the Cipher.

If you put your cursor under the "A" in the Cipher and then hit the SPACEBAR once, the "A" will be deleted and the cursor will be under the "B".

Now hit BACKSPACE one time and all the letters shift one place to the left. Now, every letter in the Cipher **is not the same** as every letter in the Plaintext. To put the "A" back into the Cipher, just move your cursor to the end of line #2, and type it in right after the "Z".

This is called a One-Shift Code because every letter of the Cipher is shifted one space to the left (and the first letter is moved to the end).

Now let's use the code to write a secret message. We'll start with the word ADAM. First, we write our message using the Plaintext. Then we substitute each letter of our message with the letter that appears beneath it in the Cipher. So:

ADAM = BEBN

A Two-Shift Code works the same way as a One-Shift Code except, of course, when the cursor is under the first letter of the Cipher, you would hit the SPACEBAR two times, then BACKSPACE two times. (But don't forget to replace the deleted letters at the end of the Cipher line.)

You can make a Three-Shift, Four-Shift, Five-Shift, all the way up to the Twenty-Five-Shift Code! Then you can send secret messages that people can't read *unless they know what number Shift Code you are using.*

How to Decode Secret Messages

First, you must know what number Shift Code the message is written in.

Next, type out the Plaintext alphabet, then the Cipher alphabet under it. When you're finished, shift the Cipher letters as many spaces to the left as you need to.

Remember that every message is written in Plaintext letters and every code is written in Cipher letters.

Simply look at each letter of the coded message, then find that letter in the Cipher line. Next, check which letter in the Plaintext is directly above the letter in the Cipher. Overstrike (type over) that Plaintext letter with the Cipher letter (do this for every letter), and your message is decoded!

Now you have all the information you need to break every code in

Wacky Word Games and to make up secret codes with your most trusted friends.

Do not let this file fall into enemy hands!

Code Wars

Help! The decoding computer at the National Security Center has broken down and they are swamped with partially decoded messages that sound dangerous.

Only you, with the decoding capabilities of your ADAM and the information in your TOP SECRET file, can discover the secrets of the coded words.

Decode the *lower-case letters* in these messages to see if national security is at stake. All upper-case letters have been decoded already. (Remember: In order to complete this highly sensitive operation, you must be familiar with the information in your TOP SECRET file.)

Then, type the proper Shift Code in the space given you above each secret message. As you will see in Message #1, there are spaces left for the PLNTEXT (Plaintext) and the CIPHER.

Each lower-case letter is in the Cipher alphabet. Simply type over it with the proper letter of the Plaintext.

Telephones

You'll use the MOVING WINDOW Format for this game. (For instructions on how to use this format, see page 25.)

The answers to the nutty questions in this file are written in codes made out of telephone numbers.

As you know, there are three letters on almost every button of a phone. The number 4, for example, might be "I", but it also might be "G" or "H".

In this file, you'll find a picture of the buttons on a phone. Print it out so you can decode the telephone number without scrolling up every time you need to check it. (For information on using the PRINT command, see page 31.)

In the answers to these questions, there might be more than one word. If you need help, there are hints. You can see them by pressing the Right Arrow Key on your keyboard when you're in the MOVING WINDOW Format.

Simply type your answer on the line directly below the telephone number. Since each number can stand for three different letters, you may want to type out all the possible letters in the telephone number and then use SPACEBAR or BACK-SPACE to delete the letters you do

not think are in the answers. If you change your mind, you can simply use INSERT to put them back.

Party Code

A secret party has been planned for this weekend. Only those kids who know how to break codes using their TOP SECRET file will find out the day, the place, and what to bring.

The first item on the list is disguised with a One-Shift code, but the number of the Shift Codes for all the other items can be found only when you decode the item that comes before it.

For example, if you decode Item #17 and it says, "Four Billy Joel Albums," then the Shift Code for the next item (#18) is four.

Then, type the proper Shift Code in the space given you above each secret message.

As you will see in Message #1, there are spaces left for PLNTEXT (Plaintext) and the CIPHER.

Each letter in the message (written in upper case) is in the Cipher alphabet. Simply type over it with the proper letter in the Plaintext.

Using the MOVING WINDOW Format

When you turn on your ADAM, it is in the STANDARD Format. In the STANDARD Format, you type on a roller at the bottom of your screen. When the roller is filled (it holds two lines of text), the text moves, or scrolls, up on the screen.

When you select the MOVING WINDOW Format, there is no roller and your text appears at the top of the screen. You can type lines that are 80 characters long. However, as you get closer to the end of a line, the text you are typing scrolls to the left, four characters at a time. For this reason, you see only part of what you are typing at any given time. When you use the MOVING WINDOW Format, it helps to think of your screen as a window that moves from left to right across the text as you type it.

Because each line you type appears on the screen exactly as it will when printed, the MOVING WINDOW Format is very useful for typing charts and columns.

To switch from the STANDARD Format to the MOVING WINDOW Format, first press Smart Key II (SCREEN OPTIONS). When the new Smart Key Labels appear, press Smart Key VI (MOVING WINDOW). To practice typing in this format, try the games described below, or any other game on this digital data pack. Remember to switch back to the Standard Format when you're finished.

Windowgags

Do you ever feel that you really can't say everything you'd like to because you know you should be polite?

Did you ever talk to somebody who said one thing but you know that he or she meant the opposite?

Then WINDOWGAGS is for you.

This is a great game that you can play on ADAM because ADAM has the MOVING WINDOW Format.

The object of WINDOWGAGS is to change a story using the MOVING WINDOW Format.

Look at the story called "Cousin Georgie." It is a perfectly sweet story; *but*, if you move your cursor to the far right, you see that the person telling the story has a lot more to say

Here are some funny stories with missing parts in the MOVING WINDOW screen. Use INSERT where you see the prompt (. . . .) to change the story.

Since these stories are just for fun, you don't have to worry about correct punctuation.

But remember this: You are limited to 36 characters (spaces count as characters) on each line of the MOVING WINDOW screen.

In Story #1, a babysitter tells a child what the evening is going to be like while the parents are away. The first screen is what the parents hear the babysitter say as they listen from the top of the stairs. The MOVING WINDOW screen that you are to complete is what the babysitter says that the parents *don't* hear.

Olympics

Are you good at sports? We'll see. Here's how to play.

This game is designed for the MOVING WINDOW Format and is set up for five columns, lettered A - D, plus a column for "Hints." Here's how to play:

1. Figure out the one-word answer to the clue in Column A.
2. Type the answer to that clue in Column B.
3. Column C will give you letters to INSERT (those letters that come after a "+" sign) or delete (those letters that come after a "-" sign).

4. If you have typed the correct answer to the clue in Column A and inserted or deleted the letters in Column C, you will have all the scrambled letters of a sport played in the 1984 Olympics.

5. Unscramble those letters and type your answer in Column D.

6. If you want, you can use the Right Arrow Key to find an extra hint, but try to figure out the Olympic Sport without it first. Good luck!

For example:

Clue	Answer	- or +	Sport	Hint
dull		-(r) +(x)		Rocky's sport

Here's how you would work it out:

dull = boring -(r) +(x) = boxing

Using the SEARCH Command

Let's say you've been using the SmartWriter to type a long story in which the main character's name is "Ben." You've finally finished, but now you want to change Ben's name to "David." All you have to do is search for the word "Ben." Then you can REPLACE it with "David."

Follow the steps described below anytime you want to SEARCH for and REPLACE a specific word or phrase in your text.

1. Position the cursor at the point from which you want to start the SEARCH.
2. Press Smart Key III (SEARCH).
3. Type the word or phrase (up to 32 characters) you want to find.
4. Press Smart Key VI (START SEARCH). The cursor will move to the first occurrence of that word or phrase.
5. When the cursor stops at the word or phrase you're searching for, press Smart Key V (REPLACE).
6. Type the new word or phrase, spelled exactly as you want it to appear.
7. Press Smart Key VI (REPLACE ALL). ADAM automatically replaces every occurrence of the old word or phrase with the new one.

If you just want to SEARCH for a word or phrase, follow steps 1-4, described above. To continue searching for the same word or phrase, press Smart Key IV (SEARCH NEXT). Each time you press this key, the cursor will move to the next occurrence of the word or phrase you're searching for. To end the procedure, press Smart Key VI (DONE).

Practice using the SEARCH command by playing the game described on the next page.

Fortunes

NostrADAMus, the famous fortune teller, can PRINT fortunes with the numbers that make up any birth date.

1. Figure out the date of birth by using *numbers only* for the month, day and year. For example:

November 29, 1973 = 11-29-73

2. Always use a zero if the month or day has only one digit. For example:

April 9, 1971 = 04-09-71

3. You will be asked to place each digit of the birthdate next to a corresponding letter, like this:

November 29, 1973 = 11-29-73

M - 1 (first digit next to "M")

O - 1 (second digit next to "O")

D - 2 (third digit next to "D")

A - 9 (fourth digit next to "A")

Y - 7 (fifth digit next to "Y")

R - 3 (sixth digit next to "R")

4. Here is another example:

April 9, 1971 = 04-09-71

M - 0

O - 4

D - 0

A - 9

Y - 7

R - 1

Each letter and number is called a letter/number combination. To find the fortune for your birthday you will SEARCH for these letter/number combinations.

5. If you are looking for the fortune for the birth date April 9, 1971, you would first use your SEARCH command to find all the letter/number combinations for that birth date. (First the "M" and the number after it, etc.) In the example above, you will search for M0, then O4, then D0, then A9, then Y7, and finally, R1.

6. After ADAM searches for and finds each letter/number combination, you should HI-LITE the sentence after the letter/number combination.

7. PRINT/HI-LITE each sentence.

8. Then SEARCH for the next letter/number combination until you've printed out every one.

Using the PRINT Command

There are lots of different ways to print text with SmartWriter. You can print highlighted text, only the text you see on your screen, or the entire workspace. In addition, you can choose to print without page numbers, or you can tell ADAM to number every page.

When you want to print, first make sure there is a sheet of paper in the printer, then follow these steps:

1. Press the PRINT Command Key.
2. Specify how much text you want to print by pressing the appropriate Smart Key.
3. Press Smart Key V (PRINT) when you are ready to begin printing.

If you want to print highlighted text, make sure you've highlighted it **before** you press the PRINT Command Key. To stop the printer at any time, press Smart Key V (STOP PRINT). To restart the printer, press Smart Key V (PRINT). To completely cancel a printing operation, press the ESCAPE/WP Key.

For practice in using the PRINT Command, try ADAM POEMS, described below. Of course, you can print any of the other games and answers on this digital data pack as well. Can you think of other ways to use the PRINT Command? You might want to print your own personalized stationery or make up zany greeting cards, then print them out for friends and family members. Try it!

ADAM Poems

Letters can do more than make words. In fact, you can use your keyboard to make what ADAM calls Picture-Poems. Just have a look:

**STRIPES/STRIPES/STRIPES/
STRIPES/STRIPES/STRIPES/**

Or:

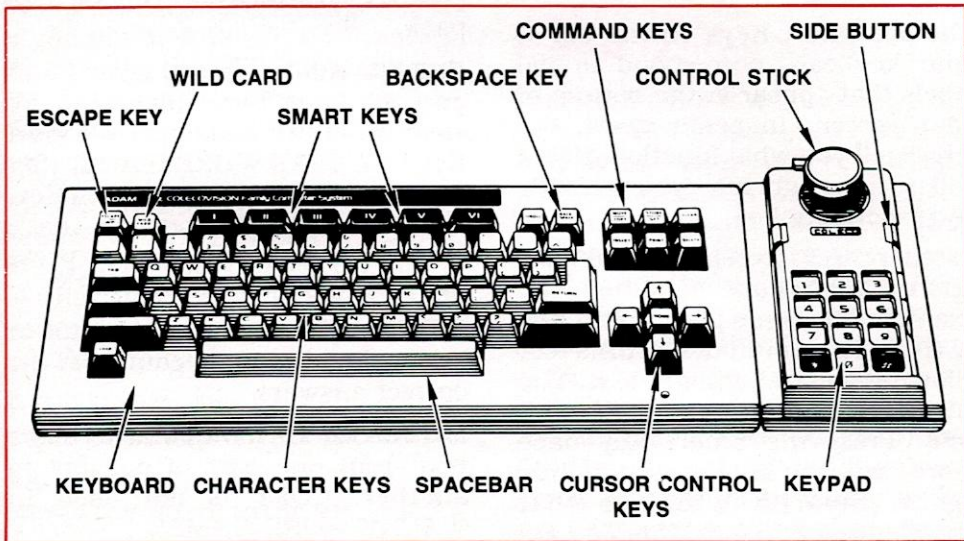
```
  r r r r r r r r
a a a a a a a a
  i i i i i i i i
n n n n n n n n
```

Your keyboard has more than letters on it. You can invent even fancier picture poems if you experiment with all the different keys. Here's an example:

```
          (((((slosh))))))
(((splash))))(((gosh))) ((this puddle))
((is DEEP))
```

Use the spaces provided in this file to create your own Picture-Poems.

Summary of Controls



If you're familiar with the SmartWriter word-processing system, you know how easy it is to use the ADAM Keyboard and Hand Controller. WACKY WORD GAMES requires the same controls and you'll use them exactly as you do for word processing. For a quick brush-up on using these controls for WACKY WORD GAMES, refer to the section that follows.

Character Keys

Use these keys to enter game text just as you would use standard typewriter keys.

Smart Keys

The six Smart Keys on the top of your keyboard correspond to the labels that appear at the bottom of your screen. In some cases, the labels tell you what function ADAM will perform right after you press the corresponding key.

In other cases, pressing a Smart Key sets up a particular condition. For example, when you press Smart Key IV (HI-LITE), your cursor turns red, allowing you to highlight text. The label then changes to read, HI-LITE OFF. Press the Smart Key once more, and the cursor turns white again. Smart-Key Labels that change back and forth this way are known as **toggles**. They help you move back and forth between selected conditions.

Finally, pressing one Smart Key can make a new array of Smart-Key Labels appear on your screen. The new labels allow you to set additional conditions or guide you through the activity you want to perform.

Command Keys

Six Command Keys are located in the upper right-hand corner of the keyboard.

STORE/GET: Allows you to take a game out of storage from the WACKY WORD GAMES digital data pack.

CLEAR: Allows you to clear all or part of a game from your screen. To clear an entire game, press Smart Key VI (CLEAR WORKSPACE) after pressing the CLEAR Command Key. To clear only the portion that's showing on your screen, press Smart Key V (CLEAR SCREEN).

PRINT: Allows you to print all or selected portions of a game and the correct answers.

MOVE/COPY: Allows you to move text from one part of a game to another. COPY is not used in WACKY WORD GAMES.

DELETE: Allows you to delete text from a game.

Four additional Command Keys are located above the character keys.

ESCAPE/WP: Press this key to use the Smart WRITER word-processing system and to play WACKY WORD GAMES. If you press this key while using a game, the command in progress stops and the entry-level Smart-Key Labels appear. (No text is lost and all highlighted text remains highlighted. However, if you escape while using the INSERT command, the text you've inserted will be deleted.)

UNDO: Pressing this key *immediately after completing* a procedure involving DELETE, CLEAR, or BACKSPACE, cancels the effects of that procedure. If you change your mind *during* a procedure, use ESCAPE to back out of it.

WILD CARD: This key has no function in WACKY WORD GAMES.

BACKSPACE: Pressing this key moves the cursor to the left, erasing every character in its path. Any text that appears to the right of the cursor is pulled to the left when you press this key.

Spacebar

The Spacebar moves the cursor to the right and erases every character in its path. To move the cursor without erasing anything you've typed, use the arrow keys.

Cursor Control Keys

Sometimes you'll want to move the cursor quickly over text, without destroying what you've already typed. The four arrow keys in the bottom right-hand corner of your keyboard move the cursor up, down, right or left through a body of text. The Home Key, pressed simultaneously with the Up Arrow Key, quickly brings the cursor back to the first character position of the game you are using. Pressing the Home Key simultaneously with the Down Arrow Key brings the cursor to the last character position of the game you are using.



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