

# Case of the **GREAT TRAIN ROBBERY**



**A Troll Micro Mystery Module  
for Skill Building**

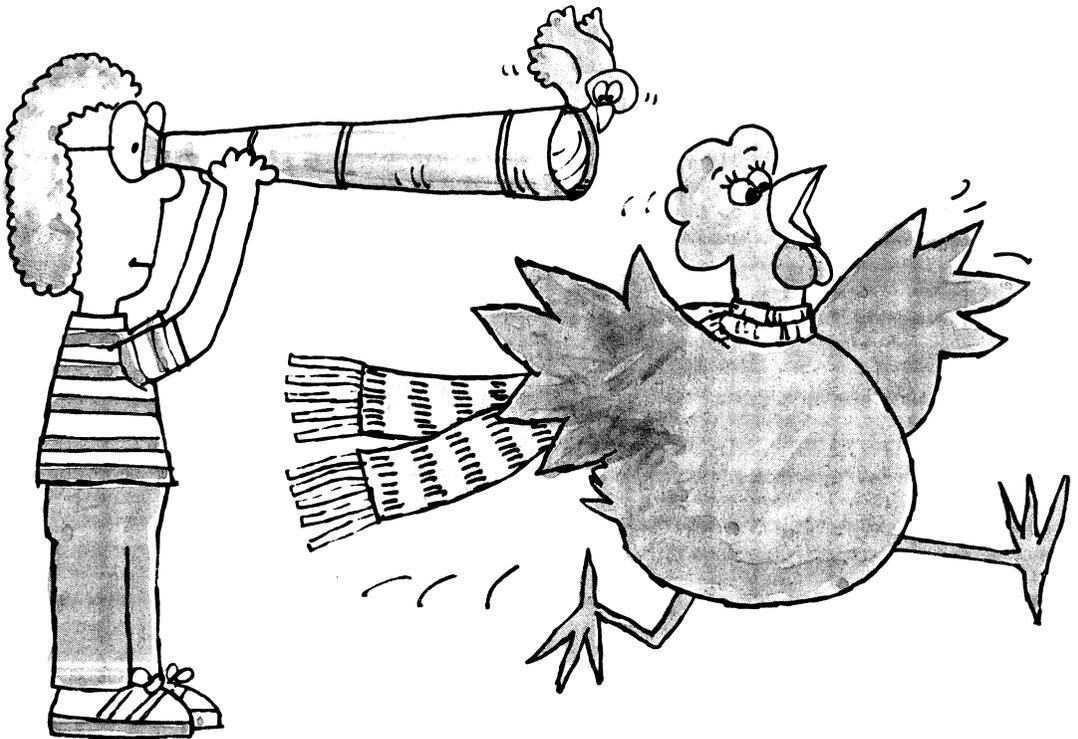
**FACT and OPINION**

# Troll

MICRO  
MYSTERIES

## Case of the GREAT TRAIN ROBBERY

## USER'S GUIDE



Troll Micro Software

# Case of the Great Train Robbery

## Micro User's Guide

### Program Components

- One micro-software program disk
- One copy of a softcover mystery book
- One user's guide

### Systems Requirements

1. Apple IIc, IIe, II+, or II  
(with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor  
(color is recommended).

### How to Use This Troll Micro Mystery

To get the maximum results from this Troll Micro Mystery:

- Students should first read the book, *Case of the Great Train Robbery*.
- Then students should complete the learning activities on the micro-software program disk. These activities are designed to help students distinguish between fact and opinion, and to identify the source of an opinion.

### About the Software

The games on the program disk are entertaining. They also help students strengthen important reading and thinking skills. What's more, students can return to the program again and again—having fun while they learn.

While the games may be played in any order, the first one is based on the book, and should be played after reading the book. Instructions are provided on screen where needed, and additional help may be obtained while any game is in progress by pressing the CONTROL and H keys simultaneously.\*

### Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

**Note:** Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title frame. Then you will be asked to enter your name, and whether or not you want sound. When the game menu is displayed, select the game you want to play by pressing the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the CONTROL key and the letter O key simultaneously.\*

# Micro User's Guide

When you have finished playing the game, you may play the same game again, or return to the game menu to choose a different game. Whenever the game menu is displayed, a different student's name can be entered by simply pressing the N key.

**Note:** To stop any game that is in progress or to return to the game menu, press the CONTROL and X keys simultaneously.\*

**REMEMBER:** CONTROL-H calls for Help.  
CONTROL-O turns the sound On or Off.  
CONTROL-X stops a game that is in progress or returns you to the game menu.

\*There may be a slight delay after pressing CONTROL-H, CONTROL-O or CONTROL-X.

## The Micro-Software Activities

There are four learning activities on the micro-software program disk. Each activity provides practice in distinguishing between fact and opinion, as well as identifying the source of an opinion, and changing a sentence from an opinion into a fact. The activities are:

1. **CASE OF THE GREAT TRAIN ROBBERY**
2. **MARK AND SHELDON**
3. **JUST FOR FUN**
4. **FACT OR FANCY**

**In each game,** read the paragraph and the statement in the box. If the statement is a fact, press F. If it is an opinion, press the letter O.

**In Game 1,** after a *fact* is identified, a new paragraph will appear. After an *opinion* is identified, you will be asked to do one of the following: a) *show whose opinion it is*, by pressing the letter next to the correct answer, or b) *make the opinion into a fact*, by choosing a word to replace the underlined word in the statement. Then a new paragraph will appear. The game contains 10 paragraphs.

**SCORING:** 5 points for each correct answer.  
Maximum score is 75 points.

**In Games 2, 3, and 4,** after the first statement is identified as fact or opinion, a second statement will appear in the box. When the second statement is identified as fact or opinion, a third statement will appear. After the third statement is identified as fact or opinion, a new paragraph will appear. Each game contains 10 paragraphs.

**SCORING:** 3 points for each correct answer.  
Maximum score is 90 points.

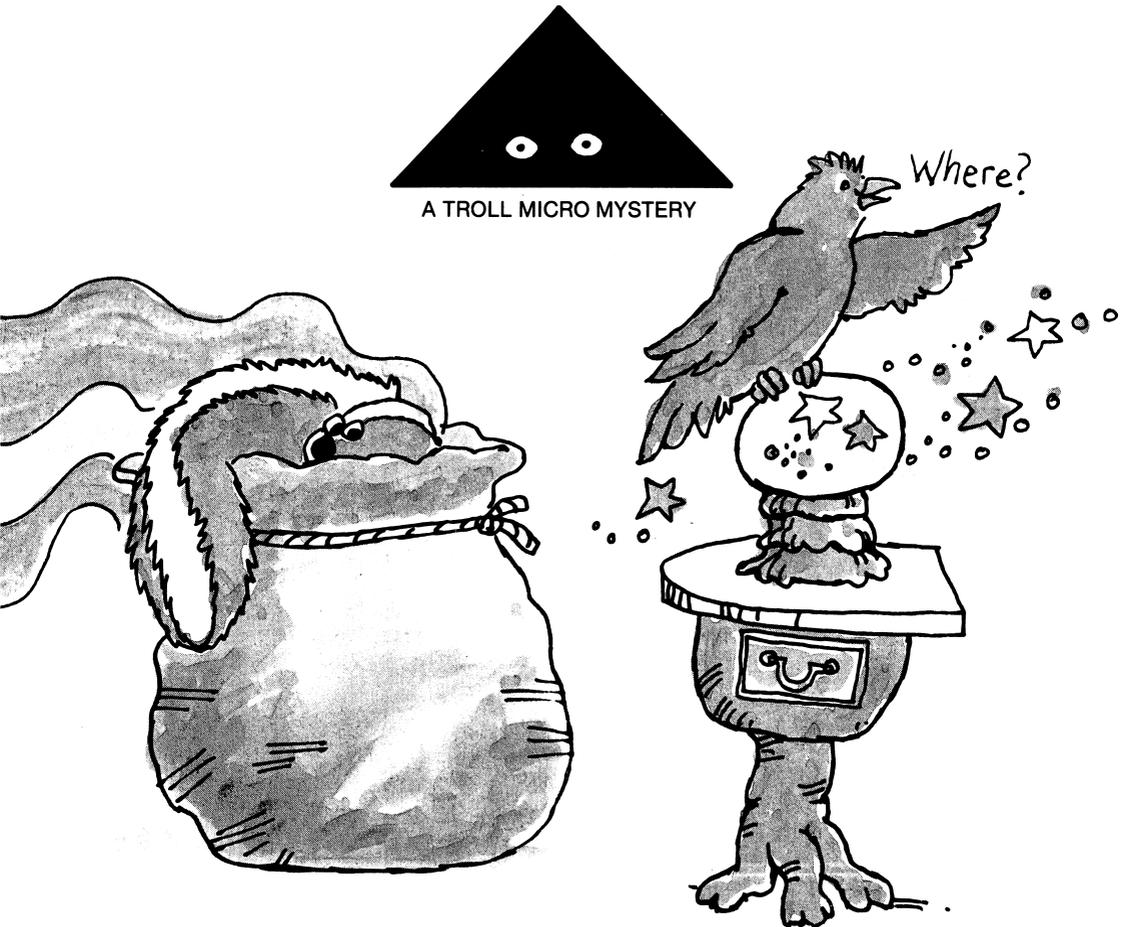
## Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball-point pen or pencil.

## Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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## A Troll Learning Center

Micro Mystery Modules are a delightful new way to help children develop important reading, learning, and thinking skills. This module focuses on Fact and Opinion.

Children start with the easy-to-read mystery book, *Case of the Great Train Robbery*. Then they turn to the micro-software program disk for computer learning activities that build skills in an enjoyable, fun-filled way.

### THIS MODULE CONTAINS:

- a 48-page "Easy-to-Read Mystery" Book
- a User's Guide
- a MICRO-SOFTWARE Disk with colorful, educational games



A TROLL EASY-TO-READ MYSTERY

**Troll Associates**

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TROLL  
MICRO