



English

Challenge

The Learning Seed

English

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English Challenge

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Chap 1

Media Center
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Rochester, N. Y. 14615

Includes graphic routines from Penguin Software™'s Graphics Magician®

The Learning Seed Company

Program Summary

Those who accept the English Challenge move around the game board by correctly answering questions in categories such as vocabulary, spelling, quotables, famous people, books, grammar, and punctuation. Players can compete against each other or one player can choose to challenge the computer. Players set the computer to any one of twenty six levels of expertise.

Over 500 carefully researched questions are designed to teach as well as entertain with all the confusing, delightful facts English teachers hope their student will remember. Questions range from Shakespearean quotes to modern authors; from where to put the comma to commonly used prefixes; from spelling correctly to familiarity with the memorable characters of literature. Correct answers are always displayed.

Difficulty Level

The literature questions deal with a wide range of work—from Robert Frost poems which may have appeared in students' fourth grade readers to English and American literature classics which are usually taught in junior and senior level courses. The questions on language deal with everything from tricky possessives, to irregular verb forms, to confusing spelling. Some **English Challenge** questions will seem very simple while others will seem more obscure and difficult.

Objectives

English Challenge is designed to teach while it entertains. It teaches basic facts about literature interpretation and language usage.

Using the Program

Boot the disk in the usual way and follow the prompts on screen. The first player to move his or her token around the game board wins. Each correct answer moves the player to the next square on the board. After each correct answer, the player is given an option to answer a "Bonus Question." For the bonus question the player may choose the category; for other questions the computer selects the category at random. If a bonus question is missed, the player is moved back one space. When a regular question is missed, a player does NOT moves back one space.

Each player must type in a correct answer; some questions are multiple choice. This means correct spelling is a must. For many questions, the game is programmed to accept more than one answer as correct. The program is forgiving, but knowing how to spell important words in English is still required.

Typing errors may be corrected by using the backspace arrows. As with most programs, you must hit the "RETURN" key to indicate your answer is finished.

If you are using an Apple IIe or IIc, be sure the CAPS LOCK is down while you use the program.

Before you start playing, several questions will be asked each time you boot the disk. The program will ask how many people are playing. From two to four may play. If the computer is a player, be sure to count it as one.

The program will throw a few random surprises at you. Every now and then a player will be told a question is worth two moves, or will be rewarded a free move forward or (Curses!) backward. The computer is stingy with these exceptions, but they do happen.

Playing Against the Computer

You may opt to allow the computer to play in your group or to challenge the computer alone. When the computer plays, you select how "smart" it should be. After all, it could easily peek at all the answers on the disk. You are asked to select a letter of the alphabet from "A" to "Z". At the "A" level, the computer will answer all questions, at the "Z" level it will miss them all. Your challenge is to see how close to "A" you can get and still beat the computer.

The Hall of Fame

The lowest scores are saved and recorded in the "Hall of Fame" which appears before the beginning of each game. The score represents the number of rounds (or questions) required to reach the finish line.

The program will automatically keep track of the top ten scores. If you wish to erase the current hall of fame scores, boot the disk and hit Control-Reset (hold down the "CTRL" key and hit RESET with "CTRL" still down). Type RUN HIGH SCORE ERASE and hit the "Return" key.

The program does not come with a write protect tape. If you add such a tape, the "Hall of Fame" option will not work since no scores can be written to the disk.

Replacement Policy

English Challenge is copy protected. The Learning Seed will replace, at no charge, a disk which does not load or run properly for one full year after purchase. Return the defective disk to obtain a free replacement.

A back-up disk may be ordered for \$8 pre-paid. A copy of your original purchase order or some reasonable proof of purchase must be enclosed to obtain this special price.

English Challenge was programmed by Mark Whitehurst with questions developed by Louise Schrank. Copyright 1984 by The Learning Seed.

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