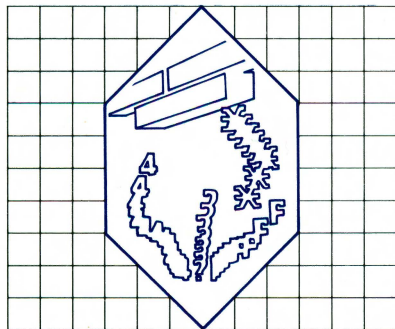


# SPEEDY SPIDES



I N S T R U C T I O N S

Program Development: AHEAD DESIGNS, Encinitas, CA

The disk is designed for use on Apple® II, II Plus, or IIe.

**Reader's Digest Services, Inc.**  
**Microcomputer Software Division**  
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## Contents

<b>Introduction</b>	2
<b>Equipment Requirements</b>	2
<b>Loading the Program</b>	3
<b>Main Menu</b>	3
<b>Game Settings</b>	4
<b>Playing the Game</b>	5
<b>Moving the Spides</b>	6
<b>Creating and Editing Fact Files</b>	7
<b>Using CTRL-C to Move Backward</b>	11
<b>Fact Files</b>	11

## Introduction

You are in control of a swiftly moving Spide. Quick! Maneuver your Spide to the correct answer box before your opponent's Spide gets there. But watch out for the menacing Dit—it will destroy your Spide on contact.

SPEEDY SPIDES™ is an action-packed, educational game for one or two players. You decide which Facts File to use—or make your own. Do you want to test yourself or play against an opponent? Would you rather use the keyboard or paddles? Decide how the Dit will move—or if it will move at all. You make the choices.

Nine Fact Files are included on the disk. And you can create twenty-six more Fact Files on any subject, with up to thirty facts in each file. Then keep them, change them, or delete them as the need arises.

This manual will help you get started.

## Equipment Requirements

- Apple II, II Plus, or IIe
- A monitor or television
- One disk drive
- SPEEDY SPIDES disk
- Game paddles (optional)

## Loading the Program

To load the program, follow these steps:

1. Insert the SPEEDY SPIDES disk into the disk drive, label side up, and close the door.
2. If you are using an Apple IIe, press the CAPS LOCK key down.
3. Turn on the computer, using the switch on the back left. Also turn on the monitor.
4. The red light in your disk drive will go on, and you will hear a whirring noise as the program is loading.
5. In a few seconds, the introductory screens will appear on the monitor, followed by the Main Menu.

Press the SPACE BAR to move the asterisk down the list of options.

When the asterisk is beside the option you want to use, press RETURN.

### MAIN MENU

- \* See Game Instructions
- Begin Play
- Create or Edit a Fact File
- End Session

Press SPACE BAR to move \* to your choice.  
Press RETURN to select.

New players will want to select the first option—See Game Instructions—before playing the game. Instructions for making or changing your own Fact Files appear when you select the Create or Edit a Fact File option.

If you want to turn off the sound on the title screen, press any key when the music begins. You will go on to the Main Menu.

### Game Settings

When you select the Begin Play option from the Main Menu, you will have an opportunity to adjust the following game settings:

The game settings are shown in ( ):  
 \* Sound (sound)  
 Keyboard / Paddles (keyboard)  
 Dit (above Spides)  
 Settings OK—Begin Play  
 SPACE BAR—move \*      RETURN—select

The current game settings are in parentheses at the right. To change any of the settings shown in parentheses, press the SPACE BAR to move the asterisk to the corresponding option name, then press RETURN. Answer the question that is asked,

then press RETURN again. The setting you have chosen will appear in the parentheses. You can choose whether you will play

- with or without sound
- with the keyboard or with paddles controlling the Spides
- without the Dit, with the Dit attacking only from above, or with the Dit attacking everywhere.

When the settings are the way you want them, move the asterisk to Settings OK—Begin Play. Press RETURN. Follow the instructions on the screen for entering your name and for choosing a Fact File. Then you are ready to play!

### Playing the Game

Each SPEEDY SPIDES game screen is set up like this sample:

Score-Spides →

Answer Choices →

Dit →

Spides →

Fact →

To play, decide which answer choice best completes or fits the fact at the bottom of the screen. Move your Spide toward that box. If your Spide reaches the right box, the answer will tumble out and your Score-Spide will move toward the finish line. If neither Spide reaches the right box, the correct answer will appear below the answer boxes.

There is a pause between game screens while the answer is displayed. To speed up the screen change, press any key.

The player whose Score-Spide crosses the finish line first wins.

### Moving the Spides

Using the keyboard:

	SPIDE	KEY	SPIDE MOVES
Player 1	⌘	←	left
		→	right
		/	up
Player 2	⌘	A	left
		S	right
		Z	up

Using game paddles:

	SPIDE	PADDLE
Player 1	⌘	1
Player 2	⌘	0

Turn the paddle knob either left or right to move the Spide in that direction. Press the button to make the Spide climb. After each game screen, reset your paddle knob to the center so your Spide will not drift to one side when you begin playing again.

Try playing a round of SPEEDY SPIDES without the Dit so you can practice controlling and moving your Spide. To stop the Spide's movement left or right, use the control that moves the Spide in the opposite direction. Once a Spide begins to climb, it cannot be stopped.

### Creating and Editing Fact Files

Perhaps you have to memorize a list of dates in history. Or maybe you want to practice matching Spanish words with their meanings in English. You might want to study vocabulary words for a test (match words with definitions), or study geography (match states or countries with their capitals). With SPEEDY SPIDES you can create your own Fact Files and have fun while memorizing information.



To make your own Fact Files, choose the Create or Edit a Fact File option from the Main Menu. When you select that option, the following menu will appear:

CREATE/EDIT MENU

- \* See Instructions
- Display Fact File Descriptions
- Create a Fact File
- Edit a Fact File
- Delete a Fact File
- Go to Main Menu

SPACE BAR—move \*      RETURN—select

First choose the See Instructions option for explanations and examples.

When you create a new Fact File or change one you have already created (Edit a Fact File), you will use a screen format like the following:

Fact #	File Letter:
Fact: (100 characters or less)	
Answer choices: (9 characters or less)	
Correct answer:	
Wrong answer:	
Wrong answer:	

---

RETURN	Move the cursor
CTRL-P	Go to a new fact page
CTRL-D	Delete current page
CTRL-Q	Save the file

The cursor indicates where you are typing. Press RETURN to move the cursor to a different entry location. You *must* fill in the fact and the correct answer. You can supply either one or two wrong answers.

To change a fact or answer while you are working on a fact page, simply move the cursor to the beginning of the line you want to change and retype it correctly, then press RETURN. To edit a Fact File that has been saved, use the Edit a Fact File option on the Create/Edit Menu.

When you have finished working on a fact page, press RETURN to move the cursor to the *first space* of any fact or answer location. Then, tell the computer what to do with the fact page by using a control command:

- Hold the CTRL key down and press P to save a fact page and go on to the next.
- Hold the CTRL key down and press D to delete a fact page.
- Hold the CTRL key down and press Q to save the entire file when it is complete.

These control commands appear at the bottom of each fact page.

When you use CTRL-Q, you are asked to describe the file. Think of a description that will help you easily identify the file's contents.

## Using CTRL-C to Move Backward

CTRL-C is a special control command that can be used at any time you want to back up through the SPEEDY SPIDES program. For instance, if you have started to play a game with the Dit attacking your Spides and decide you would rather play without the Dit, hold the CTRL key down and press C until you get back to the game-settings screen. Change the Dit setting, then follow the screen instructions to begin a new game.

If you want to go back to any screen, hold the CTRL key down and press C until you get back to the screen you want.

## Fact Files

The SPEEDY SPIDES disk has nine permanent Fact Files (some with subdivisions):

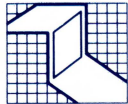
1. Synonym-Antonym-Homophone
2. Parts of Speech
3. Usage (Verb Tenses)
4. Rhyming Words
5. Multiplication Facts
6. Multiplication Facts Review 1
7. Multiplication Facts Review 2
8. Addition Facts
9. Subtraction Facts

Start playing SPEEDY SPIDERS with the Fact Files on the disk, then make your own files on any subject. Here are some suggestions for additional files:

- Classifying statements as Fact/Opinion, True/False, Sometimes/Always/Never
- Matching historical events with dates
- Matching states/countries with their capitals
- Matching words with definitions
- Selecting the proper spelling of a word
- Matching famous people with their achievements
- Matching classifications (robin—bird)
- Studying foreign language words
- Number and letter recognition, using one-to-one matches
- Number and letter recognition, using patterns (AAC, ACA, CAA)
- Identifying the next item in a series, using either number or letter patterns

Your own ideas, of course, will best suit your needs. Be creative and enjoy learning!





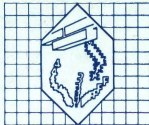
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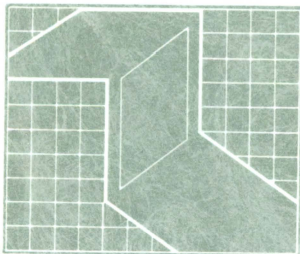
# SPEEDY SPIDES™

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