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# ***EXTRA! EXTRA!***

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A reading skills and comprehension game that emphasizes quick, accurate fact-finding and recording. The object is to get the story by uncovering the facts: WHO, WHAT, WHEN, WHERE, and WHY or HOW. You win by submitting the correct set of facts and getting the story to press before running out of time. EXTRA! EXTRA! makes you the reporter; it challenges you to gather and condense information to submit the story before time runs out.



Presented by  
MILTON BRADLEY COMPANY

Developed by



This package was designed and developed by METHODS & SOLUTIONS, INC.  
It incorporates many of the routines from their own copyrighted TOOLSKIT.

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## NUMBER OF PLAYERS

One

## OBJECT

Get all the facts in your on-line notebook, and submit the story BEFORE time runs out.

## TIMING

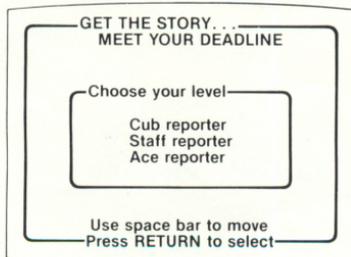
A digital clock ticks away the seconds and minutes. You must beat the clock to get the story in before deadline. BEWARE: time can be lost when you have to retrace steps.

## HOW TO SET UP THE GAME

1. Insert the disk into the disk drive and close the disk drive door.
2. Turn on the computer and wait for the program to load.
3. Enter your name.

## LEVELS OF PLAY

Select your level of play from this screen by pressing the SPACE BAR to position the rectangle over the reporter level you choose.



Press the RETURN key to make your selection final and to start the game. The selected level determines the level of difficulty; the ACE selection is the most difficult.

## FACTS ABOUT THE FACTS

The facts are specific answers to the questions; WHO, WHAT, WHEN, WHERE, WHY or HOW as they relate to a story.

**WHO\*** did it? This fact is always a *proper noun* that names a person, persons, or a group.

**WHAT\*** happened? This fact is always a *verb*.

**WHEN\*** did it happen? This fact is always a *proper noun* that names a specific day, month, or date.

**WHERE\*** did it happen? This fact is always a *proper noun* that names a specific place.

**WHY** or **HOW** did it happen? This fact is never longer than *three words*.

\*NOTE: In the Cub and Staff levels, the program will prompt you to "be more specific" if you are trying to save a common noun in these "Wh" facts.

## HOW TO PLAY THE GAME

### FIND THE FACTS

You have two sources of information from which you can find facts: THE TELETYPE and THE PHONE. During the game you'll have the chance to select either of these choices from the menu in the Pressroom. Press the SPACE BAR to position the rectangle over your choice and then press the RETURN key to make your selection.

### GO TO THE TELETYPE

A teletype message moves across the screen. Read quickly to see if any facts are in the message. The higher the level, the faster the speed of the message.

## GO TO THE PHONE

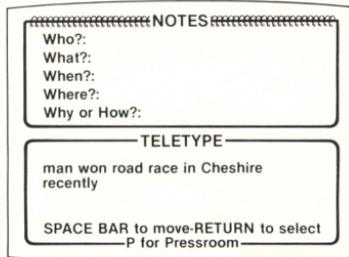
Find the number you wish to call. Use the SPACE BAR to thumb through the phone directory. It's on the top of this screen.



Type in the phone number. Does anyone answer? If so, read the message and look for more facts.

## RECORD THE FACTS IN YOUR NOTEBOOK

When you find the facts in the teletype or phone messages, you will want to record them in your notebook. Select "GO TO YOUR NOTES" and this screen will appear.



The last TELETYPE or PHONE message you viewed will be shown on this screen for your reference.

## HOW TO SELECT THE "WH" CATEGORY

First, press the SPACE BAR to position the rectangle over the "Wh" fact you wish to record. Then, press the RETURN key to make your selection final and to move the rectangle to the phone or teletype message area.

## **RECORD THE FACTS IN YOUR NOTEBOOK (cont.)**

### **HOW TO SAVE FACTS FROM THE MESSAGE**

Use the SPACE BAR to pass over the message word by word. When you are over the word you want to save for a specific fact, press the RETURN key, and it will appear next to the "Wh" category you selected. You can save up to three words per "Wh" fact. Press "P" to return to the Pressroom to get more messages.

HINT: Words entered incorrectly can be erased by going back to the Pressroom, then re-entering NOTES and saving the correct words over the incorrect words. You can also reselect "GO TO YOUR NOTES" if you've found more than one "Wh" fact in a message.

### **SUBMIT YOUR STORY**

Once you have all your facts in place, you can submit them to the editor. If the facts are correct and you still have time left, your story will be sent to press, with your name as the by-line. If you've submitted the wrong facts, you are told which facts are incorrect and you can go back and continue the search until time runs out. You lose valuable seconds each time you submit your story.

## **SPECIAL KEYS AND FEATURES**

1. The **ESC key** is used to stop the game at any time.
2. **CAPS LOCK key:** when using this program with an Apple IIe, the CAPS LOCK key must be depressed.
3. Press "P" to return to the Pressroom.

## ON YOUR OWN

Now that you've used this program, here are other activities to do:

- Think up some exciting headlines for the EXTRA! EXTRA! stories.
- Find a local newspaper and identify the five "Wh" facts in the news stories.
- Take the EXTRA! EXTRA! stories and write your own, creative endings to them.

## A WORD ABOUT YOUR DISK

Like any precision device, your disk requires care in use. Always refer to proper care and use of your disk on the back of the storage envelope. Should the disk become damaged so that it no longer functions properly, Milton Bradley will replace the disk at nominal cost.

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