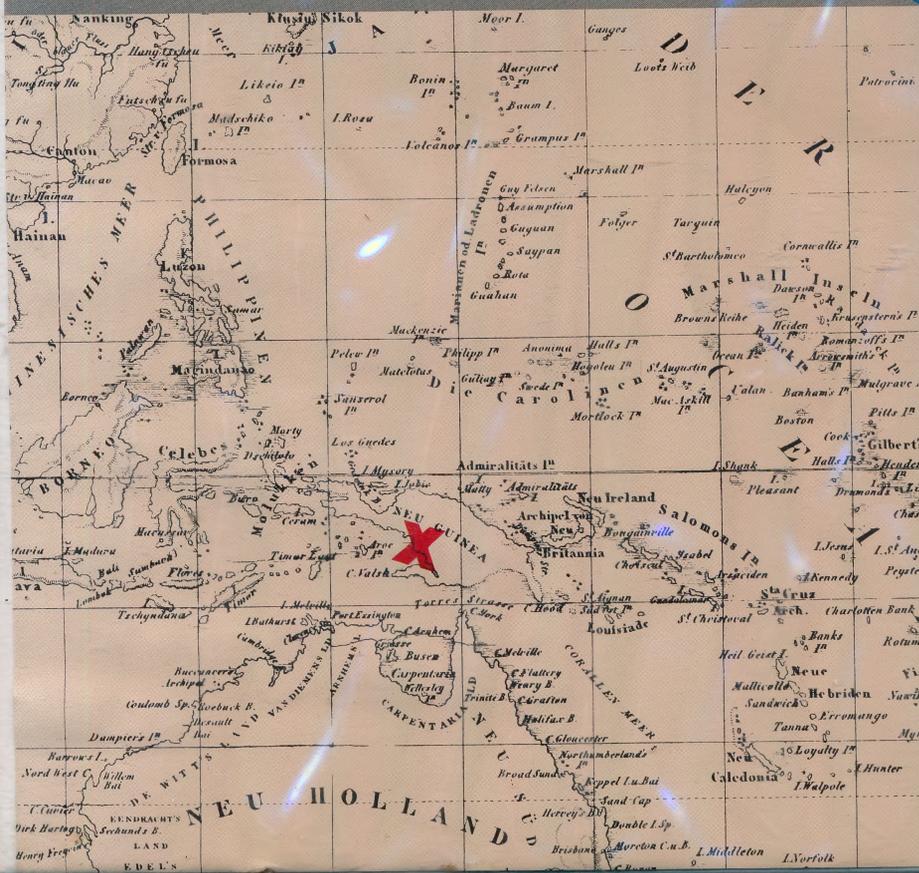




The Knowledge Explorer Series

Seek It:

MAX DUBLIN'S TREASURE



Grolier Microcomputer Software The Knowledge Explorer Series

Disk 1. SeekIt: Max Dublin's Treasure

An educational adventure that encourages young students to explore Volume A of *The New Book of Knowledge Encyclopedia*.

Disk 2. SeekIt: The Isle of Mem

An educational adventure for intermediate level students that motivates them to explore Volume M of *The New Book of Knowledge Encyclopedia*.

Disk 3. WonderQuest

An interest exploration program that directs students to fascinating articles throughout *The New Book of Knowledge Encyclopedia*.

Disk 4. InforMaster

An introductory database management program that provides a comprehensive, step-by-step, easy-to-understand tutorial, a built-in practice database, and a simple, powerful database management program that allows users to create, manipulate, save and print their own database files.

Disk 5. GraphMaster

An introductory computer graphing program that teaches students how to make basic graphs, gives them practice with graphing data found in *The New Book of Knowledge Encyclopedia*, and provides a tool with which they can create and print their own graphs.

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The Knowledge Explorer Series . . .

. . . designed for young students; usable through high school . . . designed to be used with *The New Book of Knowledge Encyclopedia*, thus encouraging reading and the development of reference skills . . . designed to be used in the library as well as the classroom . . . designed to teach computer literacy through the use of various computer applications and techniques . . . provides comprehensive documentation and helpful instructor's guides . . . provides attractive graphics to motivate students . . . provides prompts on the screen; no commands to memorize . . . provides graded levels of difficulty so that students can proceed at their own pace . . . provides a vital resource for reports and other assignments . . .



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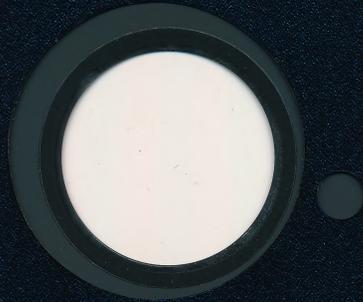
The Knowledge Explorer Series

SeekIt:

MAX DUBLIN'S TREASURE

To be used with Volume A of The New Book of Knowledge Encyclopedia

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Diskette Care and Handling Information



Protect	Proteger
Protéger	Schützen
保護	



No	No
Non	Falsch
注意	



Insert Carefully	Insertar
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Never	Nunca
Jamais	Nie
絶対禁止	



10°C - 52°C
50°F - 125°F



Never	Nunca
Jamais	Nie
絶対禁止	



The Knowledge Explorer Series™

SeekIt:

**MAX
DUBLIN'S
TREASURE™**

Instructor's Guide

SeekIt: Max Dublin's Treasure™

Instructor's Guide written by
Barbara Stewart with Kathleen DeBoer

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Message to Librarians and Teachers

Welcome to *The Knowledge Explorer Series*.™ This series was developed in response to your needs. Our research among your peers concluded that many computers in schools were located in libraries/ media centers, yet there was no software available that taught, reinforced and gave students an opportunity to practice and master basic research skills.

This group of five programs was designed to take advantage of the unique opportunities the computer and *The New Book of Knowledge Encyclopedia* provide for stimulating discovery learning. Your students will find the *Knowledge Explorer Series* both challenging and fun. You will find that it helps you to teach valuable research skills in a refreshing new way.

Relax

If you are a new computer user, do not panic. The software is easy to use and requires little or no previous knowledge about computers. If you are an experienced user, you will feel right at home!

Program Components

This package is designed for librarians, teachers, and their students. Each program can be used individually or in conjunction with others in *The Knowledge Explorer Series* for individual students, small groups or large group experiences.

1 *User's Guide*

This guide, written for students, describes the software. It explains the program's various levels and how to use each one. However, it is not necessary to read the guide before proceeding with the software. The programs are self-explanatory. Instructions and hints are provided. The User's Guides are designed

to provide easy reference to students or instructors with questions. We do recommend that the librarian and/or the instructor review the guides before assigning the programs to students.

2 *Program Diskette*

3 *The New Book of Knowledge Encyclopedia*

This encyclopedia is an integral part of *The Knowledge Explorer Series*. It is a required reference for some of the programs and all of the tutorials in the series. Also, many ancillary activities suggested in this guide require it as a resource.

4 *Instructor's Guide*

This guide is flexible and designed to help librarians and/or teachers facilitate learning in their libraries, classrooms or media centers by combining the new technology with more traditional methodology. It contains learning objectives for the software and accompanying suggested lesson plans and activities.

Learning Objectives

Cognitive

- Students practice locating subjects and collecting information in Volume A of *The New Book of Knowledge* by using alphabetical order, guide words, and cross references.
- Students use the encyclopedia to gather information contained in text, illustrations, and photographs.
- Students practice problem solving, reasoning, and critical thinking skills using basic research and reference tools.
- Students interact with the software and become familiar with the computer keyboard.
- Students use tools which transfer to any curriculum area.
- Students are exposed to the wide range of subject matter available in *The New Book of Knowledge*.

Affective

- Students are challenged through three levels of play, yet are encouraged to pursue knowledge through a nonjudgmental response to errors.
- Students gain a sense of accomplishment in mastering both the encyclopedia and the computer.
- Students overcome anxieties associated with reference books and/or computers.
- Students interact with peers and/or their librarian or teacher while using the computer software and other learning materials.
- Students have fun while using the computer and encyclopedia to learn basic research skills.

Software Description

In SeekIt: Max Dublin's Treasure, students join the cartoon-like character, Mr. Light, on a treasure hunt. Their quest takes them on a journey of discovery through Volume A of *The New Book of Knowledge* in search of answers to questions that guide Mr. Light to each new clue and a piece of Max Dublin's treasure map. As their journey moves forward, students are asked progressively more difficult questions which require them to use the headings, illustrations, text and index of *The New Book of Knowledge*.

Students are discouraged from wild guessing because each wrong answer costs fifty dollars. If a student enters too many wrong answers Mr. Light will not have enough money to buy fuel to finish his treasure hunt. When the student runs out of money, he/she has to start the treasure hunt over again.

Students manage their money on the journey and watch out for the Secret Face who appears at any time and asks a riddle. If a student answers a secret riddle correctly, he/she regains lost money and goes forward in the quest. When the map is complete, and the Silver Treasure is discovered, students go on to greater challenges and search for the Gold and Jewel Treasures. If a student runs out of money in the Gold Treasure Hunt, he/she does not have to go all the way back to the beginning of the program, just back to the beginning of the Gold Treasure Hunt. (See User's Guide for more specific details or simply play through a few turns of the program).

The three levels of Max Dublin's Treasure, Silver, Gold, and Jewel, contain from 10 to 14 questions each that encourage the student to use Volume A of *The*

New Book of Knowledge. The software is self-pacing and gently guides the student through each level. Each treasure hunt contains easy to use on-screen instructions. The names and placement of up to thirty students can be stored on disk. Therefore, a student can stop at any time and resume the activity where he or she stopped using the program.

Students can use the software one day and return another day to use the same program again. Direct students to spell their names the same way every time they use the software. If students experience difficulty finding their name (file), this menu appears on the screen:

1. Try again
2. Get librarian or teacher
3. Quit

If a student picks choice two, an adult's help is required. Once the teacher or librarian is at the computer, he/she pushes Control U. A list of student names appears. Find the student's name and type the corresponding number.

Planning: How Many Students; How Much Time?

The SeekIt Adventures were designed so that students could use them for as little as fifteen minutes at a time and still learn something and gain a sense of accomplishment. Max Dublin's Treasure will remember the playing locations of up to thirty students at a time. The entire program takes the average student 2 1/2 hours to complete. Using the fifteen minute module as a building block, plan student time with the computer in fifteen, thirty or forty-five minute blocks, depending on your school's class schedule. For example, it would take the average student five one-half hour periods to complete the entire program.

Remember that the program can store the locations of only thirty students. If a thirty-first student uses the program, the work of one of the original thirty students is lost. He or she has to start again from scratch. Therefore, to avoid frustration we recommend no more than thirty students playing at a time. As students complete all three treasure hunts, new students can begin. It might be helpful to keep a list or to periodically check the computer's list by typing Control U and checking the number of names on the program.

To use the program with more than thirty students, divide students into small groups or teams. Each group works together through each level of the program. Students take turns at the computer and looking things up in the NBK.

Encourage students to keep the ending of the program to themselves so the fun of discovering Max's secret is available for everyone.

Getting Started

This software runs on the Apple //e or //c and on the Apple II or II + with 64K of RAM memory.

How to begin:

- 1** Open the disk drive door.
- 2** Insert the disk with its label facing upward.
- 3** Close the disk drive door.
- 4** Turn on your Apple and your television or monitor.
The program's title screen appears first.

To turn on your Apple, press the switch on the back, left side of the computer.

Lesson Plans and Library and Classroom Activities

This section of the guide provides librarians and teachers with activities which reinforce the concepts presented in the software. There are suggestions for research activities, class discussions, learning games and practice activities. Symbols precede each activity. Most activities can be adapted for either a library or classroom situation. Here is a key for those symbols.



Classroom activity



Library activity



Computer required

NBK

The New Book of Knowledge required

G

Game

SeekIt: Max Dublin's Treasure is easily integrated into existing library, classroom and media center curricula. This program is intended for students who have little or no experience with encyclopedias or computers. Thus, this software provides an ideal way to introduce beginning research skills using the computer and *The New Book of Knowledge Encyclopedia*. For example, Max Dublin's Treasure might be substituted for or used to reinforce lessons on how the encyclopedia is organized; using the index; and cross references. Alternatively, it might be used in a Social Studies class as a springboard for student projects or reports.

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As Simple As ABC

Learning Objective: Students recognize and use alphabetical order. (Students need alphabetizing skills to use the index to answer questions in Max Dublin's Treasure.)

Activity: There are several quick exercises that help students master alphabetization. Use any of these suggestions when time is short or as an introduction to a longer lesson.

- 1** Students go from place to place within school in either one of two lines. Use this time to practice alphabetical order. Direct students to form lines in alphabetical order by first or last name starting with A and ending with Z. On another occasion start the lines with Z names and end with A names. Or, start the lines with a letter, chosen at random, from the middle of the alphabet.
- 2** Write words on index cards. Distribute one card to each student. Make a set of word cards for the leader. The leader picks a word card from the pack and holds it up for the others to see. The students who have the word cards that come before and after the leader's word card hold up their cards. Choose words that require students to alphabetize using the second and third letters, e.g. knives, know, knife. Repeat several times. This exercise can be played as a game. Divide the class in half. Distribute a full set of word cards to each team. Some students hold more than one card. Repeat the process described above. Whichever team gets the before and after word first gets a point.



Apply the Alphabet

Learning Objective: Students practice alphabetization skills they have used in Max Dublin's Treasure.

Activity: Direct students to make word cards using the index of any volume of *The New Book of Knowledge*. Students write one subject from the index on each card. Then, each student shuffles the pack and asks a classmate to alphabetize the cards. When the classmate is finished he/she returns the cards to the student who made them. That student checks to see if the cards are in the proper order. After this activity, the instructor can ask students which words, if any, they did not get in order. Students who need additional work in this area can try again with another set of cards.

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Picture Dictionary

Learning Objective: Students have learned to use the Index in Max and thus employ alphabetization skills. Now students can apply alphabetization skills.

Activity: Divide students into five groups: A-E, F-J, K-O, P-T, and U-Z. Students cut out pictures of words which begin with letters in their group. Direct students to include several pictures/words which begin with the same two or three letters e.g. ball, balloon, boat, bone. Write each letter on a separate page. Alphabetize the pictures and mount each one on the appropriate letter page. Label each picture. Write about each picture describing it carefully. Use the dictionary or encyclopedia to find out more about each item.

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Alphabet Safari

Learning Objective: Students practice alphabetization and auditory memory skills.

Activity: Play this game with a small group or the whole class. Student One says "I am going on an alphabet safari and I will take an antelope." Student Two repeats what student one says and adds a word which starts with the letter B, e.g. an antelope and a bicycle, and antelope, a bicycle and a carrot. The process continues using each letter of the alphabet until a player cannot remember the previously stated objects. That player is out of the game. Play ends when either all the letters are used or one player is left.

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Riddle Time

Learning Objective: Students practice research skills as they write creatively.

Activity: There are several riddles for the students to answer in their software. Direct students to write riddles for their friends to answer. Write some riddles as a class to acclimate students to the new format. Begin riddles with the words why, what, when, where, who, how, or if. Students can write riddles whose answers are found in *The New Book of Knowledge*. When each student has written several riddles, collect the riddles. Play Stump the Secret Face. Student One puts a scarf on his/her face and asks a riddle. Student Two looks for the answer in the encyclopedia. If Student Two finds the answer (within a time period, if desired), he/she becomes the Secret Face, puts on the scarf and asks a riddle of the next student. If Student Two does not locate the answer to the riddle, Student One asks the riddle to Student Three. Play the game for as long as desired. The goal is to be Secret Face for as long as possible.

CL

L

NBK

Facts and Figures

Learning Objective: Students become more familiar with the charts in *The New Book of Knowledge Encyclopedia*. (Students have referred to charts while playing Max Dublin's Treasure.)

Activity: Hand out several volumes of the encyclopedia to your students. Browse through the volumes. Talk about the features found in several articles, including the maps, illustrations, charts and graphs. Thoroughly discuss the Facts and Figures box. Ask questions based on this feature. Then, have students make Facts and Figures boxes about themselves. Direct each student to bring a photograph to school. Mount each photograph on paper. Then the student draws a box underneath the picture and writes important facts about him/herself. Display results as a bulletin board or a class book.



NAME:
BIRTHDAY:
ADDRESS:
PETS:
BROTHERS:
SISTERS:

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Close Relations

Learning Objective: Students classify words and use the encyclopedia for research. This activity reinforces the knowledge of indexes they gained while using Max Dublin's Treasure.

Activity: Choose a topic from a curriculum area and brainstorm with your students to elicit related vocabulary words (For example: The Westward Expansion). Record all words stated by the students on chart paper. Then, direct students to group words to form categories (for examples: clothing, transportation, shelter, animals, cooking, etc.). Write the categories on another sheet of chart paper. Ask students to classify the words from the first list by placing each one in the correct category on the second list. When all of the words are categorized, ask students to pick a category that seems interesting. Then, students use *The New Book of Knowledge* to find out more about their chosen category.

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Define It

Learning Objective: While using the computer, students become familiar with new vocabulary words.

Activity: There are several games and activities which help students master new vocabulary words. Use any of the suggestions as a lesson by itself or as an introduction to a longer lesson.

Vocabulary Suggestions: Spine, guide words, key words, reference book, volume, subject, index, headings, sub-headings, main entry, sub-entry, fiction, non-fiction, dictionary and encyclopedia.

1 *Vocabulary Concentration*

Use three by five index cards. Select several words and their definitions. Print a word on each card and its meaning on a separate card. Shuffle the cards and place them face down. Each player has to make a match by pairing a word with its definition. Two cards are revealed at a time. If a player makes a match, he/she retains the cards. If a match is not made, the cards are turned face down. Play continues until all of the cards are used. This game can be played by a small group of students or two students alone.

2 *Find The Meaning*

Use three by five index cards. Select several words and their definitions. Print a word on each card and its meaning on a separate card. Shuffle the cards and deal five cards to each player. One player begins by asking the player on the right for the meaning for one of his/her cards. If the player has it, he/she passes the card to player one. Each time a match is made, the player who made the match displays the cards. If a match is not made, the player picks a card from the deck. The next player takes a turn. Play continues until every card is matched.

CL	L	NBK
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Map Maker

Learning Objective: Students have consulted maps while playing Max Dublin's Treasure. Now students will discuss and fill in blank maps.

Activity: *The New Book of Knowledge Encyclopedia* contains many maps. Hand out several volumes of the encyclopedia. Direct students to find maps. Discuss the different kinds of maps: country, physical features, climate, rainfall, etc. Hand out blank maps. Then, have students fill in the countries on a continent, using the encyclopedia as a reference. Or, have students fill in a physical features' map of a continent.

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Scavenger Hunt

Learning Objective: Max has given students practice locating subjects in the encyclopedia. Now students locate subjects in the correct volume of the encyclopedia and key words in sentences.

Activity: Make several lists of subjects which are found in *The New Book of Knowledge Encyclopedia*. Divide students into three or four teams. Give each team a list. Students locate each subject on their list in the correct volume of the encyclopedia. Then, students write one fact about each subject based on the information found either in text, illustrations, or maps in the encyclopedias. The first team to correctly locate all of its subjects wins. Play this game another way. Give students lists of questions. Students write the key word or words found in the question. Then, they can search for information, using the encyclopedia.



Encyclopedia Biography

Learning Objective: After using Max, students will have some familiarity with the organization and terminology of the encyclopedia. Students use research terminology in a self-portrait.

Activity: Choose an interesting encyclopedia entry from *The New Book of Knowledge*. Review the important parts of the entry including the illustrations, maps and charts. Then, direct your students to make a class encyclopedia about themselves. Each person's life is an entry in the volume. Direct students to include pictures with captions, headings and sub-headings, important facts, a map of their neighborhood, a time line, and a main entry and sub-entries. Gather the results and bind each subject into the class volume.



Max Dublin's Treasure Club

Learning Objective: Students use their new knowledge from Max as the basis for further investigation. Students practice written and oral presentation skills.

Activity: As students complete each of the three treasure hunts, they get an assignment that takes them back into an article in *The New Book of Knowledge* that they referred to while using the software. The assignments take the form of brief written reports which may be presented orally to the class. Here is a list of possible assignments:

1 *Silver Treasure Club*

Give a report on any interesting aspect of Argentina;

Atlanta, GA; Alberta, Canada; automobile racing; Indiana.

2 *Gold Treasure Club*

Give a report on any interesting aspect of: Arkansas; Diamonds; Europe; Albania; Louisa May Alcott; Little Women; Anchorage or Barrow, Alaska; Stars; Austria; the Danube; Johann Strauss.

3 *Jewel Treasure Club*

Give a report on any interesting aspect of: Arizona; camels; Australia; dentistry; ancient civilizations; aviation; etc.

Students will use different volumes of *The New Book of Knowledge* to complete these assignments. When students complete their assignments, they become honorary members of the Silver Treasure Club, the Gold Treasure Club and the Jewel Club. Membership may be denoted with pins or badges made of aluminum foil, gold stars and colored marbles. The instructor might provide alternative rewards for membership such as silver chocolate kisses (for Silver Treasure); gold chocolate coins (for Gold Treasure); and jelly beans or sour balls (for Jewel Treasure). The librarian might create a roster of member of the various clubs in the library.

When students have completed the entire program, ask them to write a short essay on the value of Max Dublin's Treasure.

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The Knowledge Explorer Series™

SeekIt:

**MAX
DUBLIN'S
TREASURE™**

User's Guide

SeekIt: Max Dublin's Treasure™

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Quick Reference Page

What Computer Keys Will I Use In Max Dublin's Treasure?

Max Dublin's Treasure does not require that you memorize any commands. Instructions will always appear on the screen. All the different keys you will use are listed below. If you don't already know where they are on the keyboard, try locating them before you start.

- Use the keys like a typewriter when you sign in.
- Use ← to erase. (On the //e and //c, you can use the DELETE key also.)
- Use the SPACE BAR to go on to the next screen.
- Use RETURN when you have typed a response, and want it to be entered.
- Type Y for 'yes;' type N for 'no.'

When You Have Found the Treasure Map:

- Use the arrow keys on the //e and //c and the I, J, K, M keys on the II and II+ for up, left, right, down to move toward the treasure.
- When you type in a number, use the numbers in the top row of the keyboard.
- Type 0 when you want a hint. (Be careful to use 0 in the top row; that is the number zero. The letter "O" will not work for a hint.)

If you type anything other than the commands the computer is programmed to accept, nothing will happen.

About Max Dublin's Treasure

Max Dublin's Treasure is a challenging treasure-seeking adventure that is designed to be used with Volume A of *The New Book of Knowledge Encyclopedia*. Who can play? Anyone who can read will enjoy and learn from Max Dublin's Treasure.

Mr. Light, a cheerful cartoon-like character, will appear on the computer screen and invite you to join him on three different treasure hunts. By answering questions correctly you will gather pieces of treasure maps that will lead you to the hidden treasures.

What Can I Learn from Max Dublin's Treasure?

- You will pick up all kinds of information (big ideas and trivia as well) as you look in the articles in *The New Book of Knowledge Encyclopedia* (called NBK for short).
- You will discover that there are lots of things in the encyclopedia that interest you. You will probably start browsing in the NBK as you look for answers to the adventure questions.
- You will also learn how to use encyclopedias — what kinds of information are in them, and how information is displayed in different forms and in different places in an encyclopedia.
- You will learn how to work with the computer and books like NBK at the same time.
- Because Max Dublin's Treasure is a computer program, you will become more familiar with using computers and program disks.

How Can Max Dublin's Treasure Help with School Work?

While you're enjoying the adventure of looking for treasure, you're also learning how to use the encyclopedia to find information you need. The next time you need to look things up for a school assignment, it will be easier for you, because you've had the practice with Max Dublin's Treasure.

What Is Max Dublin's Treasure?

Three treasures were hidden by the mysterious Max Dublin — silver, gold, and jewels. For each treasure you need to collect pieces of a treasure map. There are five parts to the silver treasure map, six to the gold treasure map, and seven to the jewels treasure map. You earn parts of the maps by finding the answers to questions in Volume A of *The New Book of Knowledge Encyclopedia* (NBK).

After you have found the silver treasure, you can go for the gold and then the jewels. After completing all three, you will be rewarded with a special surprise!

You start with \$800 and a full tank of fuel for Mr. Light's plane. You need the money to pay for fuel to refill the tank for each flight Mr. Light takes as he collects map pieces. *Hints and wrong answers cost money.* The trick is to find the treasure before you run out of money. You will find the answers in Volume A of the NBK Encyclopedia.

From time to time, a mysterious masked stranger will appear. Sometimes he makes your adventure more difficult; other times he helps you.

What Materials Do I Need to Get Started?

All you need to begin is the Max Dublin's Treasure disk, an Apple //e or //c Computer or an Apple II or II+ with 64K of RAM, along with one disk drive and a monitor. (Note: Max has beautiful color graphics. If you have access to a color monitor, you will want to use it for Max Dublin's Treasure.) You also need Volume A of *The New Book of Knowledge Encyclopedia*.

How Do I Get Started?

The program is so simple that you don't even need this guide to start looking for Max Dublin's Treasure. As soon as you "boot up" the disk (load the program from the disk to the computer), the adventure begins. Just follow Mr. Light's instructions on the screen, and you'll be on your way!

Here's how to "boot up" any of the disks that are used in the *Knowledge Explorer Series*,™ (or, for that matter, any disk on any Apple Computer).

To insert the disk:

- 1** *Before turning the computer on, remove the disk from its protective sleeve, holding it by the end with the label. Do not touch the exposed plastic parts of the disk.*
- 2** Hold the disk with the label side up; insert it gently into the disk drive and close the door.
- 3** Turn on the computer. Soon the disk drive's red light will go on and you will hear a whirring sound as the program is loaded into the computer. When the light goes off, the program will begin on the screen.

Treat disks with care!

They can be damaged if:

- something spills on them.
- they are bent.
- you soil the exposed plastic areas.
- they are exposed to extreme heat, cold, humidity, or a powerful magnet.

How Do I Sign In?

Mr. Light first asks you to type in both your first *and* last name, and tell whether you have played before. The disk keeps a record of your game. This means it remembers who you are and how much you've played. If you go away for a while you can come back and pick up where you left off in the adventure. Be sure to remember exactly how you entered your name. If you do not enter it the same way every time you come back to the Max Dublin's Treasure adventure, the disk will not be able to find its record of your game.

How Much Help Will I Need with Max Dublin's Treasure?

You may not need any help at all. However, you may need to ask your librarian or teacher where to find the NBK. If you forget the way you signed in the first time you played, your librarian or teacher can help you find your record. (Instructor: See Instructor's Guide).

Suppose Someone with the Same Name Uses the Disk?

If the computer tells you that there's another record with your name on it, try to remember if you've played before, even a little. If so, you are already on record.

If someone *e/se* with the same name has been playing, you will have to change how you enter your name a little when you begin to use Max Dublin's Treasure. Try using your nickname, or adding your middle initial to the end of your first name. (Marya or Frankx). Do not try to use a middle initial alone.

The program will only allow you to use two names, a first name and a last name. If you try to put in a middle name or initial, it will think that is your last name and you will be stuck with being listed in the program with your middle initial for a last name. For example, you would end up a Mary A or Frank X if you put a space between your name and initial.

What Happens If I Can't Find the Answer to a Quest Or, I Need Help?

You can get a hint by pressing 0 (zero). Be careful! Use 0 in the top row—the numbers. The letter "O" won't work. (Mr. Light may think you entered the letter "O" as your answer and that wrong answer will cost you \$50.)

Hints help you find answers in the NBK. But . . . they cost \$50 each. You can decide if you can afford to get a hint.

What Happens If I Run Out of Money?

If you run out of money, you'll begin next time at the beginning of the adventure you were on when you went broke. So, if you were half-way through the gold adventure, when you begin again you'll start at the beginning of that level. You won't have to do the silver adventure over again.

How Many People Can Use the Max Dublin's Treasure Disk?

The disk can save the records of 30 different players. So, what if you're player #31? Don't worry, you can still play. The disk will check through its files to see which of the 30 players hasn't played for the longest time. That player's record will be removed to make room for you.

What Happens to My Record When I Go Away from the Computer?

If you stop for the day, or if someone else wants to use Max Dublin's Treasure adventure, that's all right. The disk will save your records. The computer can be turned off, and when you come back to continue your adventures, all you need to do is to "boot up" the disk and sign in correctly to resume play.

The program asks if you have already played, and when you type Y (for Yes), Mr. Light welcomes you back to the place in the game where you left off.



Welcome back

Let's pick up where
we left off.

Press SPACE BAR
to go on

What If I Get Halfway Through the Game, Go Away, And Don't Come Back for Weeks?

If many other students have been playing, your name may be removed. You will have to start at the beginning again. However, you will probably find that you remember the answers to most of the questions you've answered before. Even if you do not remember, it shouldn't take long to find the answers in the NBK.

How Do I Sign Off?

Mr. Light will wait while you are busy reading in the encyclopedia. But don't worry. He'll be ready to resume your search for treasure as soon as you type in your answer and then Press RETURN.

Every time you turn the machine off, the program will save your last completed quest. If you completed part of the gold quest and then ran out of fuel and money, the next time you sign in you will begin the gold quest again with a new supply of fuel and money.

Every time you finish a quest, and gain a piece of treasure map, you can choose to continue or to sign off for now. To sign off, press ESC (escape). Then you will see this message: "You may now remove the disk safely."

What If the Computer Can't Find My Name?

It's important to enter your name exactly the same way every time. If you change anything about the way you type your name, you will see this on the screen:



I can't find your name
in my list of players.

You can

1. Begin at the start
2. Ask a librarian or
teacher for help
3. Quit

Press 1, 2, or 3

Press #1 if you think you can now type your name the way you did the last time you used Max. Then you can go back to the beginning and sign in again. If it still can't find your name, you could type #1 again and try another spelling, or ask for help from a librarian or teacher by typing #2. When you type #2, "Ask a Librarian or Teacher for Help," the

program waits while you go off to get help. When you come back, your librarian or teacher can find a list of all users. (Instructors: See Instructor's Guide). Then you can check to see if your name is on the list, and how it is spelled in Max.

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