



spare moments

educational computing activities
for the **apple**® II computer

Product No. H-111

Diskette and Instruction Booklet

A Word About MECC

MECC was created in 1973. Ours is the oldest, most trusted name in educational computing.

MECC has enjoyed a long tradition of designing and producing high-quality educational software for a world market. Our ever-expanding collection of over 300 products can be used on a variety of personal computers.

Widely adopted by schools, MECC's educational software is now available for home use. **Spare Moments** is just one example of the excellence you can expect from us.

MECC. There's no substitute for the experience.™

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Welcome to Spare Moments

Sharpen your problem-solving skills in strategy games you can play with a friend or against a computer. Either way, if you like a challenge, you'll enjoy finding solutions to the puzzles and games of **Spare Moments**.

Spare Moments requires an Apple II series computer with 64K of memory. A joystick or mouse can be used with all but one of the programs.

Six programs

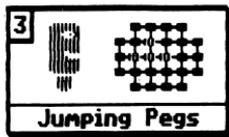
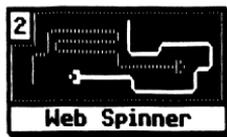
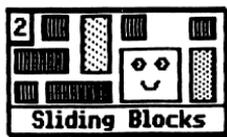
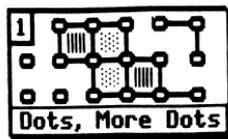
For use by one or two players

Ages 8 and up

This double-sided diskette contains six challenging programs that test your ability to develop new strategies and techniques.

Spare Moments

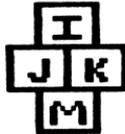
Solitaire with a Friend



A Word About Cursor Movement

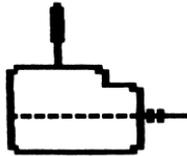
The cursor is a small hand that you move around the screen to make your selections. Movement of the cursor can be controlled by using the computer keyboard, a joystick, or a mouse.

Keyboard



- move the cursor with the I, J, K, and M Keys or the arrow keys;
- press the Space Bar when the cursor is on the object you want to select.

Joystick



- position the cursor with the joystick;
- press the button when the cursor is on the object you want to select.

Mouse



- position the cursor by sliding the mouse;
- click the mouse button when the cursor is on the object you want to select.

Note: Use of other devices, such as graphics pads or game paddles, is not recommended. These devices may cause the cursor to behave erratically.

The instruction section before each program contains a brief demonstration on movement of the cursor.

Controlling Sound

You may want to turn the sound on or off during the programs. If so, press Control-S (hold the Control Key down as you type the letter S) whenever the computer is waiting for your response.

To the Parent or Teacher

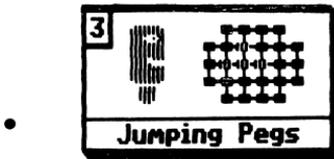
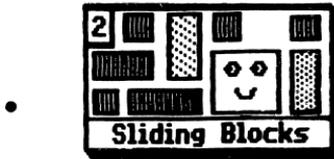
Programs on **Spare Moments** involve strategies to learn and have easy, medium, or hard levels to offer successive challenges to the learner.

A program can be stopped before it is over by pressing the Escape (Esc) Key twice whenever the computer is waiting for a response.

Spare Moments Solitaire (Side 1)

Each of these puzzles challenges you in two ways. First, you must find a correct solution. Next, you must solve the puzzle in the fewest moves possible. These programs encourage you to develop unique approaches and original ideas.

Programs available on Side 1:



Garden Mazes

Twisting hedge mazes were a part of all great gardens during the 17th and 18th centuries. Maze-solvers followed the tunnel-like network of paths created by the tall hedges.

GARDEN MAZES re-creates those popular mazes. You must travel through the hedges until you find the hidden fountain. Each intersection offers new choices and decisions. As you travel through each maze, you automatically create a map of the places you have explored.

Sliding Blocks

Wooden block puzzles were first invented in the late 19th century. Since that time they have continued to challenge a countless number of people.

SLIDING BLOCKS presents you with six different puzzles to solve. You must rearrange the blocks in each puzzle into a special new pattern. Each puzzle can be solved in several different ways. Your task is to solve the puzzles in the fewest possible moves.

Jumping Pegs

The Bastille, a fortress-like jail in France, was the place where the first peg puzzle was made. According to legend, a French nobleman jailed in the 18th century invented the game during his long days of imprisonment. The original peg-board design and the rules for playing the game are still used today.

JUMPING PEGS presents you with twelve classic puzzle patterns to solve. Your task is to reduce each of the patterns to a single remaining peg by jumping the pegs over each other. Be careful! You need to think up and test new ideas in order to solve each pattern.

Puzzle Solutions

Most of the puzzles in **Spare Moments** have many possible solutions. The charts below list the smallest number of moves it takes to solve each puzzle.

Garden Mazes

Rose	5 moves	Iris	10 moves
Violet	9 moves	Tulip	14 moves
Daisy	11 moves	Mum	17 moves
Peony	10 moves	Zinnia	47 moves
Poppy	25 moves	Orchid	45 moves
Lily	11 moves	Sage	37 moves

Sliding Blocks

Air Lift	4 moves
Swamp Crossing	17 moves
Butterfly Away	6 moves
Sea Floor	26 moves
Bat 'n' Ball	63 moves
Free Kick	92 moves

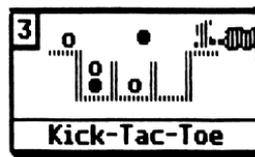
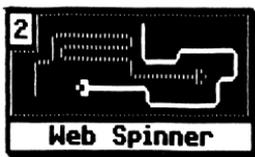
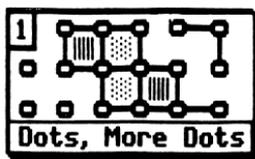
Jumping Pegs

One Way	3 moves	Nine Pin	8 moves
Square	3 moves	Pyramid	15 moves
I See!	4 moves	Arrow	16 moves
Cross	5 moves	Four By	31 moves
Add One	8 moves	Star	28 moves
Tower	10 moves	Pent Up	23 moves

Spare Moments with a Friend (Side 2)

Each of these games can be played in two different ways. You can play with a friend or, if you are alone, you can test your skills against the computer. If you play against the computer, you may select a skill level to match your playing ability. Careful thought and planning are your keys to success.

Programs available on Side 2:



Dots, More Dots

In this positioning game you try to enclose or capture more squares on the playing board than your opponent. Careful planning becomes very important in this favorite strategy game. You can play DOTS, MORE DOTS with a friend or by yourself. You may also vary the size and shape of the playing board by changing the plus and minus arrows. Beware—each change in the playing board requires you to develop new strategies and different techniques.

Web Spinner

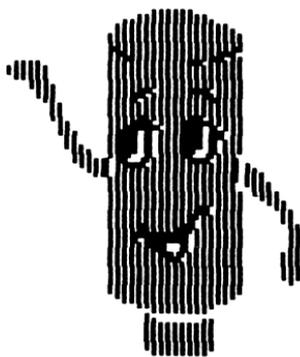
In this game you must combine quickness and strategy in order to trap your opponent. Use the keyboard to make your opponent run into an obstacle without running into an obstacle yourself. WEB SPINNER can be played with a friend or by yourself. Alert play and quick reactions are sure signs of a successful player. Prepare yourself—the action begins when the countdown ends.

Kick-Tac-Toe

In KICK-TAC-TOE you try to position your playing pieces in a straight line. Lines may be either diagonal, vertical, or horizontal. Planning brings great rewards in this variation of an all-time favorite strategy game. KICK-TAC-TOE can be played with a friend or by yourself. You may select one of two different board sizes. Each board requires you to develop slightly different strategies and techniques.

Spare Moments Rewards

Spare Moments provides you with an opportunity to develop your ability to solve problems in the form of puzzles. This collection of puzzles rewards original ideas and fresh approaches.



You may enjoy other problem-solving products from MECC, including **Problem-Solving Strategies** and **Mind Puzzles**. See your dealer for more information.



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