

RHYMES & RIDDLES™



SPINNAKER™

We make learning fun.

FOR
APPLE II+ / IIe
48K, Disk Drive

Early Learning **ELS** Series

With RHYMES & RIDDLES, you'll learn
rhymes, riddles and famous sayings by
guessing the letters.

Ages 5-9

RHYMES & RIDDLES™



Kids go wild over riddles. They laugh at them, remember them, and tell them to their friends.

And with RHYMES & RIDDLES, your children will enjoy the challenge of three different games.

In the first game, Nursery Rhymes, the computer shows blank spaces for the first line of a well-known nursery rhyme. As the child completes the first line the second line appears. When all four lines are completed correctly, the computer shows the rhyme with vivid color graphics and music.

Riddles asks the child to complete a joke or a riddle by guessing the punch line and filling in the blank spaces. Different color graphic



rewards are given for correct answers. There are over 100 riddles in all.

The third game, Famous Sayings, presents the child with a famous saying, (e.g. "A penny saved is a penny earned"). When correctly completed, the child is again rewarded with a music and color graphics display.

RHYMES & RIDDLES will provide hours and hours of fun and entertainment for your children. Not to mention hours of educational value.

Dr. and Mrs. Mark Cross, creators of RHYMES & RIDDLES and founders of **Cross Educational Software**, specialize in educational software for children.

Educational Value: RHYMES & RIDDLES helps children learn reading and spelling by associating specific letters to words they already know. Children also learn the location of letters on the keyboard and the correct lyrics to nursery rhymes and famous sayings. Ages 5-9

RAR

SPINNAKER™
We make learning fun.

RHYMES & RIDDLES™

For Apple

Spinnaker Software, Cambridge, MA

This product uses DOS 3.3, copyright Apple
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SPINNAKER
We make learning fun.

RAR-AP

3M

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3M

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Only soft tip pen
 Seulement stylo
 feutre
 Nur weichen
 Filzstift benutzen



No magnetic field
 Pas de champ
 Magnétique
 Keinen Magnetfeldern
 aussetzen



Do not bend
 Ne pas plier
 Bitte nicht knicken



Never
 Jamais
 Nie



Never touch media
 Ne pas toucher le
 support
 Berühren Sie nicht
 das Medium

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SPINNAKER  TM

We make learning fun.

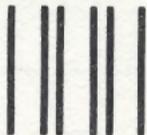
SPINNAKER SOFTWARE CORPORATION WARRANTY POLICY

If this diskette should fail to work for any reason whatsoever during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. If it should fail to work after the first 30 days, mail it to Spinnaker Software at the address below. If the disk has been physically damaged, you will be charged five dollars for a replacement.

In order to help Spinnaker maintain accurate records regarding your purchase of this program and to facilitate performance under this warranty, we would appreciate your filling out the attached Owner Information Card and returning it to Spinnaker.

Should you have any questions concerning this warranty please contact the dealer from whom you purchased this program, or write or call Spinnaker:

SPINNAKER SOFTWARE CORPORATION
215 FIRST STREET
CAMBRIDGE, MASSACHUSETTS 02142
(617) 868-4700



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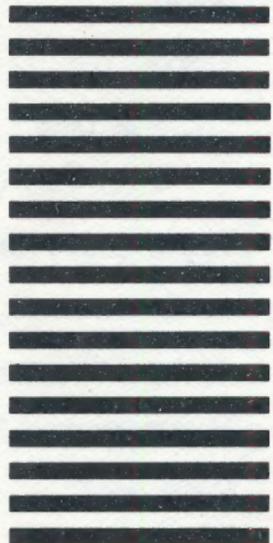
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Spinnaker Product Purchased _____ Date of Purchase _____
(Month) (Year)

Name _____
(Last) (First)

Address _____ City _____

State _____ Zip _____ Phone () _____
(Area Code)

Intended Use: School Home _____
(Other)

Computer Used _____
(Brand/Model)

Date Computer Purchased _____
(Month) (Year)

Magazines you read frequently _____

Age(s) of the user(s) of this program: _____

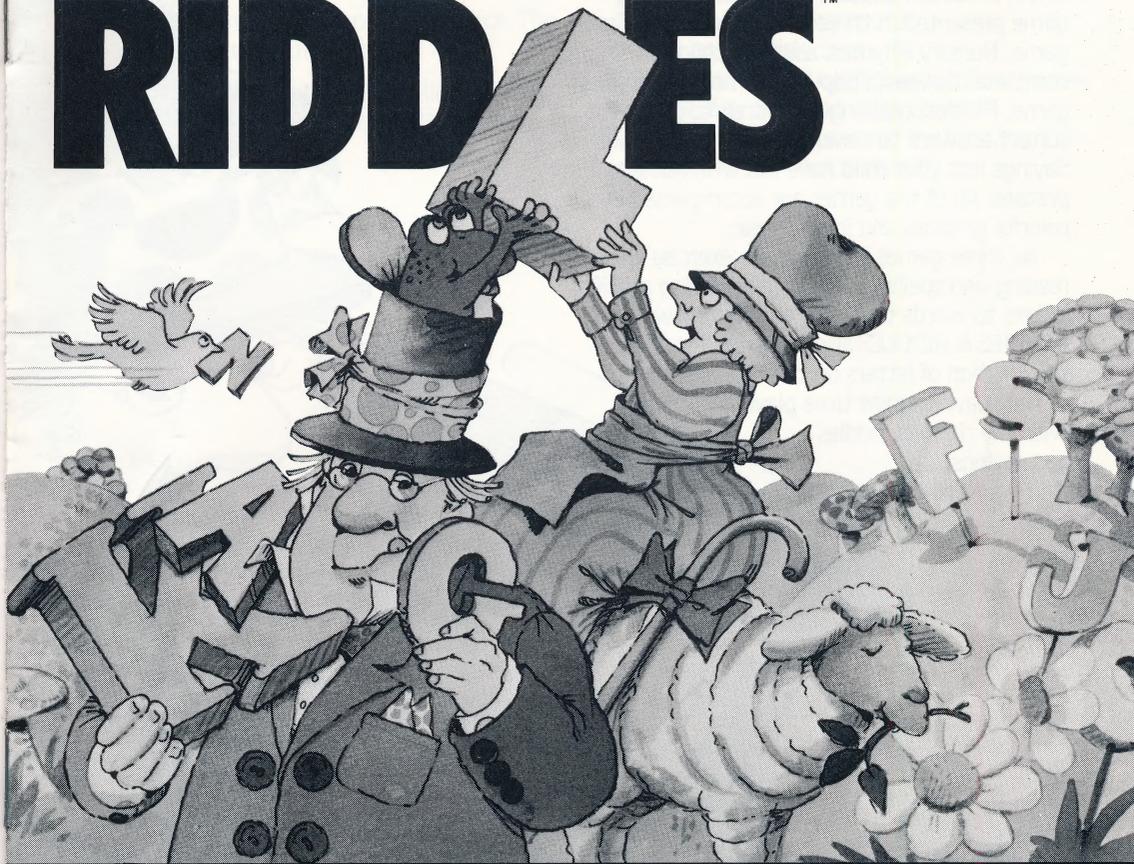
How many other Spinnaker products do you own? _____

Which ones? _____

How many other educational software products do you own? _____

Place of purchase: computer store toy store other _____

RHYMES & RIDDLES™



NOTE TO PARENTS

Any child five to nine years old will enjoy this program.

RHYMES & RIDDLES is a letter-guessing game presented in three fun formats. The first game, Nursery Rhymes, asks the child to complete the lines of popular rhymes. The second game, Riddles, challenges children to guess the correct answers to clever riddles. And Famous Sayings lets your child have fun with familiar phrases. All of the games are accompanied by colorful graphics and lively music.

All three games help children exercise their reading and spelling skills by associating specific letters to words that they already know. RHYMES & RIDDLES also helps children learn the location of letters on the keyboard as they have a great time playing with the rhymes, riddles and sayings.

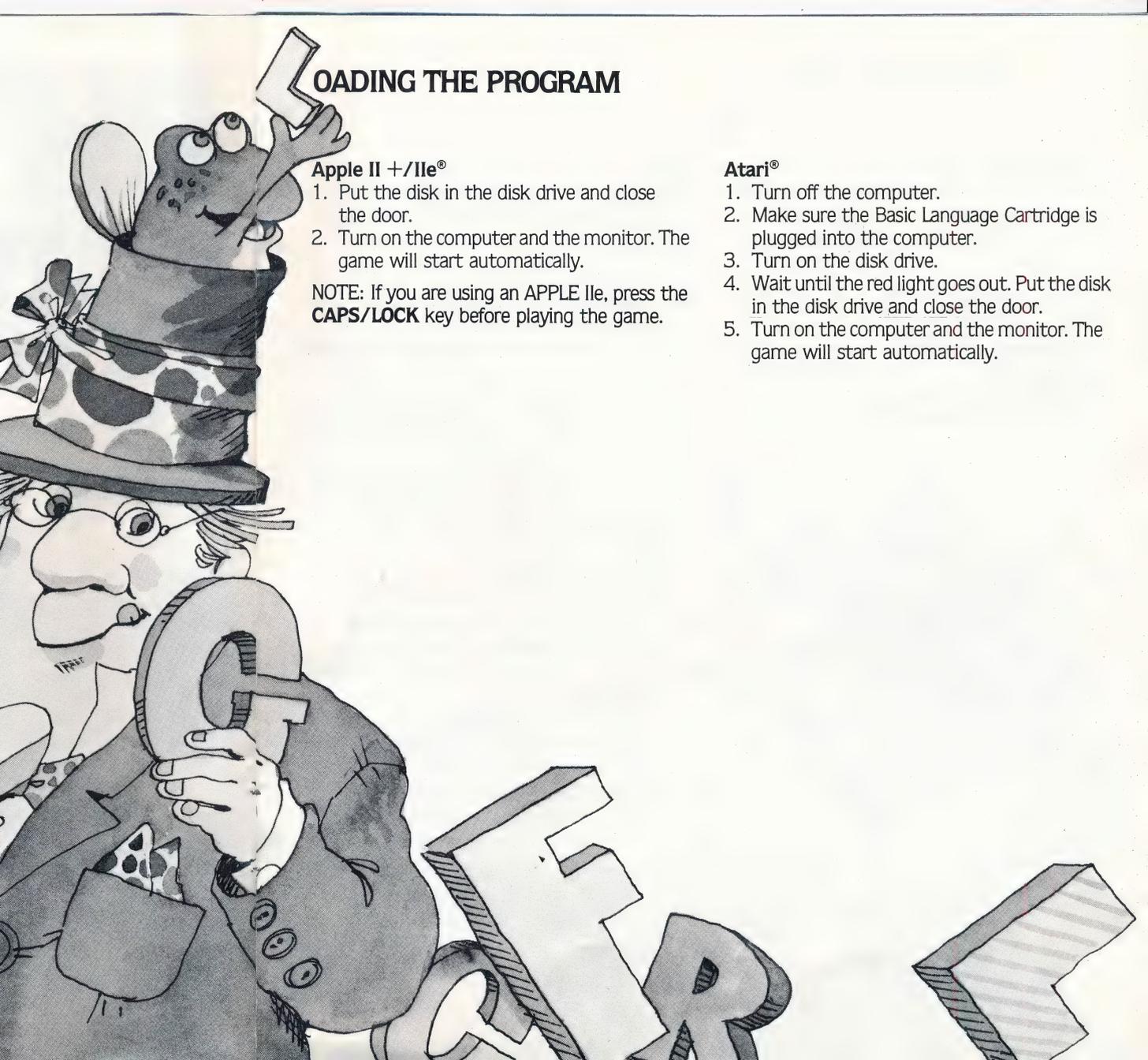


LOADING T

Apple II +/Ile

1. Put the disk in the door.
2. Turn on the power. The game will start.

NOTE: If you are using a keyboard with a CAPS/LOCK key, be sure to turn it off.



LOADING THE PROGRAM

Apple II +/-Ile®

1. Put the disk in the disk drive and close the door.
2. Turn on the computer and the monitor. The game will start automatically.

NOTE: If you are using an APPLE IIe, press the **CAPS/LOCK** key before playing the game.

Atari®

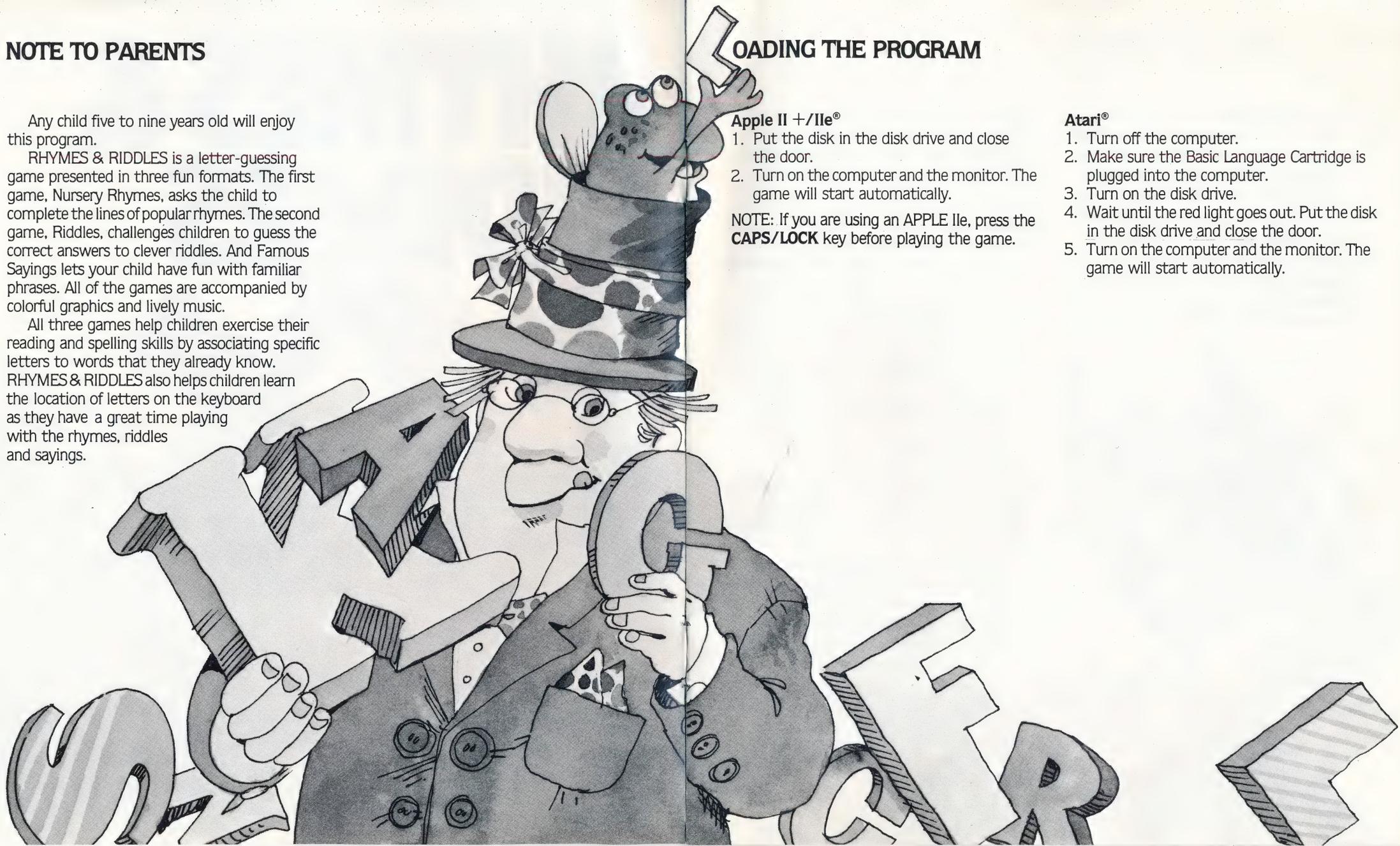
1. Turn off the computer.
2. Make sure the Basic Language Cartridge is plugged into the computer.
3. Turn on the disk drive.
4. Wait until the red light goes out. Put the disk in the disk drive and close the door.
5. Turn on the computer and the monitor. The game will start automatically.

NOTE TO PARENTS

Any child five to nine years old will enjoy this program.

RHYMES & RIDDLES is a letter-guessing game presented in three fun formats. The first game, Nursery Rhymes, asks the child to complete the lines of popular rhymes. The second game, Riddles, challenges children to guess the correct answers to clever riddles. And Famous Sayings lets your child have fun with familiar phrases. All of the games are accompanied by colorful graphics and lively music.

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LOADING THE PROGRAM

Apple II +/-IIe®

1. Put the disk in the disk drive and close the door.
2. Turn on the computer and the monitor. The game will start automatically.

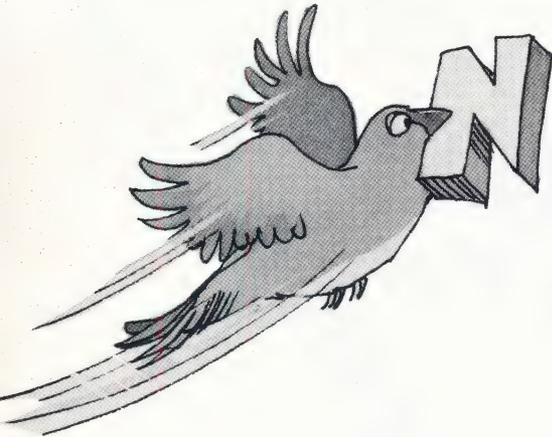
NOTE: If you are using an APPLE IIe, press the **CAPS/LOCK** key before playing the game.

Atari®

1. Turn off the computer.
2. Make sure the Basic Language Cartridge is plugged into the computer.
3. Turn on the disk drive.
4. Wait until the red light goes out. Put the disk in the disk drive and close the door.
5. Turn on the computer and the monitor. The game will start automatically.

Commodore C-64™

1. Turn on the disk drive and wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the disk in the disk drive and close the door.
4. Type **LOAD"SPIN", 8**
5. Press **RETURN**
6. Once **READY** appears on the screen, type **RUN**
7. Press the **RETURN** key.
8. The program will start automatically.



IBM®

NOTE: The first time you use this program, you must put a copy of the Disk Operating System (DOS) on the disk. You only need to add DOS 1.0 or 1.1 once.

TO ADD DOS:

If you have one disk drive:

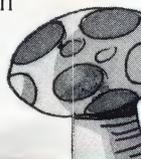
1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the **←** key.
4. When **A>** appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**
Press the **←** key.
6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.

In response to prompts for drive B:,
Insert the DOS disk and close the disk drive door. Then strike any key.

In response to prompts for drive A:,
Insert the program disk and close the disk drive door. Then strike any key.

When **A>** appears on the screen with the flashing cursor after it, DOS has been added to your disk.

8. Remove the disk from the disk drive and turn off the computer.



PLAYING THE GAME

If you have two disk drives:

1. Put the DOS disk into drive 1:(A:); Put the program disk into drive 2:(B:); Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, Press **←** key.
4. When A > appears on the screen, Type **B:INSTALL2**
Press the **←** key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer.

TO PLAY THE GAME:

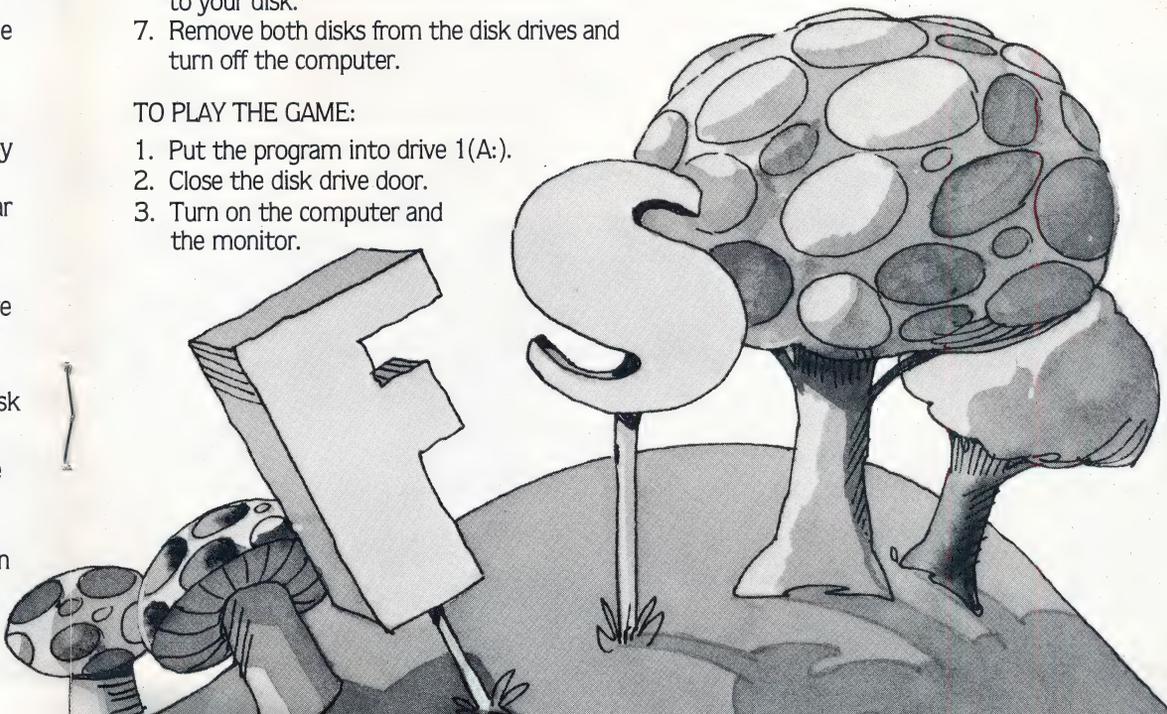
1. Put the program into drive 1(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.

In each game you are given a series of blank spaces. You type in letters to fill in the blanks and complete the line.

If you guess six incorrect letters the computer will complete the line for you. Once you have completed the lines, the computer will display colorful graphics and play familiar songs.

At the end of each rhyme, riddle, or famous saying, you are asked whether you want to play again. Press **Y** for yes and another cycle will begin. Press **N** for no, and you will return to the main menu where you can choose another game to play.

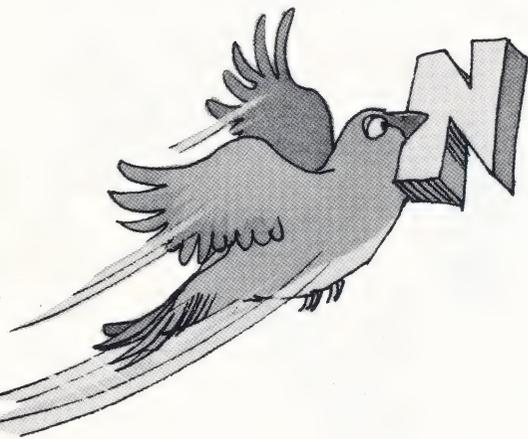
To return to the main menu at any time during the game, press the **ESC** key.



PLAYING THE GAME

Commodore C-64™

1. Turn on the disk drive and wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the disk in the disk drive and close the door.
4. Type **LOAD"SPIN", 8**
5. Press **RETURN**
6. Once **READY** appears on the screen, type **RUN**
7. Press the **RETURN** key.
8. The program will start automatically.



IBM®

NOTE: The first time you use this program, you must put a copy of the Disk Operating System (DOS) on the disk. You only need to add DOS 1.0 or 1.1 once.

TO ADD DOS:

If you have one disk drive:

1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the **←** key.
4. When **A >** appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**
Press the **←** key.
6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.

In response to prompts for drive B:,
Insert the DOS disk and close the disk drive door. Then strike any key.

In response to prompts for drive A:,
Insert the program disk and close the disk drive door. Then strike any key.

When **A >** appears on the screen with the flashing cursor after it, DOS has been added to your disk.

8. Remove the disk from the disk drive and turn off the computer.

If you have two disk drives:

1. Put the DOS disk into drive 1:(A:); Put the program disk into drive 2:(B:); Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, Press **←** key.
4. When **A >** appears on the screen, Type **B:INSTALL2**
Press the **←** key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When **A >** appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer.

TO PLAY THE GAME:

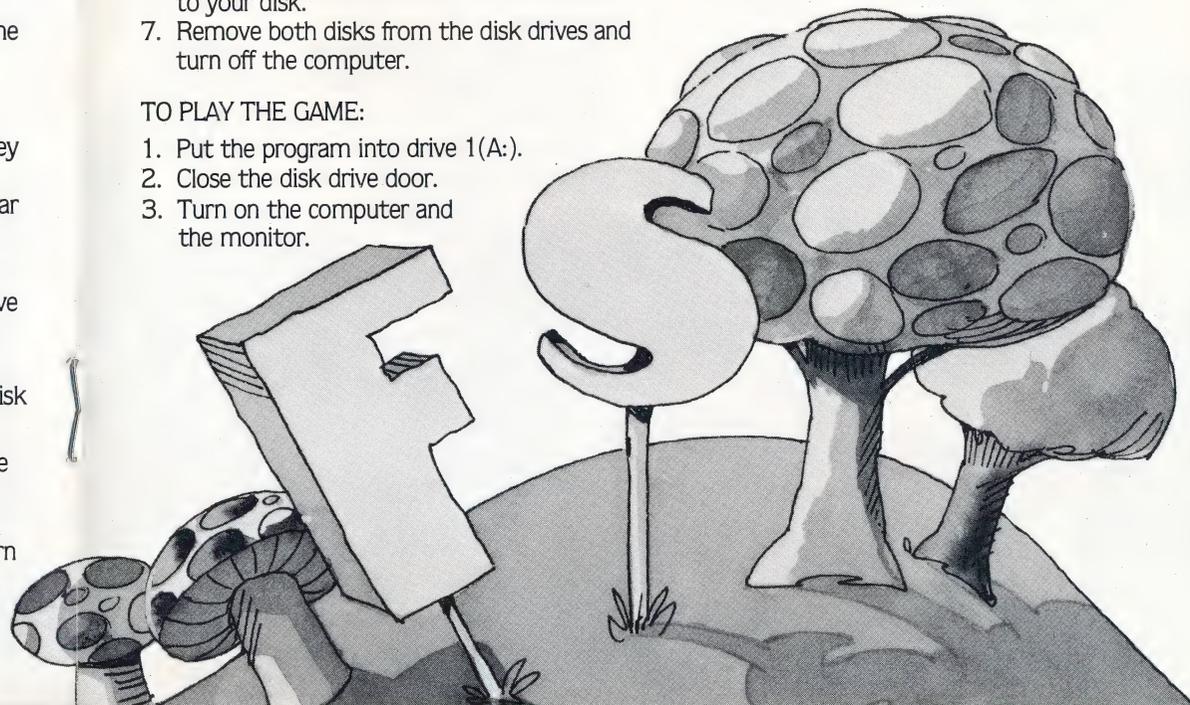
1. Put the program into drive 1:(A:).
2. Close the disk drive door.
3. Turn on the computer and the monitor.

In each game you are given a series of blank spaces. You type in letters to fill in the blanks and complete the line.

If you guess six incorrect letters the computer will complete the line for you. Once you have completed the lines, the computer will display colorful graphics and play familiar songs.

At the end of each rhyme, riddle, or famous saying, you are asked whether you want to play again. Press **Y** for yes and another cycle will begin. Press **N** for no, and you will return to the main menu where you can choose another game to play.

To return to the main menu at any time during the game, press the **ESC** key.



CHOOSING A GAME

RHYMES & RIDDLES contains three letter guessing games: Nursery Rhymes, Riddles and Famous Sayings. When the game begins, the following menu appears on the screen:

NURSERY RHYMES
RIDDLES
FAMOUS SAYINGS

To play Nursery Rhymes, press **1**

To play Riddles, press **2**

To play Famous Sayings, press **3**

To return to the main menu at any time during the game, press **ESC**.

NURSERY RHYMES

1

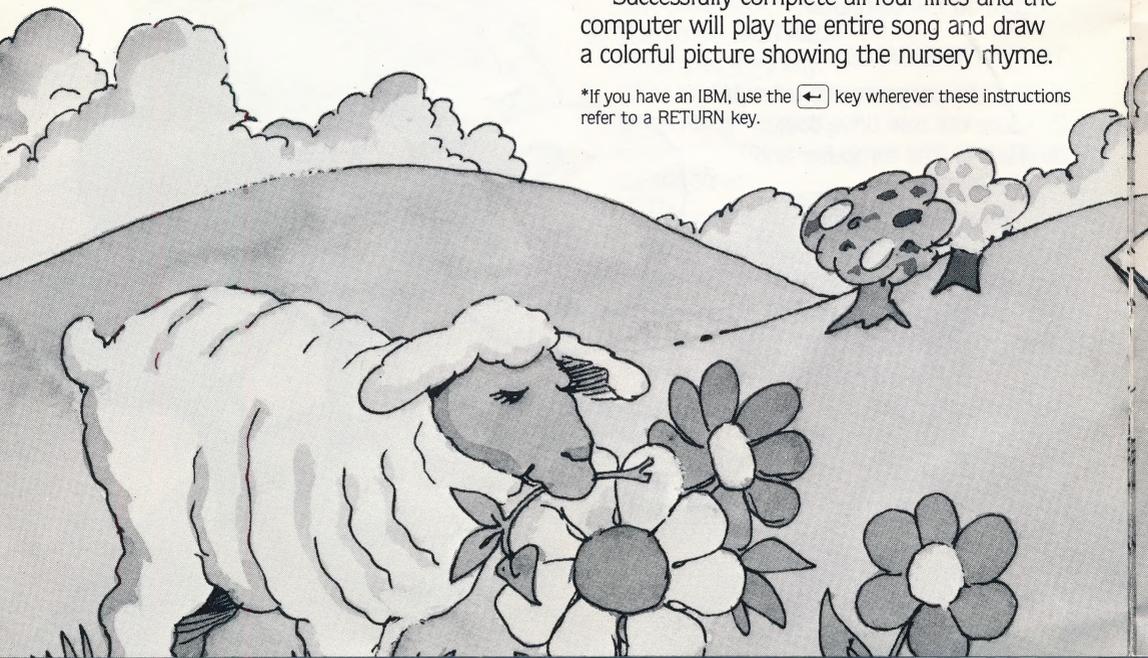
In Nursery Rhymes, the computer begins by asking you your name. Type in

your first name, then press **RETURN**.*

The game begins by displaying blank spaces for the first line of the rhyme (each Nursery Rhyme contains four lines). If you guess the letters correctly, the computer plays the first line of a song. If you guess six wrong letters, the computer completes the line and plays more music. On each of the next three lines, the process is repeated.

Successfully complete all four lines and the computer will play the entire song and draw a colorful picture showing the nursery rhyme.

*If you have an IBM, use the **←** key wherever these instructions refer to a RETURN key.



2

RIDDLES

In Riddles, the computer poses a riddle, and presents you with blank spaces

for the answer. You press the letters to provide the right response. Guess the answer correctly and the computer will surprise you with a colorful picture. If you guess six wrong letters, the computer will complete the line for you and a sad face will appear.

3

FAMOUS SAYINGS

When you play Famous Sayings, try to fill in the blanks with the correct

words from famous sayings. Music and drawings will appear once you get the right answer!

TAKING CARE OF THE DISK

1. When you have finished playing with the program, open the disk drive door and remove the disk.
2. Be careful not to bend the program or to touch the exposed part of the disk.
3. Turn off the computer.
4. Return the disk to its sleeve and place it in the album cover.



CHOOSING A GAME

RHYMES & RIDDLES contains three letter guessing games: Nursery Rhymes, Riddles and Famous Sayings. When the game begins, the following menu appears on the screen:

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RIDDLES
FAMOUS SAYINGS

To play Nursery Rhymes, press **1**

To play Riddles, press **2**

To play Famous Sayings, press **3**

To return to the main menu at any time during the game, press **ESC**.

1 NURSERY RHYMES

In Nursery Rhymes, the computer begins by asking you your name. Type in your first name, then press **RETURN**.*

The game begins by displaying blank spaces for the first line of the rhyme (each Nursery Rhyme contains four lines). If you guess the letters correctly, the computer plays the first line of a song. If you guess six wrong letters, the computer completes the line and plays more music. On each of the next three lines, the process is repeated.

Successfully complete all four lines and the computer will play the entire song and draw a colorful picture showing the nursery rhyme.

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2 RIDDLES

In Riddles, the computer poses a riddle, and presents you with blank spaces

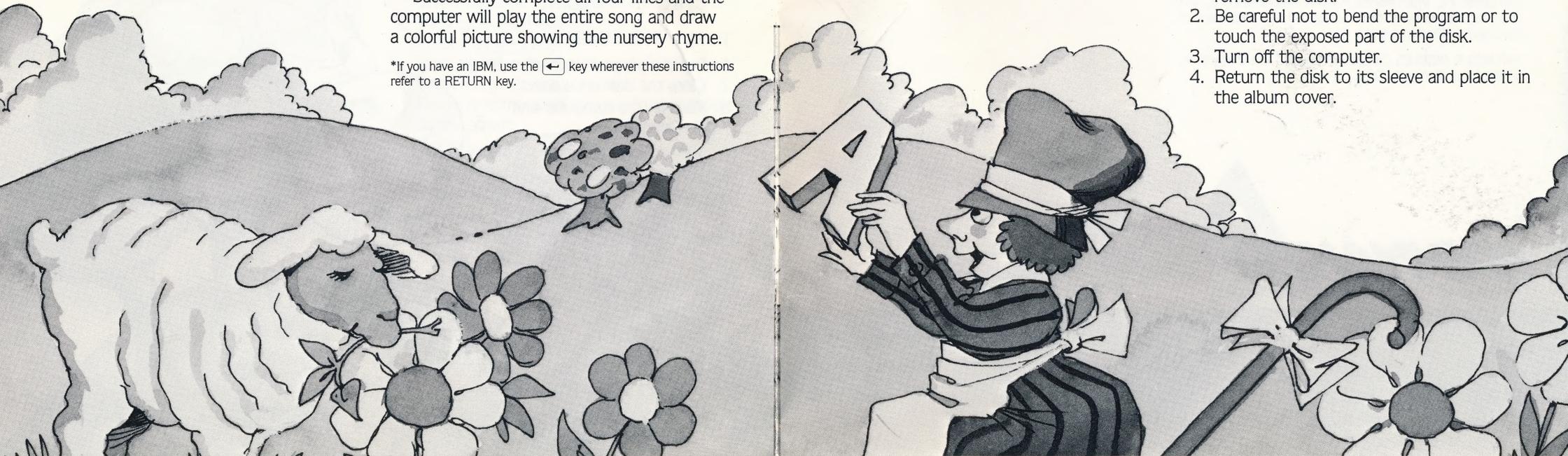
for the answer. You press the letters to provide the right response. Guess the answer correctly and the computer will surprise you with a colorful picture. If you guess six wrong letters, the computer will complete the line for you and a sad face will appear.

3 FAMOUS SAYINGS

When you play Famous Sayings, try to fill in the blanks with the correct words from famous sayings. Music and drawings will appear once you get the right answer!

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Dr. and Mrs. Mark Cross, creators of RHYMES & RIDDLES and founders of **Cross Educational Software** specialize in educational software for children.

Package and Instruction Booklet Illustration:
Bill Morrison

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