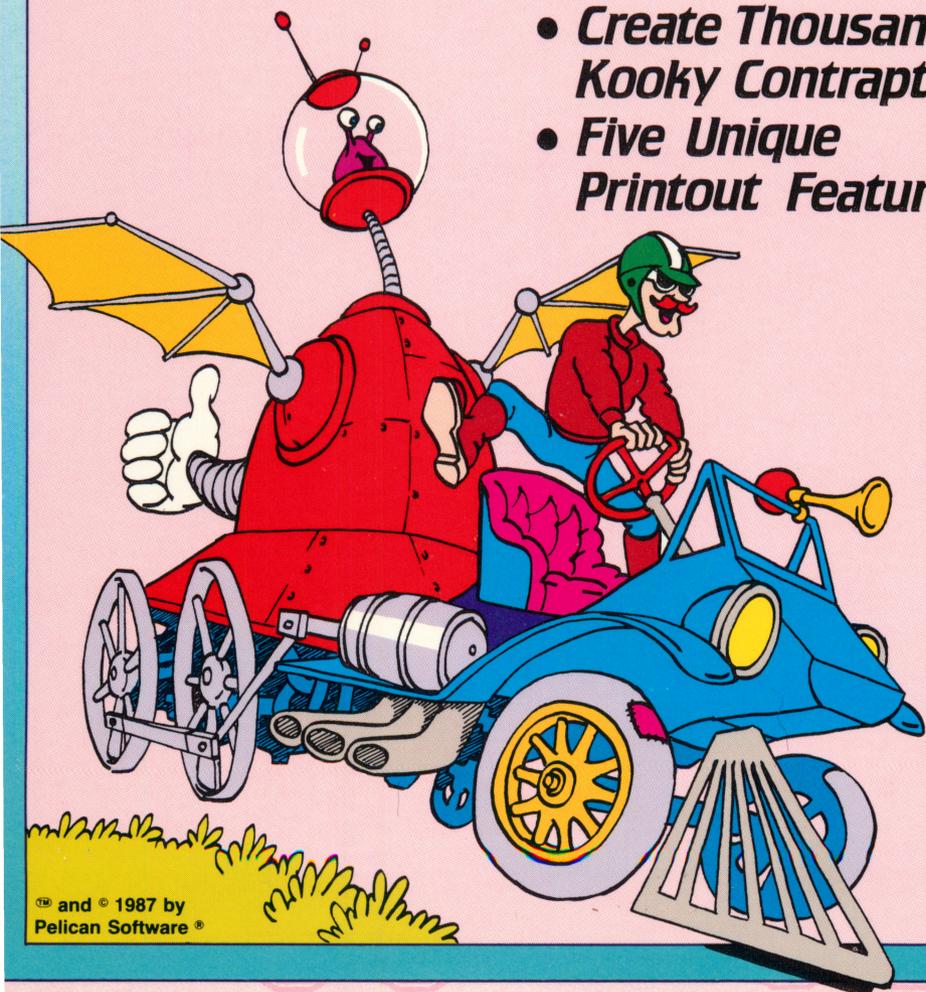


Learning Lab *presents* PELICAN[®] SOFTWARE'S

Transportation Transformation[™]

A Graphic Writing Program

- ***Create Thousands of Kooky Contraptions***
- ***Five Unique Printout Features***



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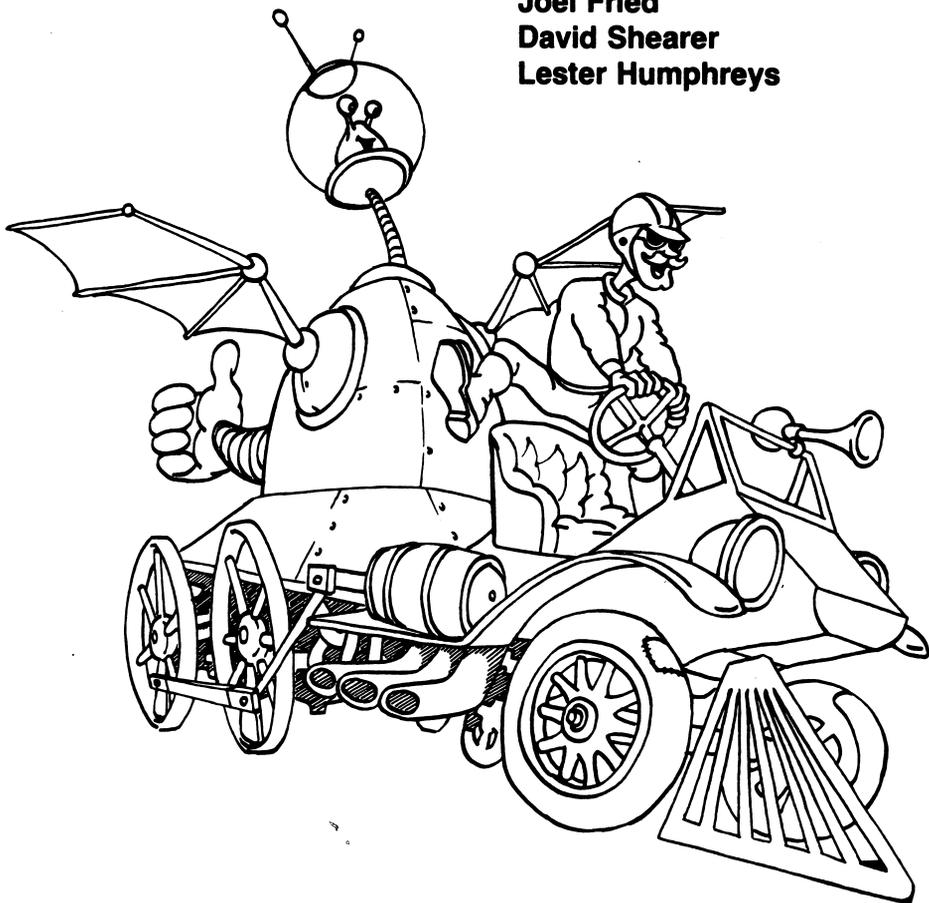
PELICAN SOFTWARE® INC.

PRESENTS

TRANSPORTATION TRANSFORMATION™

Created by the following Pelicans:

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INTRODUCTION

TRANSPORTATION TRANSFORMATION™ is a graphic writing program that is open ended and highly motivational. You can create thousands of “kooky contraptions” with over one hundred graphic parts. The variety is endless. Write a story or vehicle description using the full screen text processor. The print feature lets you print your story under your vehicle or print both your vehicle and story separately. There are five unique print out sizes. Design a transportation coloring/storybook, stationery or greeting cards.

This program stimulates creative writing skills. It involves you in the creative design of a vehicle as well as the development of a story.

Transportation Transformation™ helps users learn a sense of balance, design, matching skills and spatial relationships. The program can be used individually, but is also a valuable link to group activities. In classrooms, where computers are limited in quantity, the unique print out features allow for interesting offline activities.

The colorful graphics and never ending creative contraptions all combine to make this a program that Henry, Wilbur and Orville would have never grown tired of. . . and neither will you.



MY TRANSPORTATION TALE

There once was a man named Laurence. He lived in outer space. Laurence spent most of his time flying around in his magical vehicle. He named his vehicle Nerlo. Nerlo could fly very fast through the dark sky. The sky was black and purple, with glistening stars and planets. The scenery was beautiful.

YOU'RE READY FOR TAKE OFF...

Once the disk has loaded you will see the Main menu. You can choose to create a contraption, write a transportation tale, load up a vehicle or story you have already created, (which are stored in your Vehicle Vault), print or change set up.

SET UP

The set up feature allows you to choose the number of disk drives, type of printer, printer line feed and printer interface card you will be using.

CREATE A CONTRAPTION

Let's start off by designing a vehicle. Use the space bar to move through the Main menu and press RETURN when you reach your choice, create a contraption. The next menu offers a choice of backgrounds. Use the space bar to view the backgrounds and press RETURN to select one. The B letter key takes you back to the previous screen.

THE BODY SHOP

After you have selected a background the Body Shop menu appears. Use the space bar to move through the menu and press RETURN to make a selection. Now you are ready to create! The first part will appear in the center of the screen. Use the space bar to view the parts and the arrow keys to move the part anywhere on the screen. Press a number key (1-9) to change the speed at which the part will move. The lower number keys allow you to "fine tune" the placement of the part, while the higher number keys let you move the part quickly around the screen. When you are satisfied with the location of your part, press RETURN. This will stamp the graphic on the screen. If you want to use the same part again, just use the arrow keys to position it and press RETURN. You can stamp as many of each part as you like. Or, use the mouse to move and stamp graphics. The DELETE key will erase a selected part. However, once you ESCAPE back to the Body Shop menu and choose a new part, you can no longer delete the previously stamped part. Pressing the ESCAPE key again will take you to the Utilities menu.

Note: If you are using the Apple® II +, Control J acts as the "up" arrow key and Control K acts as the "down" arrow key.

UTILITIES MENU

Here you have the option of saving your contraption, formatting a work disk, deleting a file, printing your contraption or to continue working.

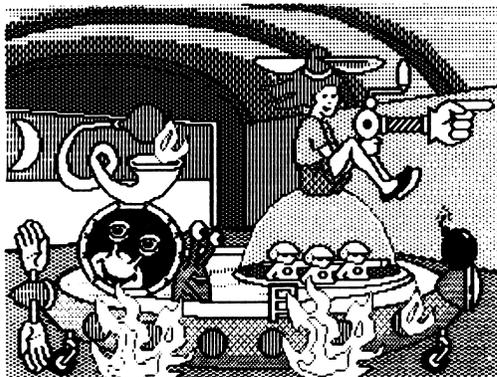
WRITE A TRANSPORTATION TALE

Choose "Write a transportation tale" from the Main menu. A simple to follow instruction box is on the screen. The arrow keys position the cursor, the RETURN key moves you to the next line and the DELETE key erases. You can write a full screen story or just a caption. There are two typefaces. Press the open Apple® key to access the outline typeface. Press the closed Apple® key to return to the original typeface. On the IBM®, the F2 Key accesses the outline font. Press the F2 Key again to return to the original typeface. (Note: The F1 Key changes the color palette.) When you are finished writing, press the ESCAPE key. This will take you back to the Utilities menu. Here you have the option of saving your tale, deleting a file, formatting a work disk, printing your tale or to continue working.

HELPFUL HINT

If you want your tale to appear under your graphic. . .

- First, print out your contraption
- Next, load in your transportation tale
- Then, print your transportation tale



An Adventure Through Time

I knew it would be a scary trip. I packed up everything that I thought I would need. Of course, I didn't realize that I would be traveling through time and the supplies that I had packed would be worthless for prehistoric times. At least I had my good friends, Zuna and Nagool with me.

A WORD ABOUT PRINTING

Choose Print from the Main menu. A list of your work disk files appears from your Vehicle Vault. Type in the name of the tale or contraption you want to print.

Next, you will select the size of your print out.

- Large — prints out as a full page, vertically
- Standard — prints out horizontally, with room for a story
- Small — prints out as a miniature
- Tall — prints out elongated (like a Studio card)

Press RETURN when you are ready to print.

Note: Be sure you have the proper print set up before you print.

DON'T FORGET YOU CAN...

- Print out your tale separately
- Print out your graphic separately
- Print out your graphic with your tale underneath it.

EXPERIMENT!!!

The different print out sizes allow for a lot of versatility and fun. The small size works perfectly for designing place cards, funny name cards or pocket sized books. The tall size is great for creating "Studio" cards or book marks. And of course, it's always fun to have an oversized picture of your contraption for coloring or creating books!

Crazy Shoe Box Contraptions

Print out various parts using the large print out size. Color them and cut them out. Then glue them on to shoe boxes. Some shapes, like wheels, would be sturdier if glued to cardboard first. Then attach them with push pins so they will really rotate!

Puzzles

Stamp forty or fifty parts on several screens. Print them out, then cut them out. Now use them for a contraption assembly game. Spread the cut out parts out on a table. Take turns pasting the parts together to make a giant kooky contraption or perhaps a funny border for your bulletin board.

FUN, FUN, FUN!

Create Your Own Comic Books

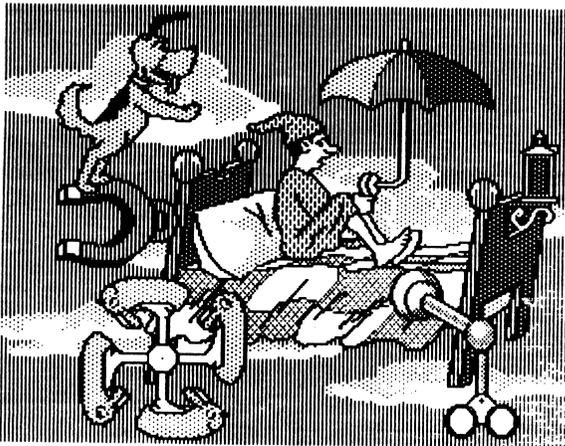
Design several screens and write stories about each. Try to make the story and the picture change in a linear way. Next choose the small print out option. Paste up your small pictures sequentially in book format.

Contraption Mobiles

Select **No Background**. Now design five fantastic contraptions. Print them and cut them out. Paste your cut outs onto construction paper or cardboard. Punch a hole in the top center of each and tie a piece of string through the hole. Hang them from a clothes hanger covered with foil or wooden dowels. You will have a fantastic flying Contraption Mobile!

WRITING CAN BE FUN!

Start with a Contraption creation. Write a story that involves your vehicle or simply a description of how it works. You can write a story about a space station, that needs cars with shoes to get around the landscape. Exchange stories with your friends and have them guess which vehicle goes with which story. Start a story about your contraption and have someone else finish it. Write a story first and then try to create a contraption that could match the story. Let your imagination soar, writing is fun, don't miss out!



I LOVE TO FLY
I love to fly,
near fluffy clouds,
up in the sky,

I love to fly,
near all the birds,
that fly so high,

I love to fly,
the reasons here,
to tell you why.

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Learning Lab presents PELICAN® SOFTWARE'S

Transportation Transformation™

A Graphic Writing Program



Let your imagination run wild. Build a creative contraption with bunny slipper wheels, a flying submarine navigated by aliens, or an airplane with hands for propellers. Create and print stories, poems, or greeting cards. Design racey stationery, contraption mobiles, stick puppets. The possibilities are endless!

The graphic writing program that stimulates the artist and creative writer in everyone.

Creative writing becomes an exciting adventure with Transportation Transformation. Create thousands of vehicles and scenes using hundreds of whimsical and life-like graphics. Using the full screen text processor, children of all ages can write transportation tales to accompany their creations. Both vehicles and tales can be stored in a vehicle vault and retrieved from a work disk for continued fun. Print copies for your family and friends in any one of five unique sizes depending on your mood.

Of course, you can use the graphics from all the other programs in the "Pelican Creative Writing Series" with Transportation Transformation!™

Transportation Transformation includes:

- Double-sided disk packed with hundreds of colorful graphics and a built-in text processor.
- Five unique printing sizes.
- Color printing option for the Imagewriter II™ (or better yet color in your own).
- Compatibility with hundreds of printers and interface cards.

Imagewriter II™ is a registered trademark of Apple Computer Corp.

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