

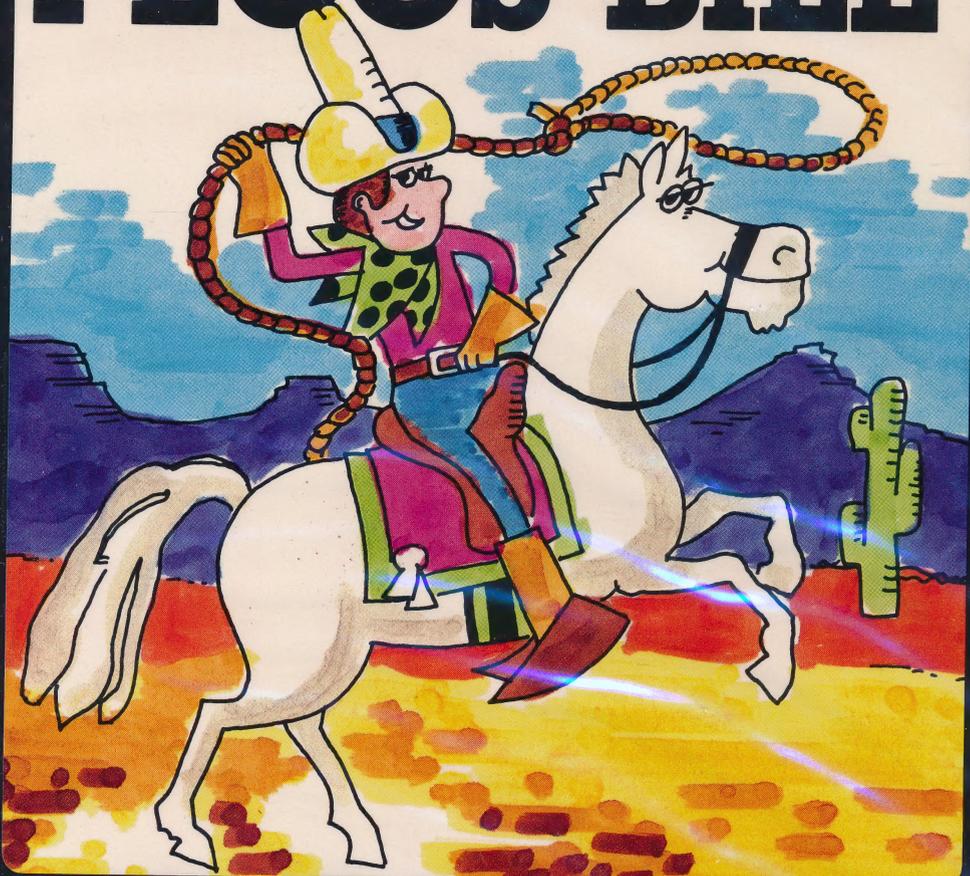
Troll

MICRO

APPLE DISK
Apple II/II+ /IIe/IIc
Applesoft, 48K

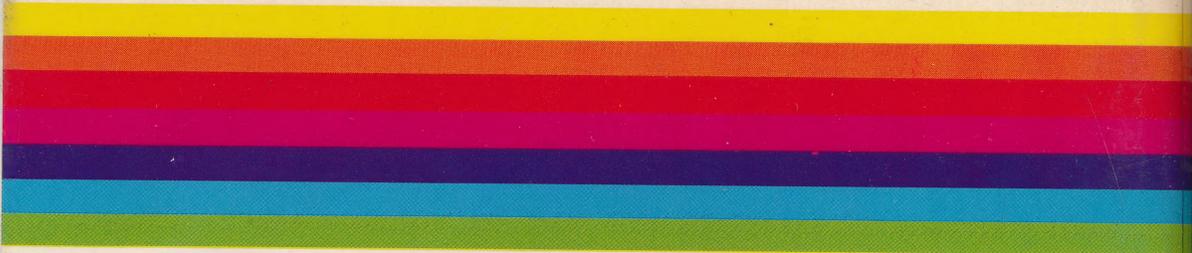
COURSEWARE

PECOS BILL



A TROLL LEARNING CENTER

This unit contains: An "I CAN READ" Book
with matching READ-ALONG Cassette, Guide
and **MICRO-SOFTWARE Disk.**



A TROLL LEARNING CENTER

Here's the perfect combination for helping children build strong reading and learning skills.

Children start with the I CAN READ book first, or follow along as they listen to the lively word-for-word cassette. Then they turn to the micro-software for fun-filled computer activities that focus on learning and language skills.

THIS UNIT CONTAINS:

- a 48-page "I CAN READ" Book
- matching READ-ALONG Cassette
- a User's Guide
- a MICRO-SOFTWARE Disk with 4 exciting learning games

TROLL ASSOCIATES

320 Rt. 17, Mahwah, N.J. 07430

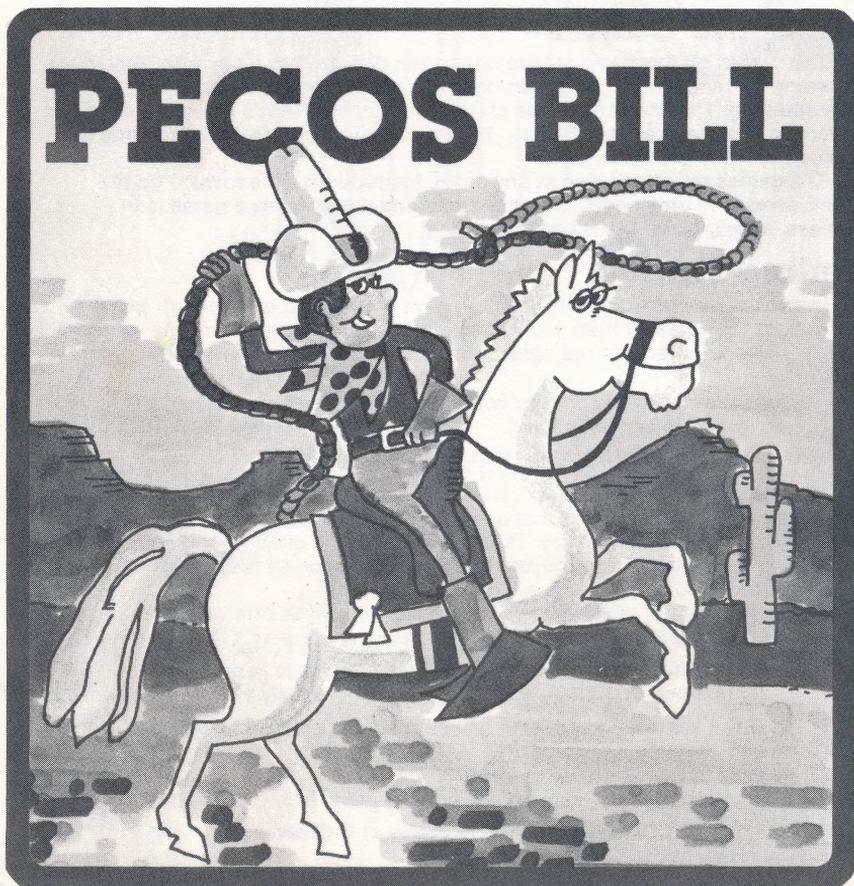
Troll

MICRO

COURSEWARE

USER'S GUIDE

PECOS BILL



Troll Micro-Software

PECOS BILL

USER'S GUIDE

How to Use This Program

Before using the program disk, the child should first read the book, or listen to the audio cassette, or use the book and cassette as a read-along.

After the child is familiar with the story, the program disk can be used. The four learning games it contains are based on the story, and successful completion of the games requires information found in the story.

About the Games

The games on the micro-software program disk are fun. They also strengthen important learning skills. The games can help a child read with more understanding. They can enrich the child's vocabulary. What's more, the child can go back to a game again and again—having fun, but also practicing reading and language skills at the same time.

The games may be played in any order. Instructions are provided on the screen when they are needed. **To obtain additional help while a game is in progress, simply press the H key.***

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

Note: Some Apple computers require that PR#6 be typed before the program begins loading.

Note: On the Apple IIe, make sure the CAPS LOCK key is down.

When the program has loaded, the Troll logo will appear, followed by the title of the program. Then the game menu will appear. Select the game you want to play, and press the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the S key.* As the sound is turned off or on, a tone will be heard.

When you have finished playing the game, you will be offered the option of playing the same game again, or returning to the game menu.

Note: To return to the game menu while any game is in progress, press the CONTROL and X keys simultaneously.*

If the Q key is pressed while the game menu is displayed, the program will end. To restart the program, follow the instructions under "Getting Started."

Remember, the H key calls for help. The S key turns the sound off or on. Control-X returns you to the game menu while a game is in progress.

***The H, S, and CONTROL-X keys are active at the following times:**

- A) In Game A, when the question appears, "WHICH WAY WOULD YOU LIKE TO MOVE?"
- B) In Game B, when the instruction appears, " READ THE SENTENCE, THEN PRESS SPACE BAR."
- C) In Game C, when the instruction appears, "PRESS A, B, OR C."
- D) In Game D, when the pointing arrow is on the screen.

Using The Games

WILLY NILLY

(Reading Comprehension)

Can you move the cowboy through the maze? Press U, D, L, or R to move Up, Down, Left, or Right. But watch out! Hidden in the maze are true/false questions based on the story. Before you can go, you must answer correctly when asked if a statement is true or false. The statements are chosen at random by the computer. To get through the maze, at least 8 statements must be answered correctly. The score is shown at the end of the game, including the number of questions asked and the number of correct answers given.

WORD CATCHER

(Using the Right Word)

Can you catch the missing word? Three words are moving along the conveyor belts, but only one will correctly complete the sentence. Read the sentence, then press 1, 2, or 3 to choose the correct word. The faster you do it, the more points you'll win. The more you answer correctly, the faster the conveyor belts move and the more points you win for correct answers. Incorrect answers slow the conveyor belts down and lower the number of points you can win. After twenty sentences, you may play the game again, or return to the game menu.

ROLL 'EM

(Word Definitions)

Pecos Bill can't "roll 'em" without some help from you! First read the sentence. Then press A, B, or C to choose the best meaning for the underlined word. With a correct answer on the first try, Bill rolls his eyes and you win 3 points. With a correct answer on the second try, Bill will roll 'em and you win 2 points. After two wrong answers in a row, you lose 2 points. Sentences are chosen at random by the computer. After ten sentences, you may return to the menu or play Round 2, which consists of ten different sentences. The maximum score after two rounds is 60 points.

NIMBLE

(Synonyms, Antonyms, Homonyms)

Get ready for fun with words! For each target word that comes up on the screen, the computer will tell you to look for either a synonym, an antonym, or a homonym. Choose from the ten words listed. Just move the pointer to your choice by pressing the space bar, then press RETURN. If your choice is wrong, you get another chance. For each correct answer on the first try, you win 200 points. If it takes two tries to get the correct answer, you win 150 points. If it takes three tries, you win 100 points. After ten target words, you may return to the game menu or play Round 2, with ten different target words. You may also play a third round if you wish. The maximum score after three rounds is 6000 points.



System Requirements

1. Apple IIe, Apple II + , or Apple II (with Applesoft) and at least 48K of RAM.
2. One disk drive.
3. A TV set or video monitor (color is recommended).

Program Components

1. One micro-software program disk.
2. One copy of a paperback *I Can Read* book.
3. One read-along cassette with narration that follows the book word-for-word.
4. One user's guide.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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FROM THE
LIBRARY OF
DENNIS KEHR

FROM THE
LIBRARY OF
DENNIS KEHR

Troll Associates

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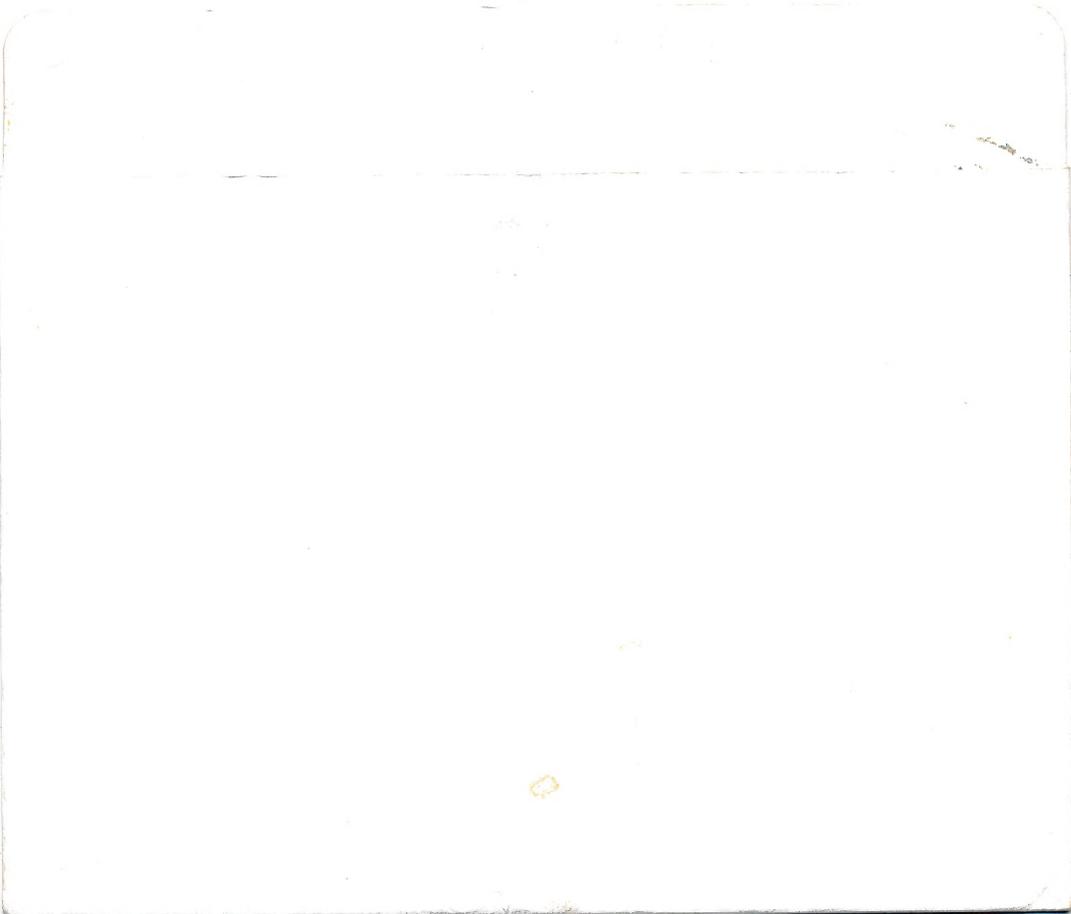
PECOS BILL

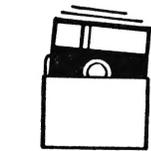
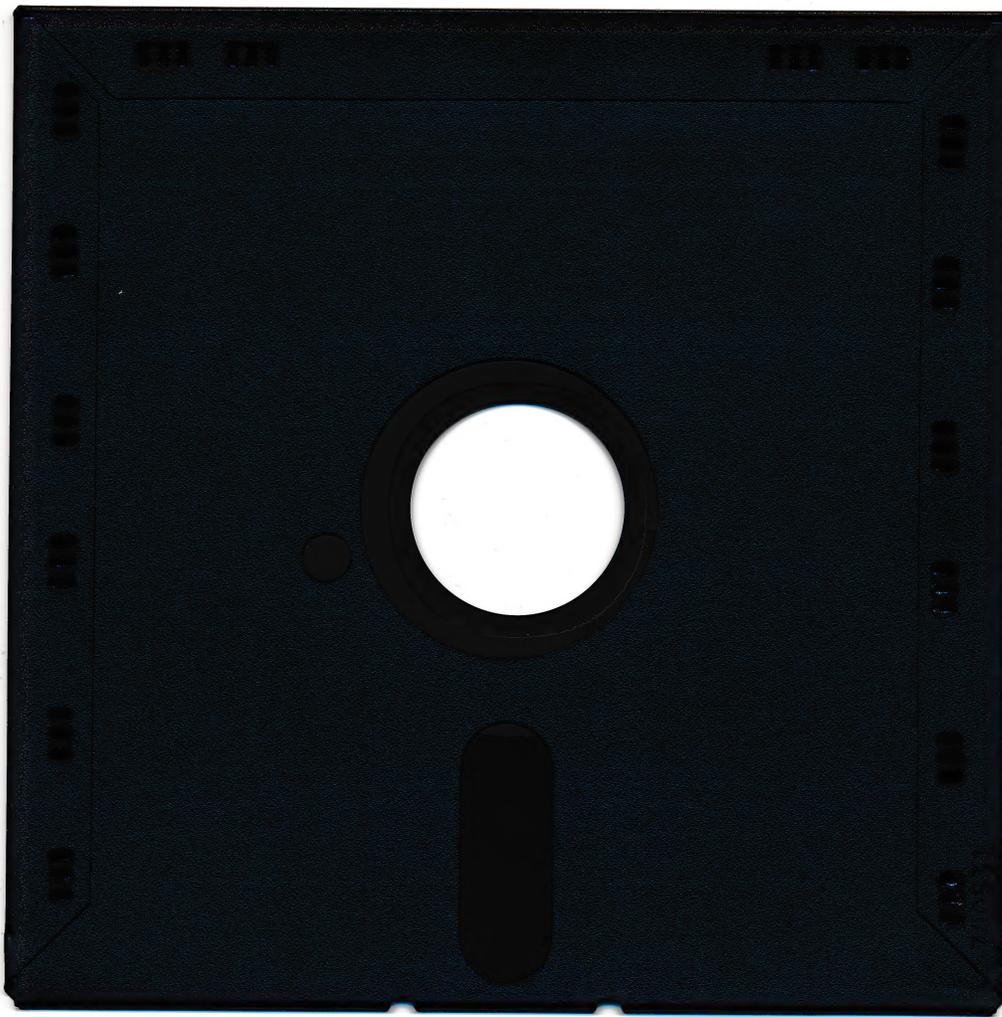
D. Kehr



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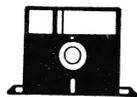




Protect
Protéger
Protéger
Schützen
保護



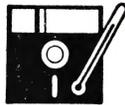
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Insert Carefully
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10° C → 52° C
50° F → 125° F



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Nunca
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D. Kehr

TROLL READ-ALONG
I Can Read About Pecos Bill

Duplication
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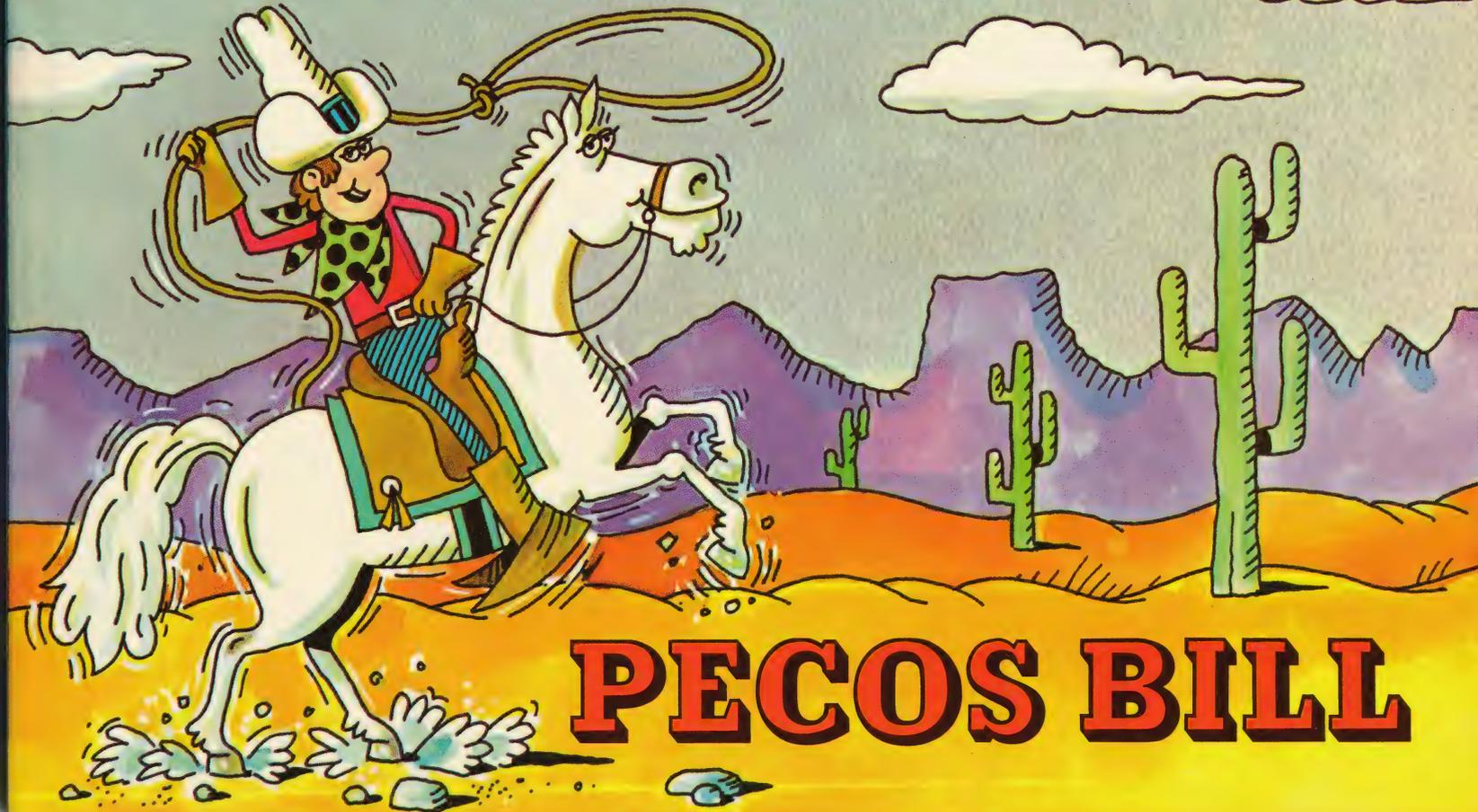
TROLL READ-ALONG
I Can Read About Pecos Bill

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I CAN READ ABOUT



PECOS BILL



PLATE 17

THE GREAT WALL OF CHINA

1900-1901

BY

THE

AMERICAN

OVERSEA

ASIAN

EXPLORATION

AND

RESEARCH

ASSOCIATION

OF

AMERICA

17

the first of these is the fact that the British Empire has been the most successful in the world, and that it has been the most successful because of its policy of non-interference.

The second of these is the fact that the British Empire has been the most successful because of its policy of non-interference.

The third of these is the fact that the British Empire has been the most successful because of its policy of non-interference.

The fourth of these is the fact that the British Empire has been the most successful because of its policy of non-interference.

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The eleventh of these is the fact that the British Empire has been the most successful because of its policy of non-interference.

The twelfth of these is the fact that the British Empire has been the most successful because of its policy of non-interference.

I CAN READ
ABOUT
PECOS BILL

Written by J.I. Anderson
Illustrated by John Killgrew



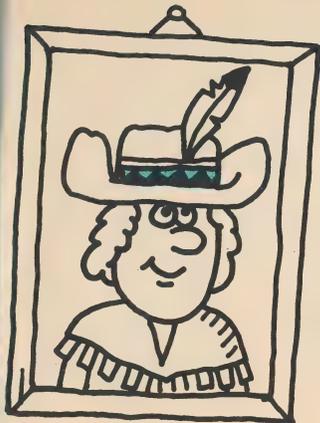
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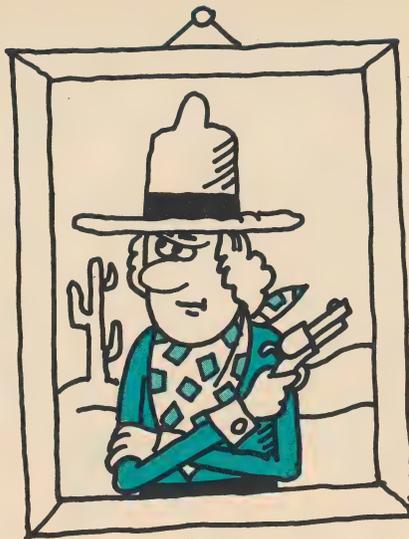
ISBN 0-89375-042-5



Wild Bill



Bat



Jesse

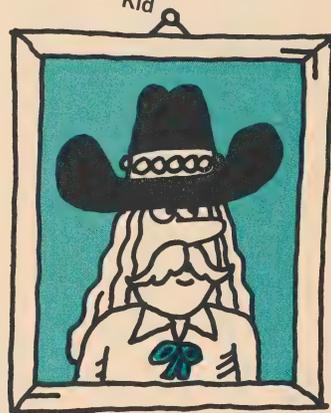


Billy The Kid

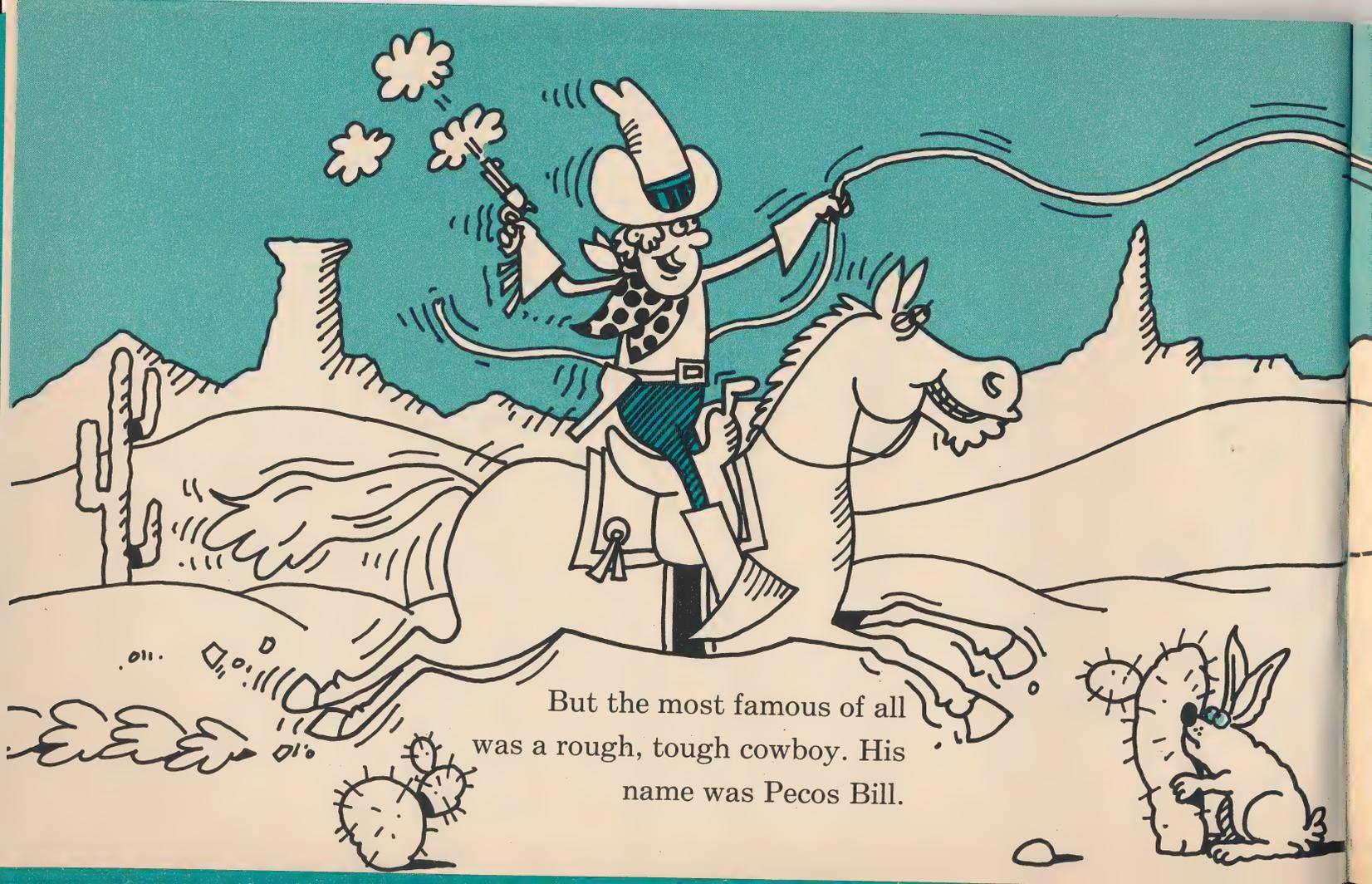


Wyatt

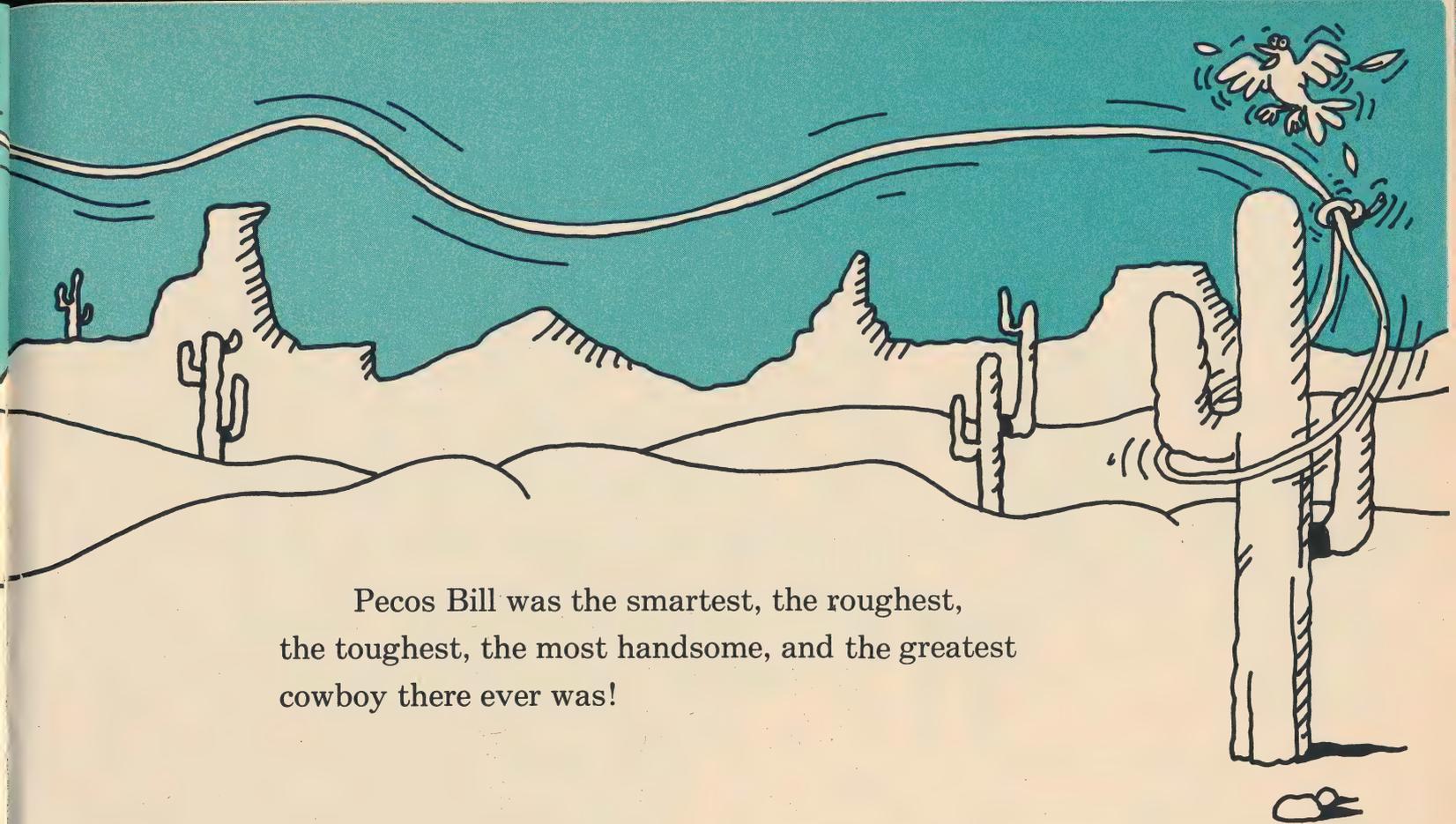
Many famous people
lived in the Old West.



Kit

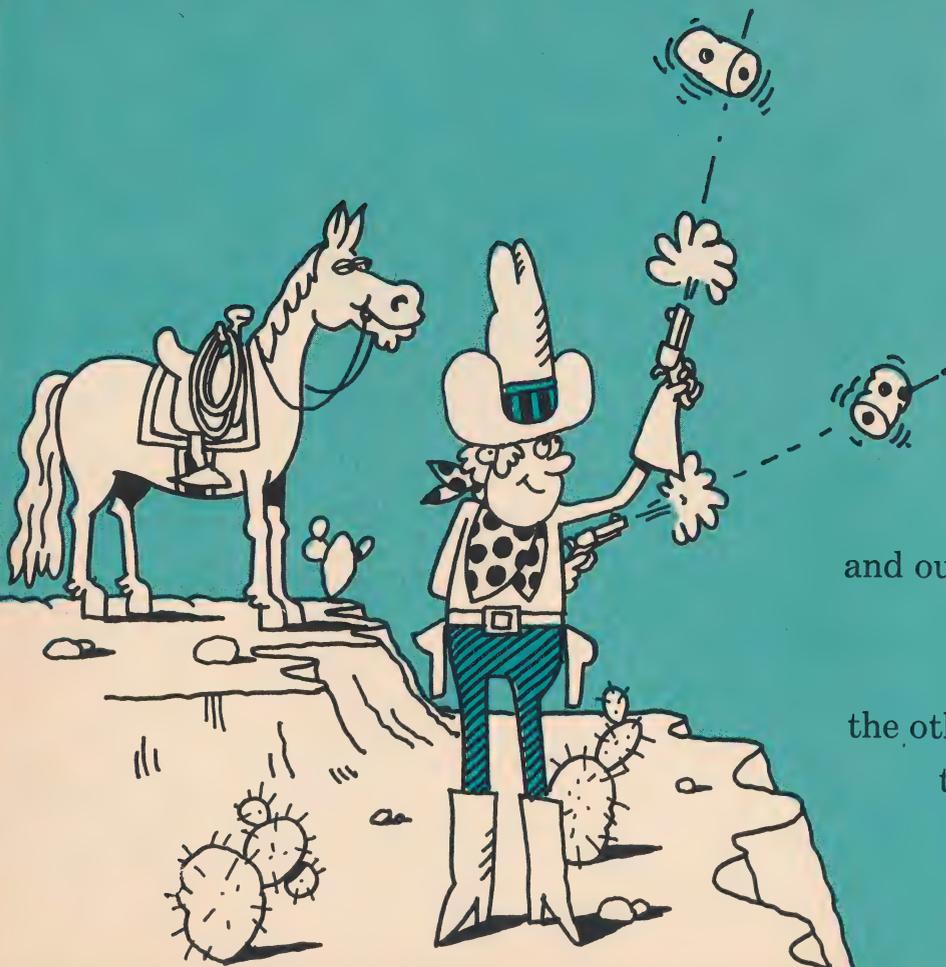


But the most famous of all
was a rough, tough cowboy. His
name was Pecos Bill.



Pecos Bill was the smartest, the roughest,
the toughest, the most handsome, and the greatest
cowboy there ever was!





He could outride, outshoot,
and outwrangle every other cowboy
in the West.

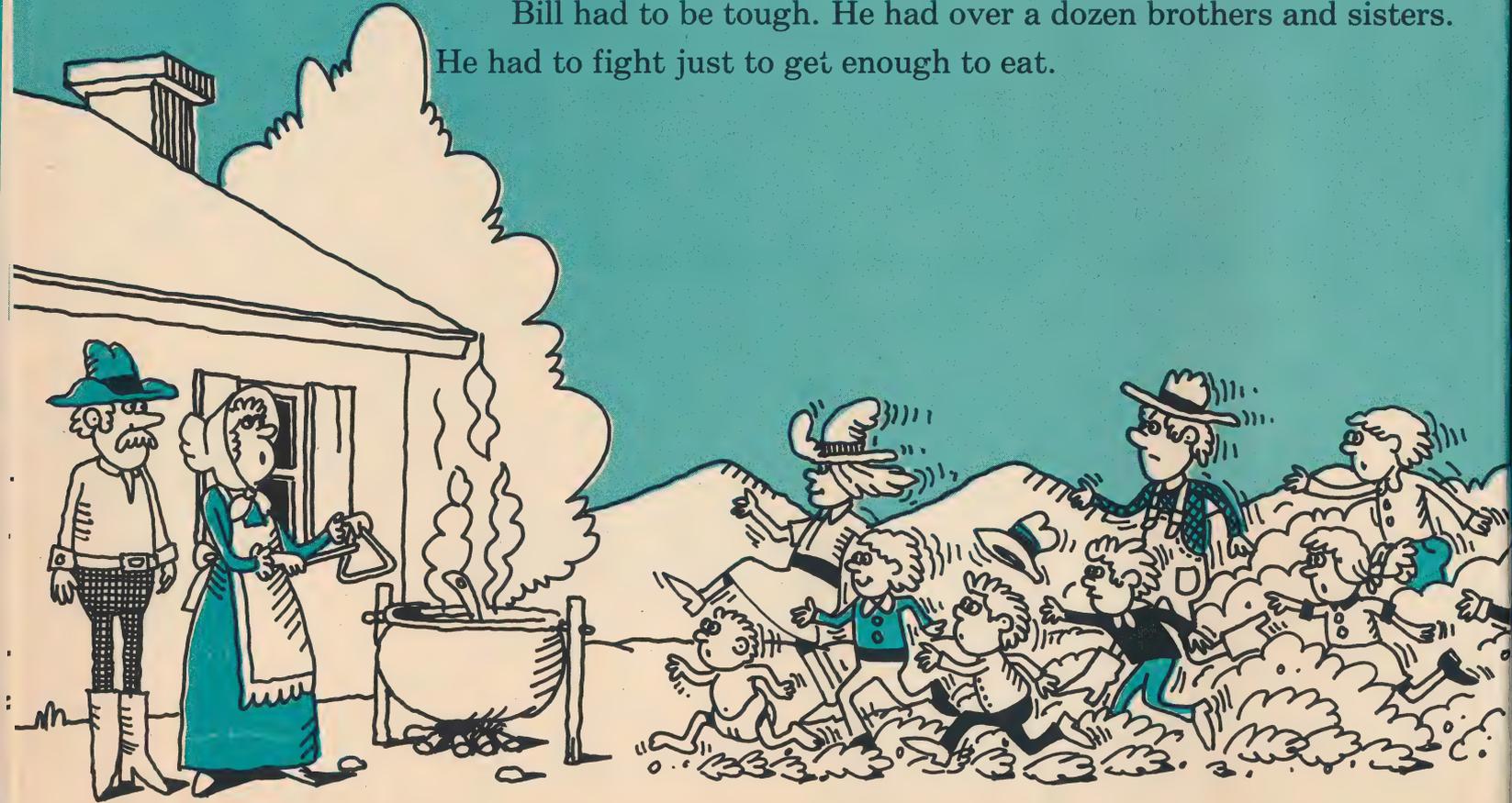
In fact, Pecos Bill taught
the other cowboys how to ride, how
to shoot, and how to wrangle!



Bill was special. As a baby, he drank lion's milk, and wrestled big, old grizzly bears just for fun.

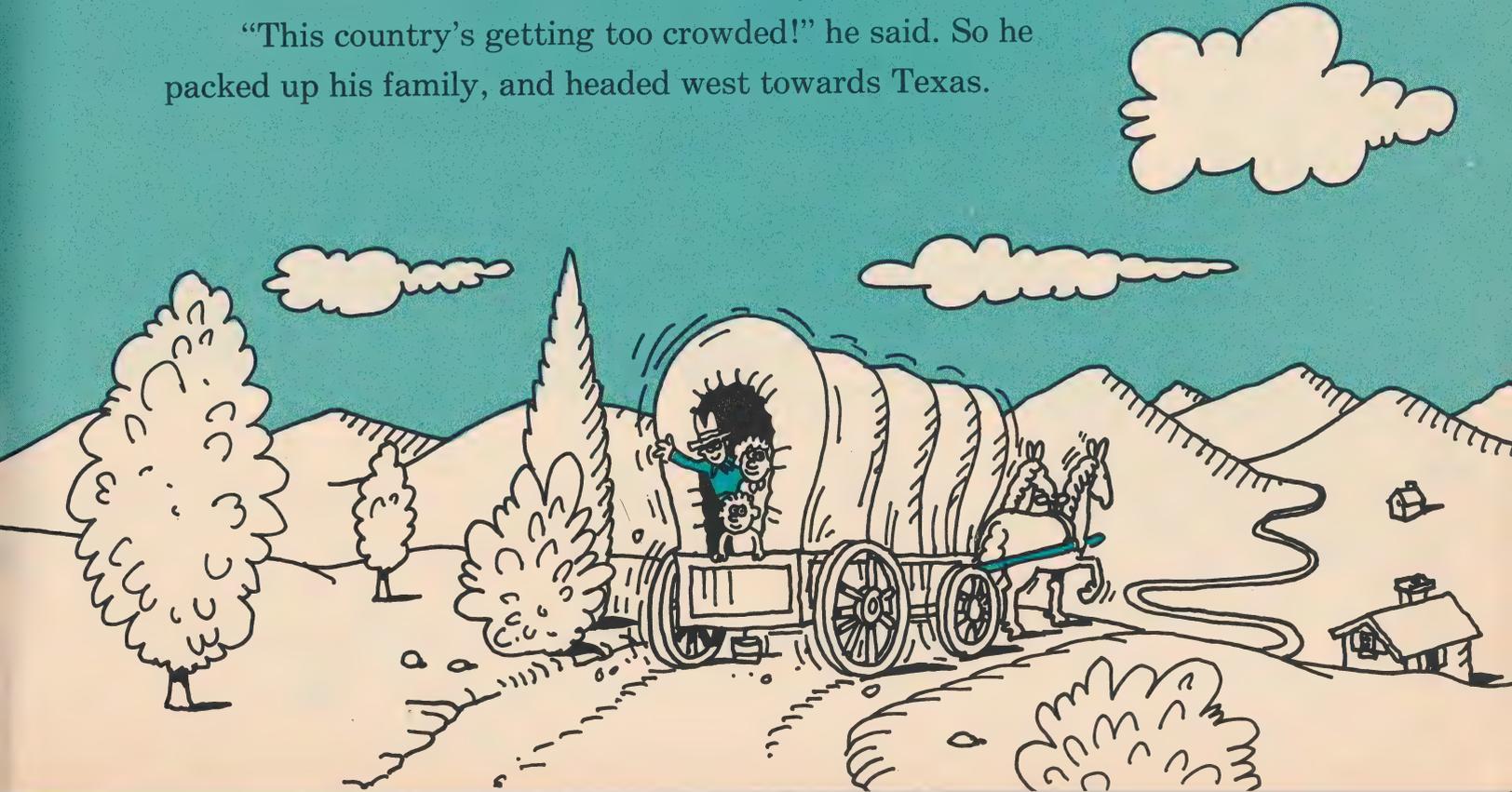


Bill had to be tough. He had over a dozen brothers and sisters.
He had to fight just to get enough to eat.

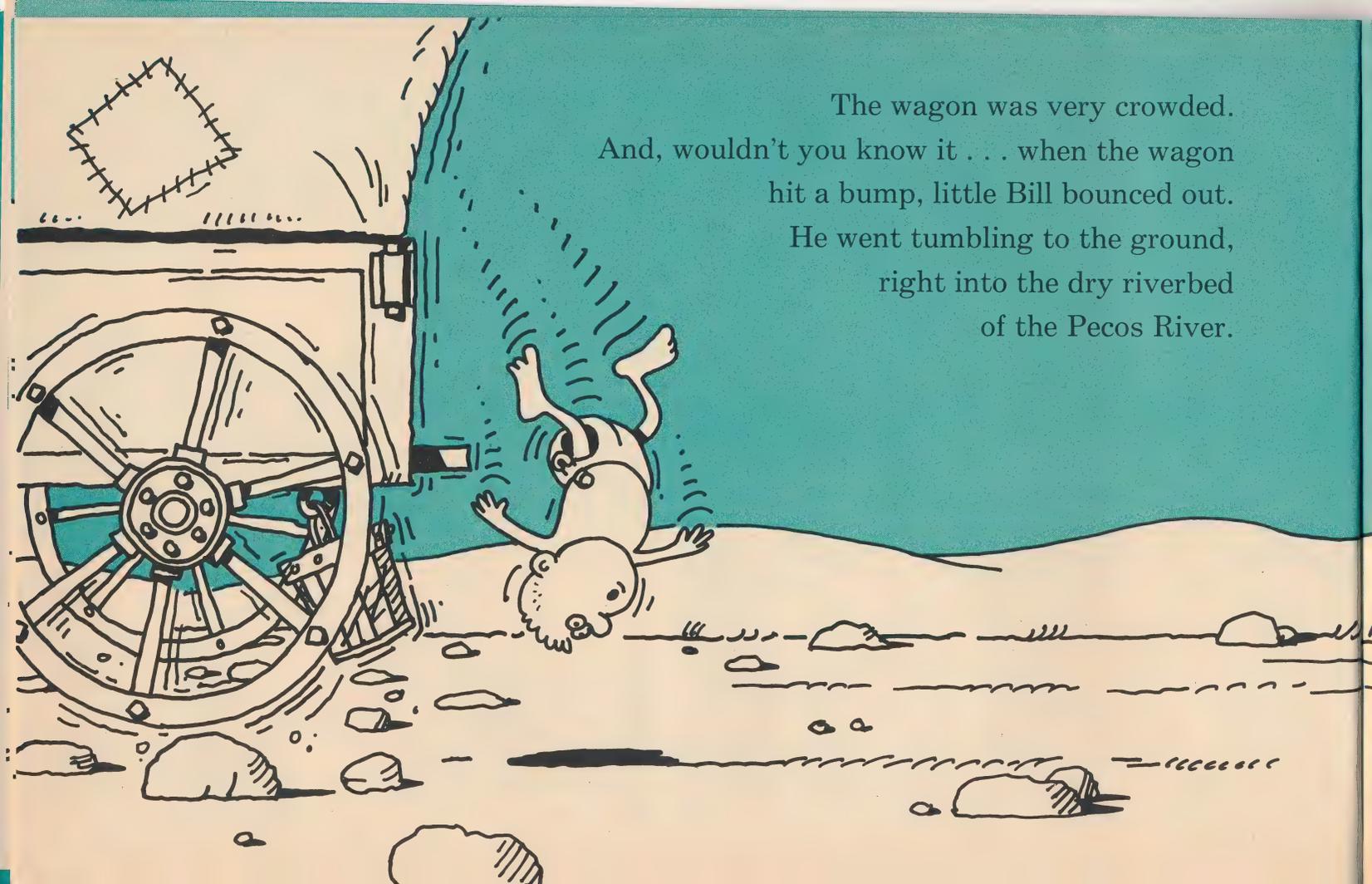


One day, when Bill was a baby, his father discovered that some newcomers had settled 50 miles away.

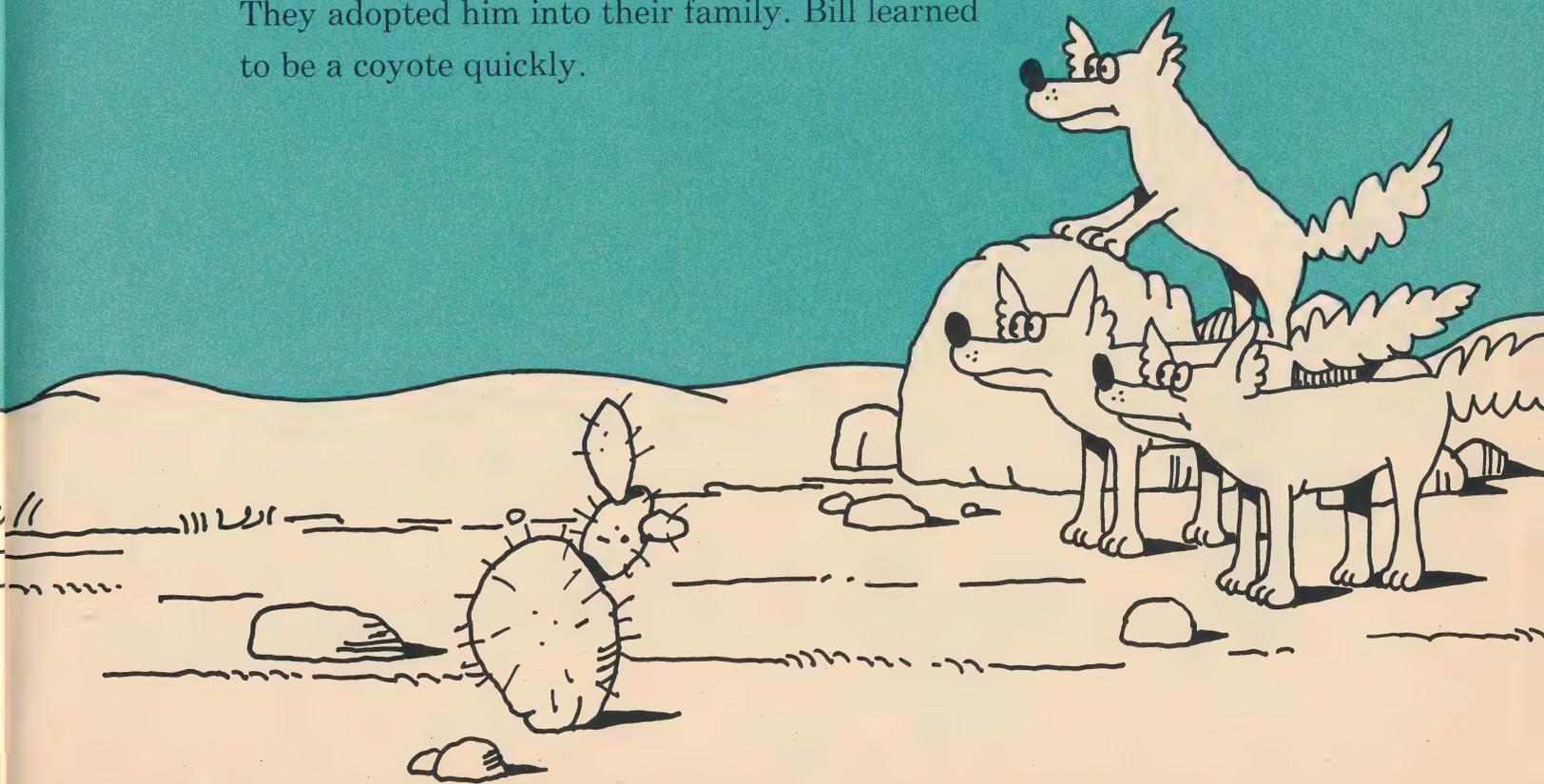
“This country’s getting too crowded!” he said. So he packed up his family, and headed west towards Texas.



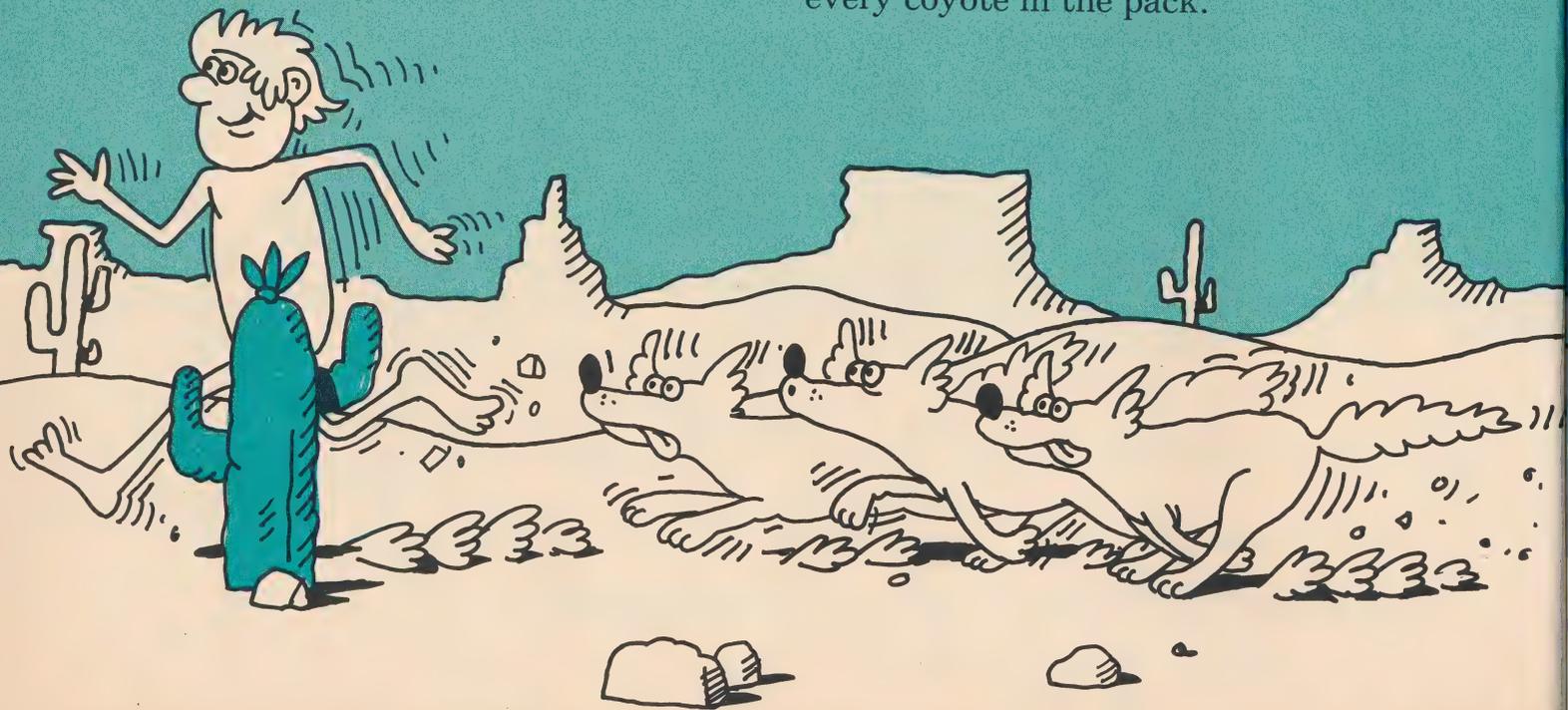
The wagon was very crowded.
And, wouldn't you know it . . . when the wagon
hit a bump, little Bill bounced out.
He went tumbling to the ground,
right into the dry riverbed
of the Pecos River.



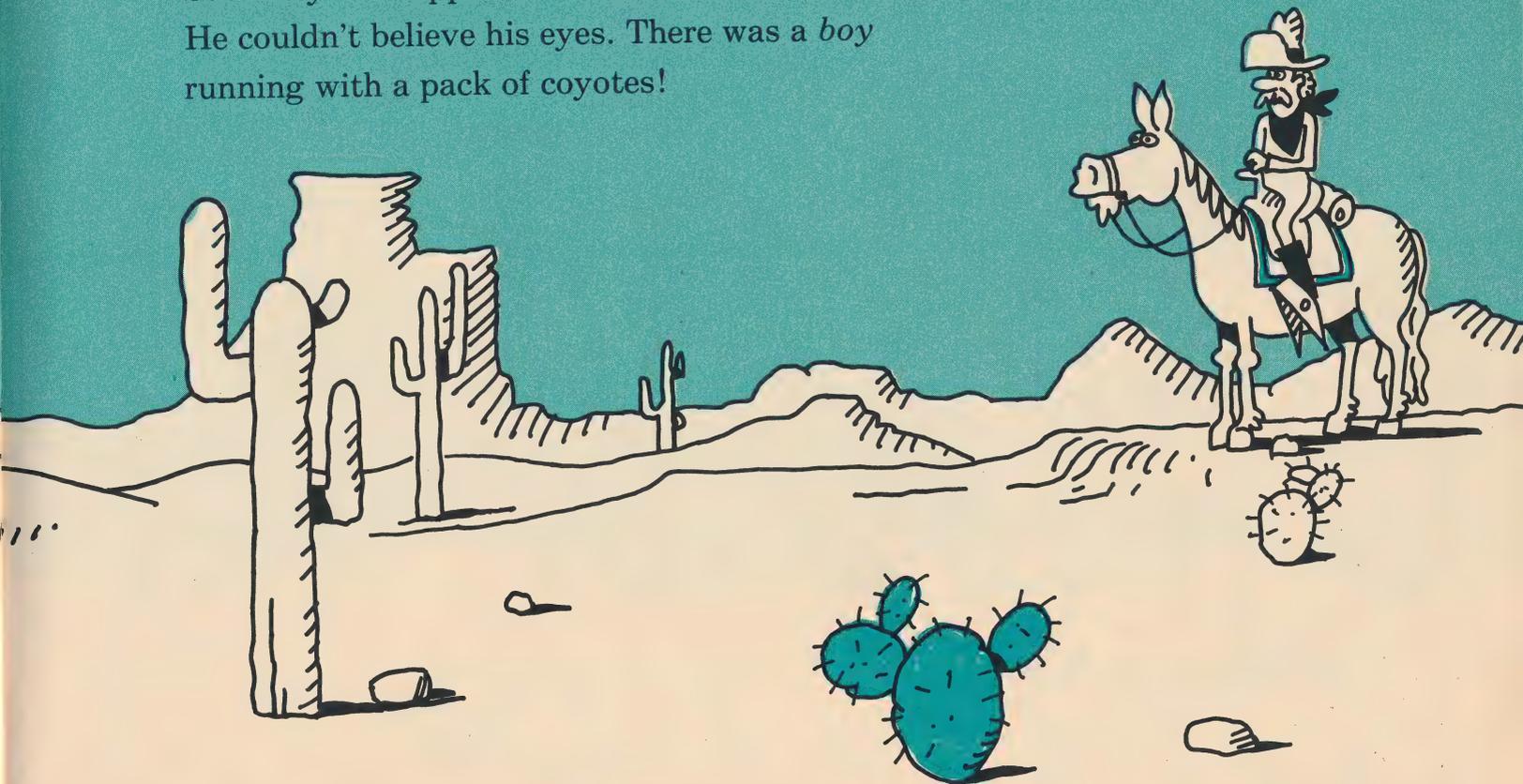
The coyotes liked Bill as soon as they saw him.
They adopted him into their family. Bill learned
to be a coyote quickly.



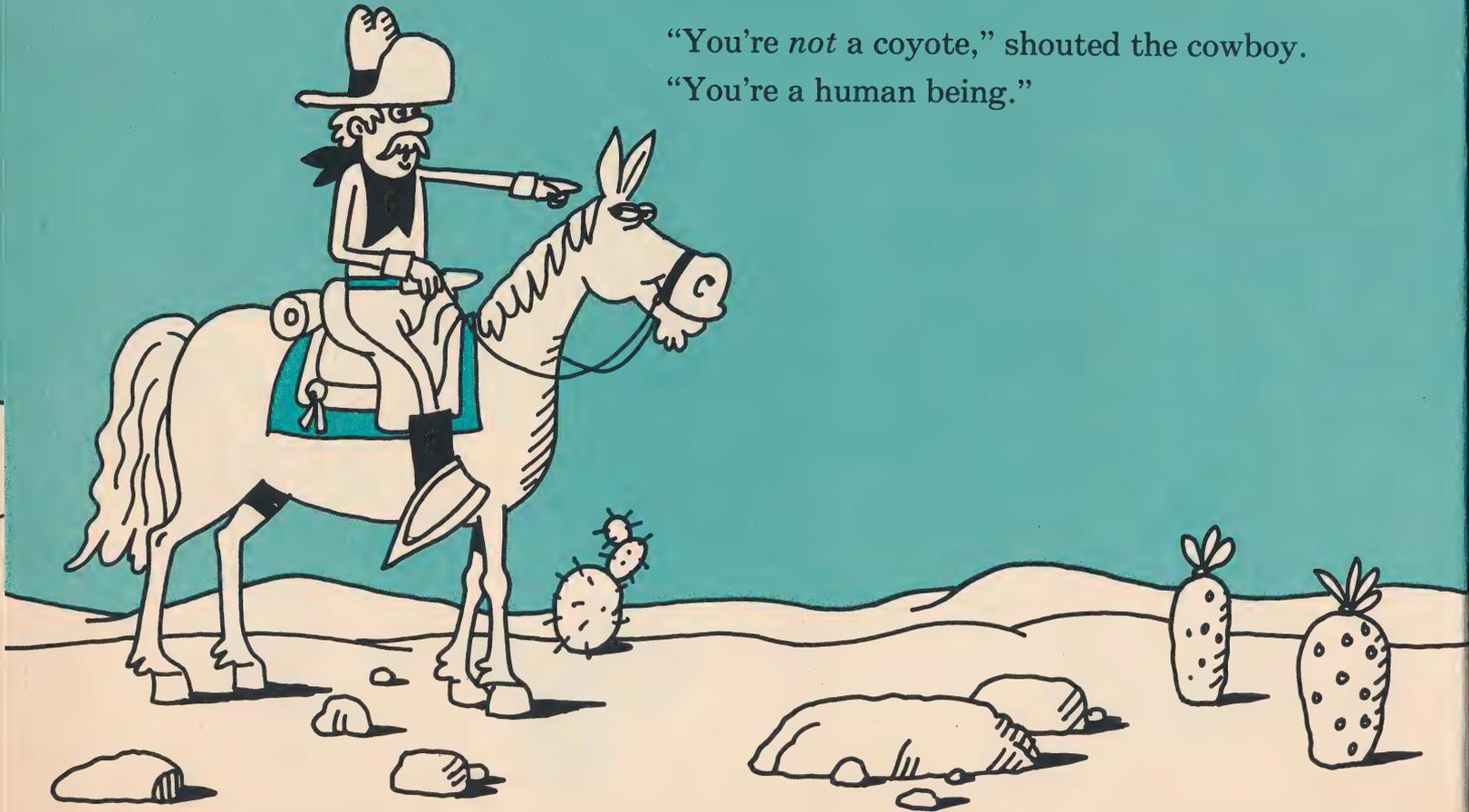
Before long, he could outrun, outfight and outhowl
every coyote in the pack.



One day, a cowboy was riding on the prairie.
Suddenly he stopped his horse, and leaned forward in the saddle.
He couldn't believe his eyes. There was a *boy*
running with a pack of coyotes!



“You’re *not* a coyote,” shouted the cowboy.
“You’re a human being.”

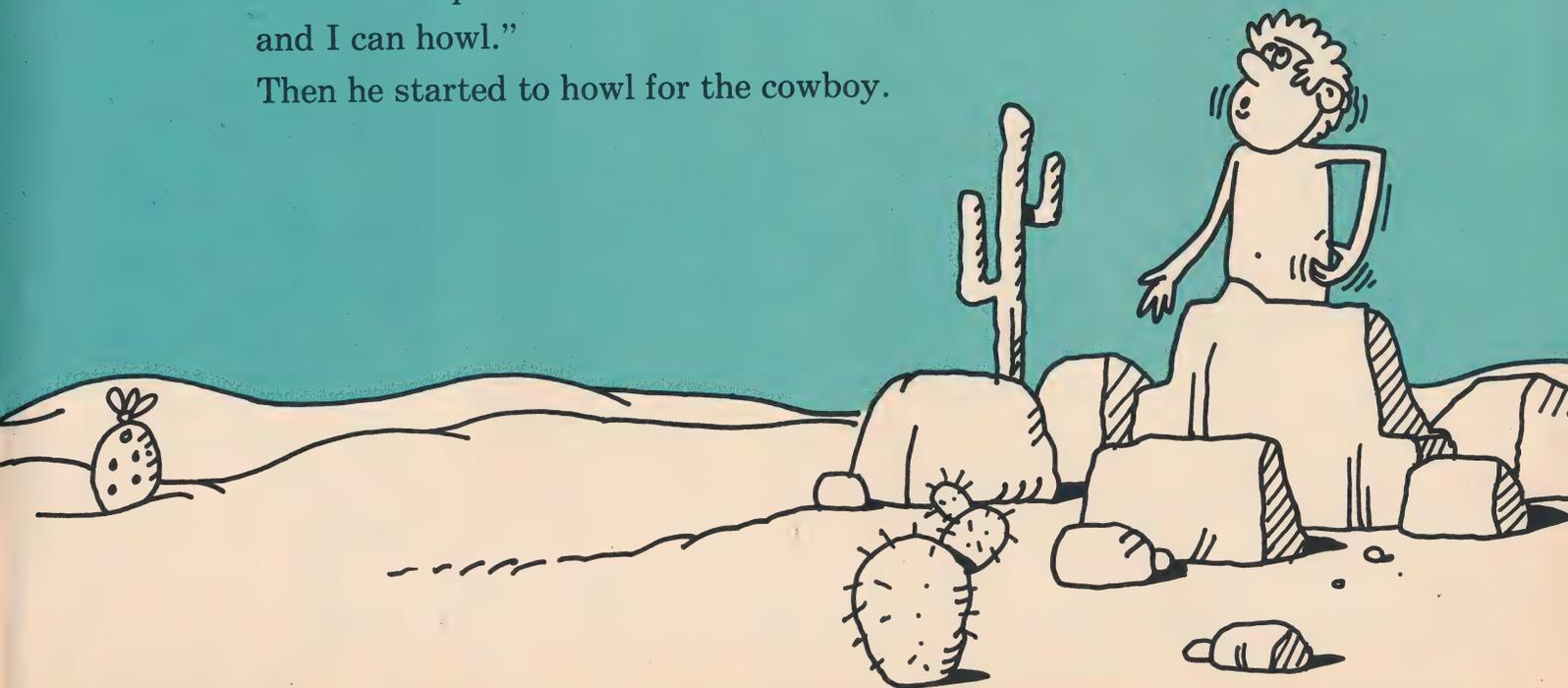


Bill snarled and growled at the cowboy.

“I *am* a coyote,” he snapped.

“I have sharp teeth and fleas. I can run, I can fight,
and I can howl.”

Then he started to howl for the cowboy.

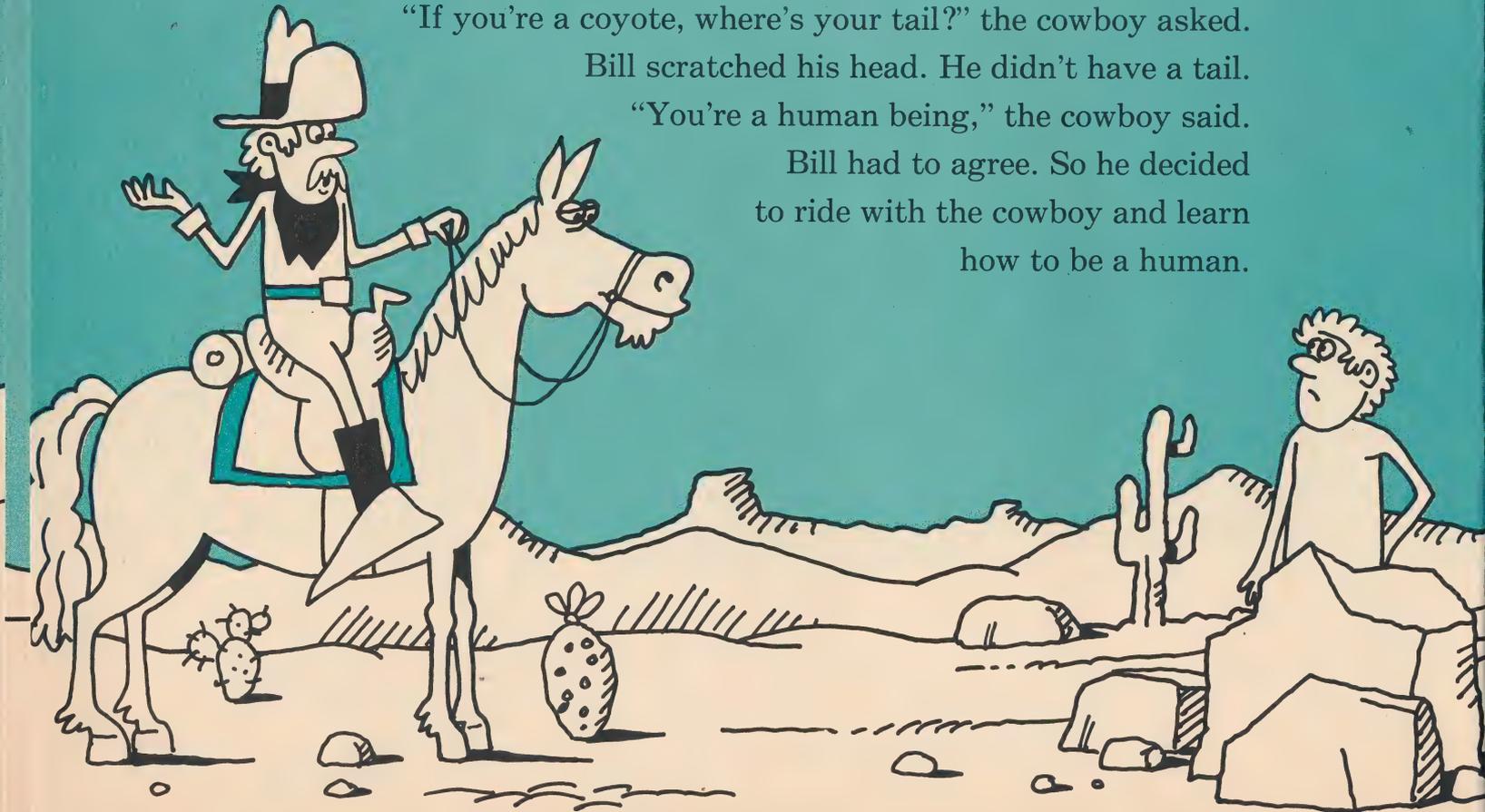


“If you’re a coyote, where’s your tail?” the cowboy asked.

Bill scratched his head. He didn’t have a tail.

“You’re a human being,” the cowboy said.

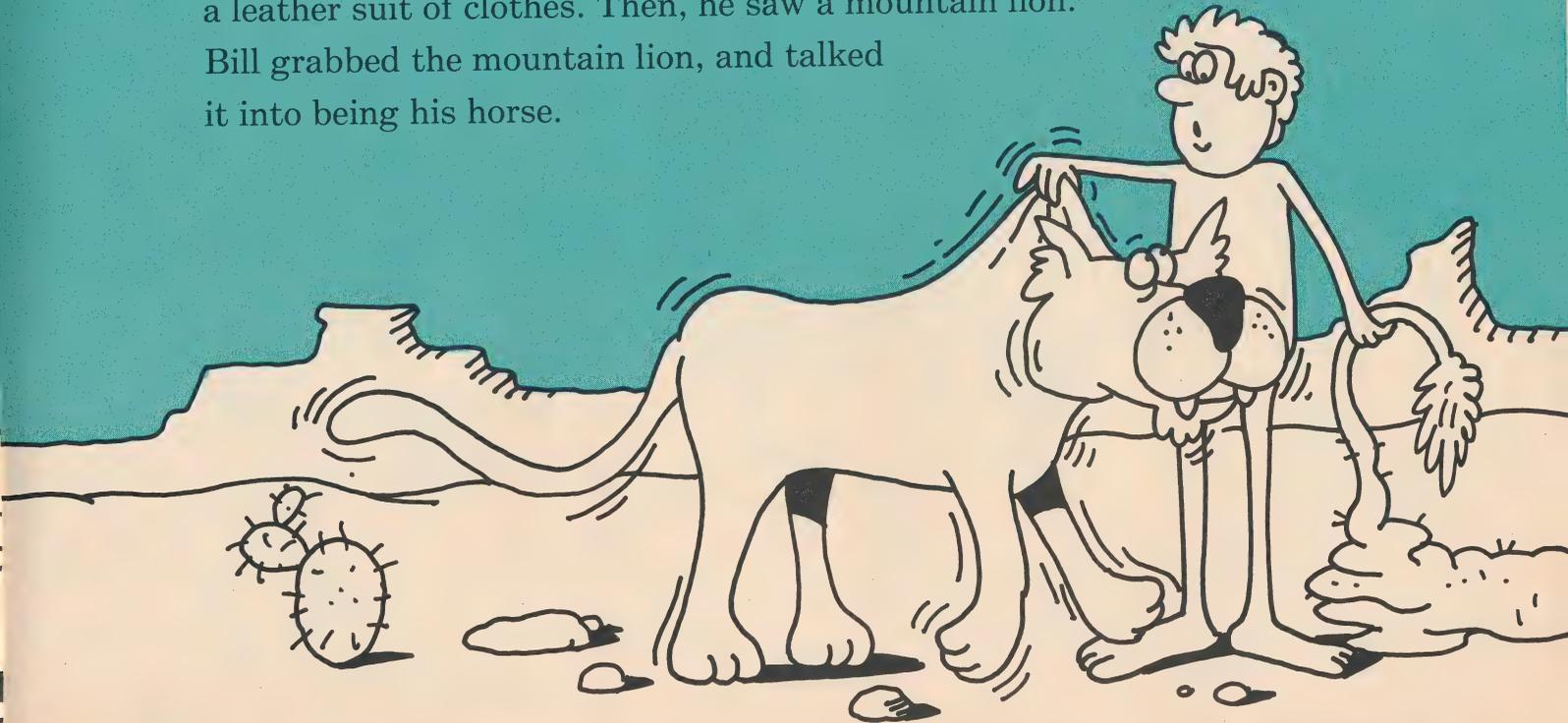
Bill had to agree. So he decided to ride with the cowboy and learn how to be a human.



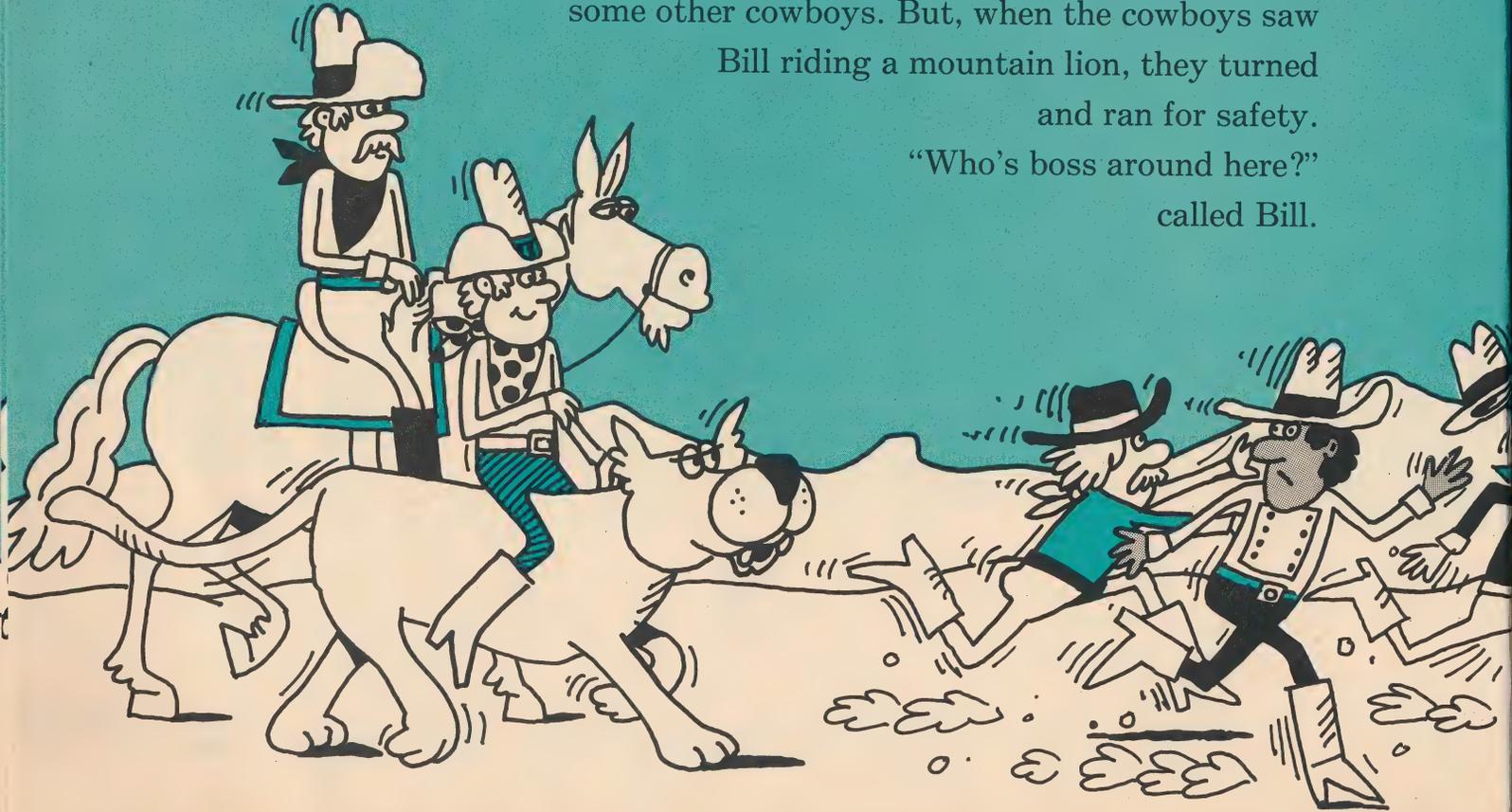
“First, you need clothes, then a horse,” said the cowboy.

“No problem,” answered Bill. He grabbed a bull and pulled so hard that the bull jumped out of his skin. Bill used the skin to make a leather suit of clothes. Then, he saw a mountain lion.

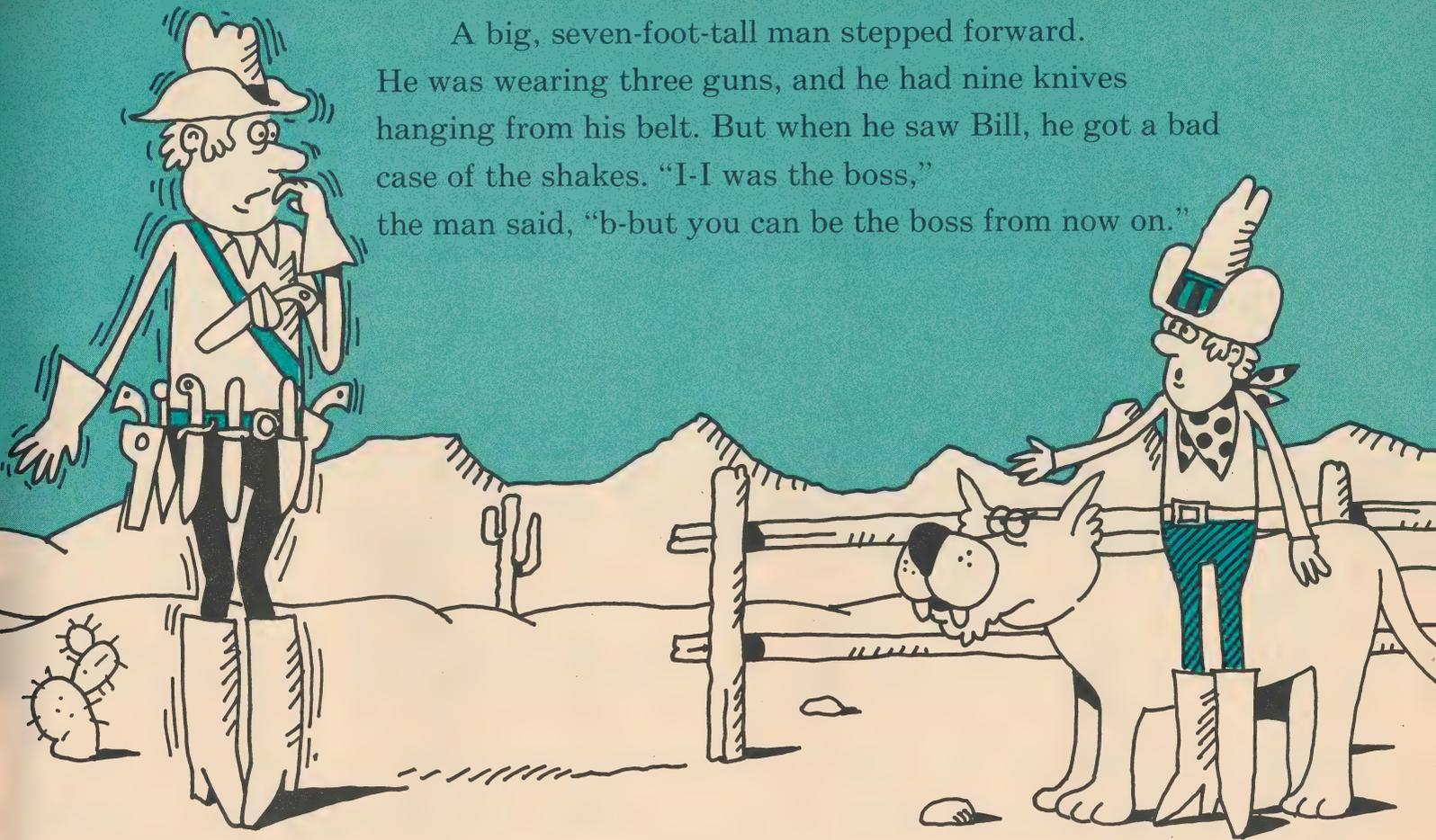
Bill grabbed the mountain lion, and talked it into being his horse.



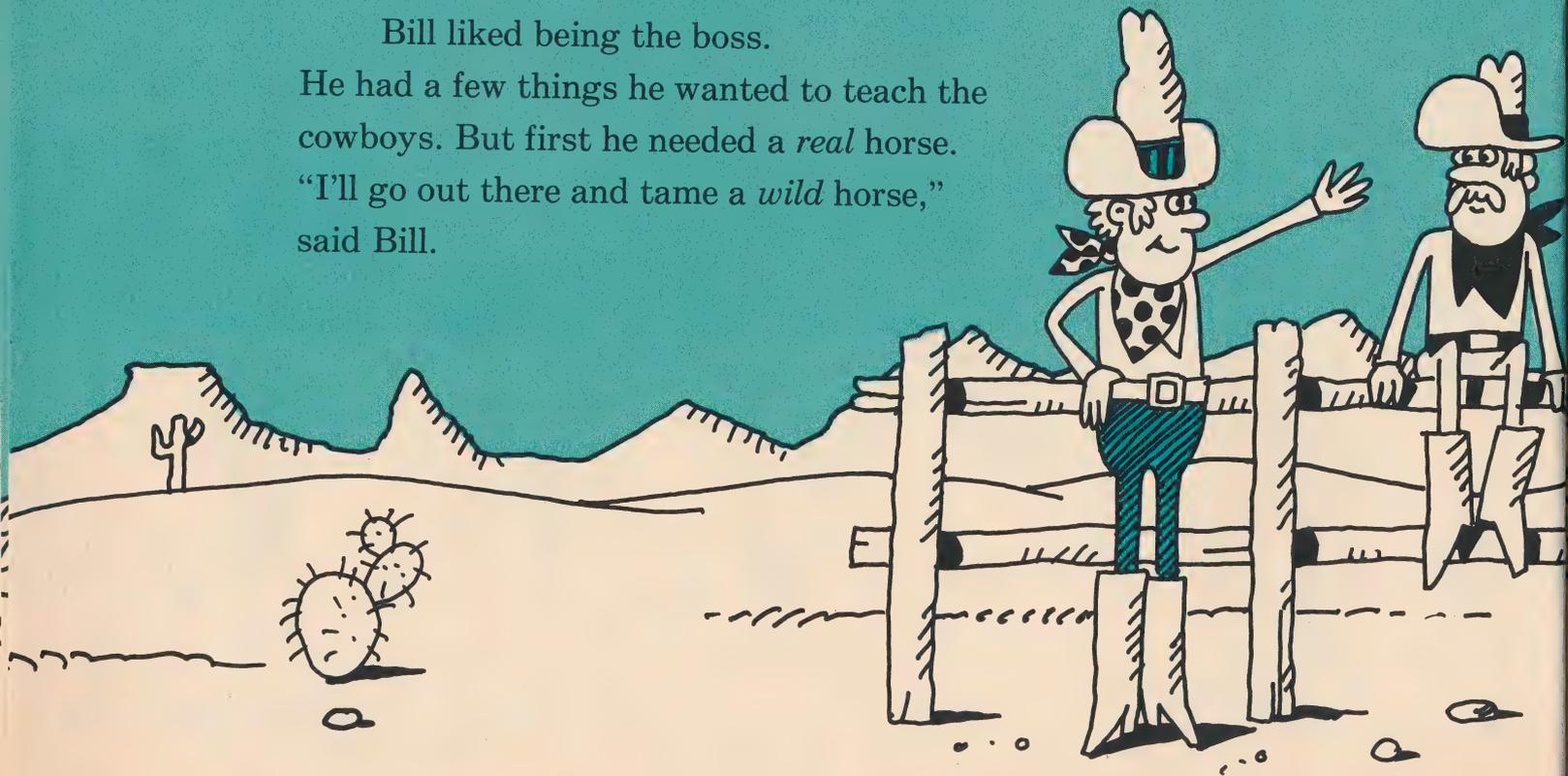
The cowboy took Bill to the Rusty Nail Ranch to meet some other cowboys. But, when the cowboys saw Bill riding a mountain lion, they turned and ran for safety. "Who's boss around here?" called Bill.



A big, seven-foot-tall man stepped forward. He was wearing three guns, and he had nine knives hanging from his belt. But when he saw Bill, he got a bad case of the shakes. "I-I was the boss," the man said, "b-but you can be the boss from now on."



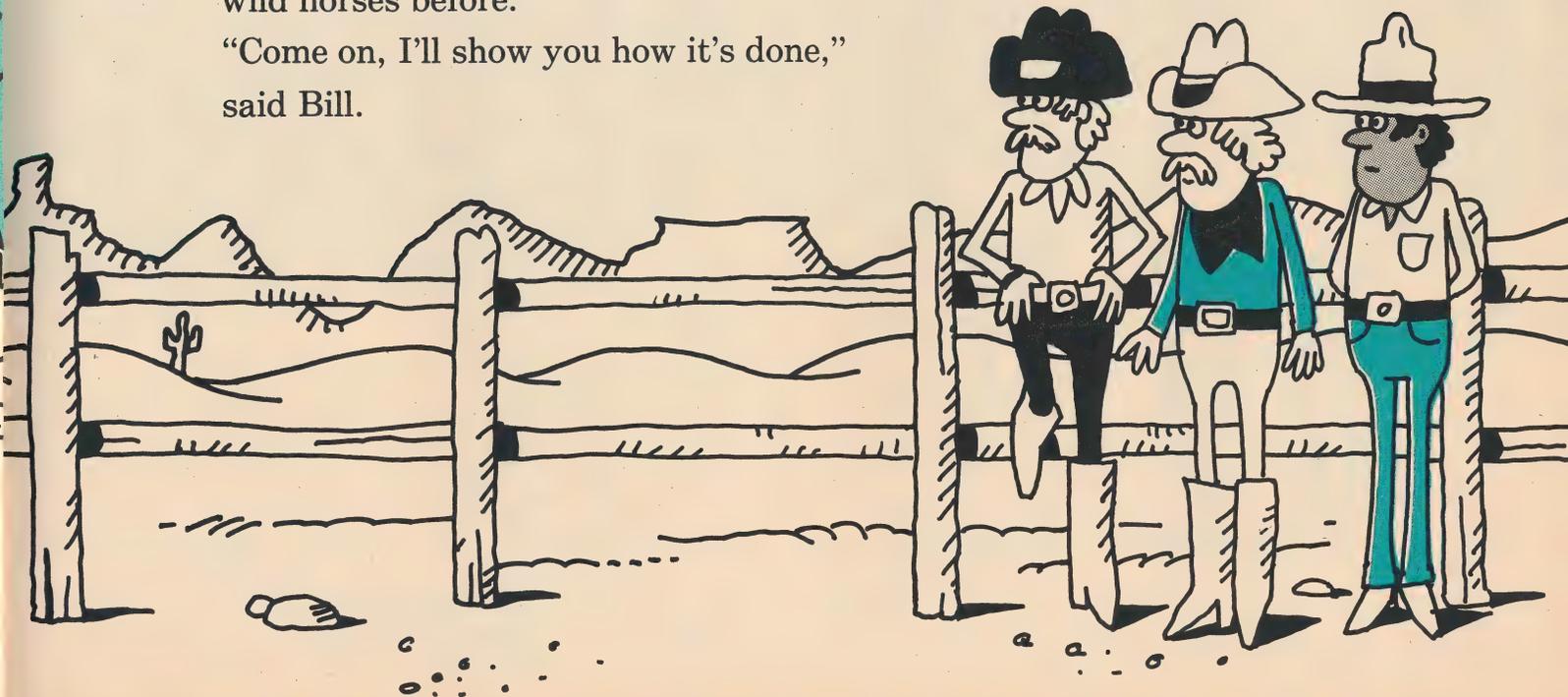
Bill liked being the boss.
He had a few things he wanted to teach the
cowboys. But first he needed a *real* horse.
“I’ll go out there and tame a *wild* horse,”
said Bill.

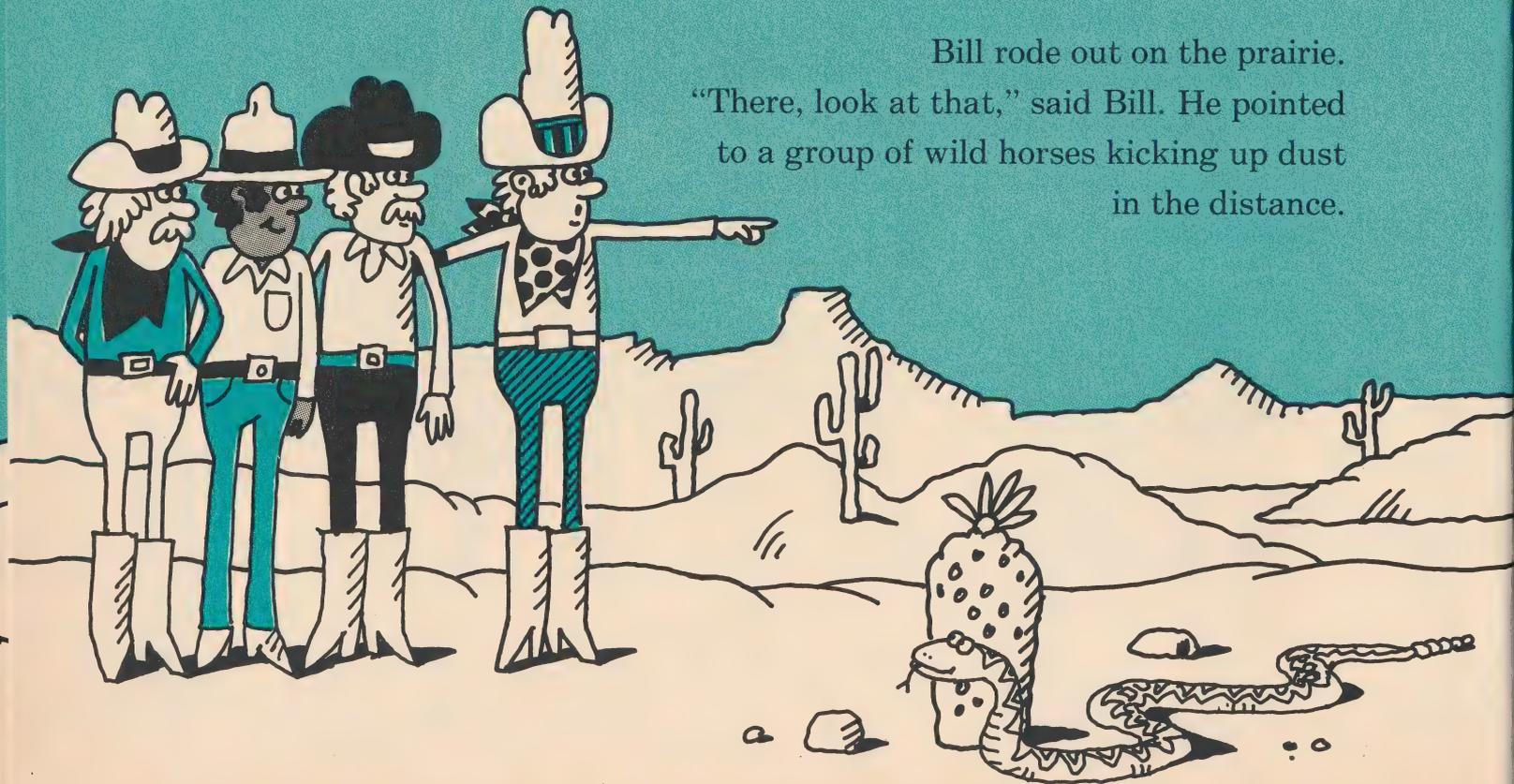


"A *wild* horse?"

The cowboys were surprised. They had never tamed wild horses before.

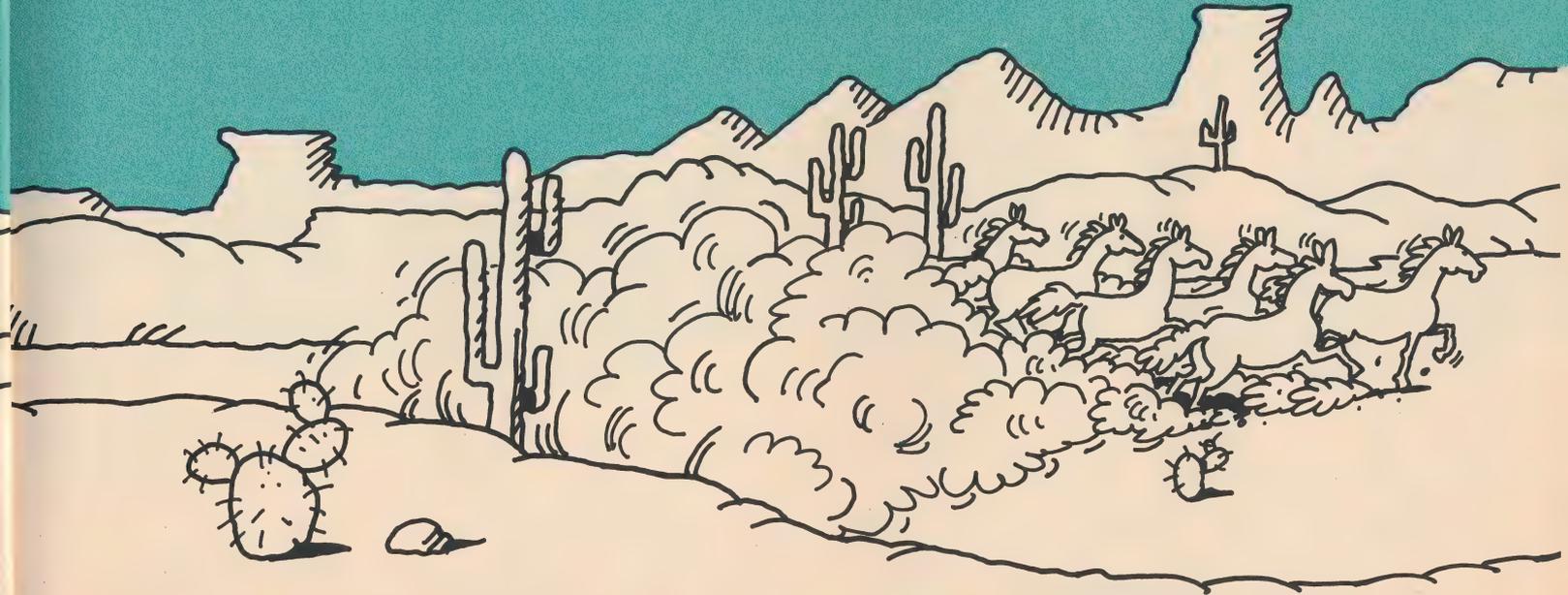
"Come on, I'll show you how it's done," said Bill.



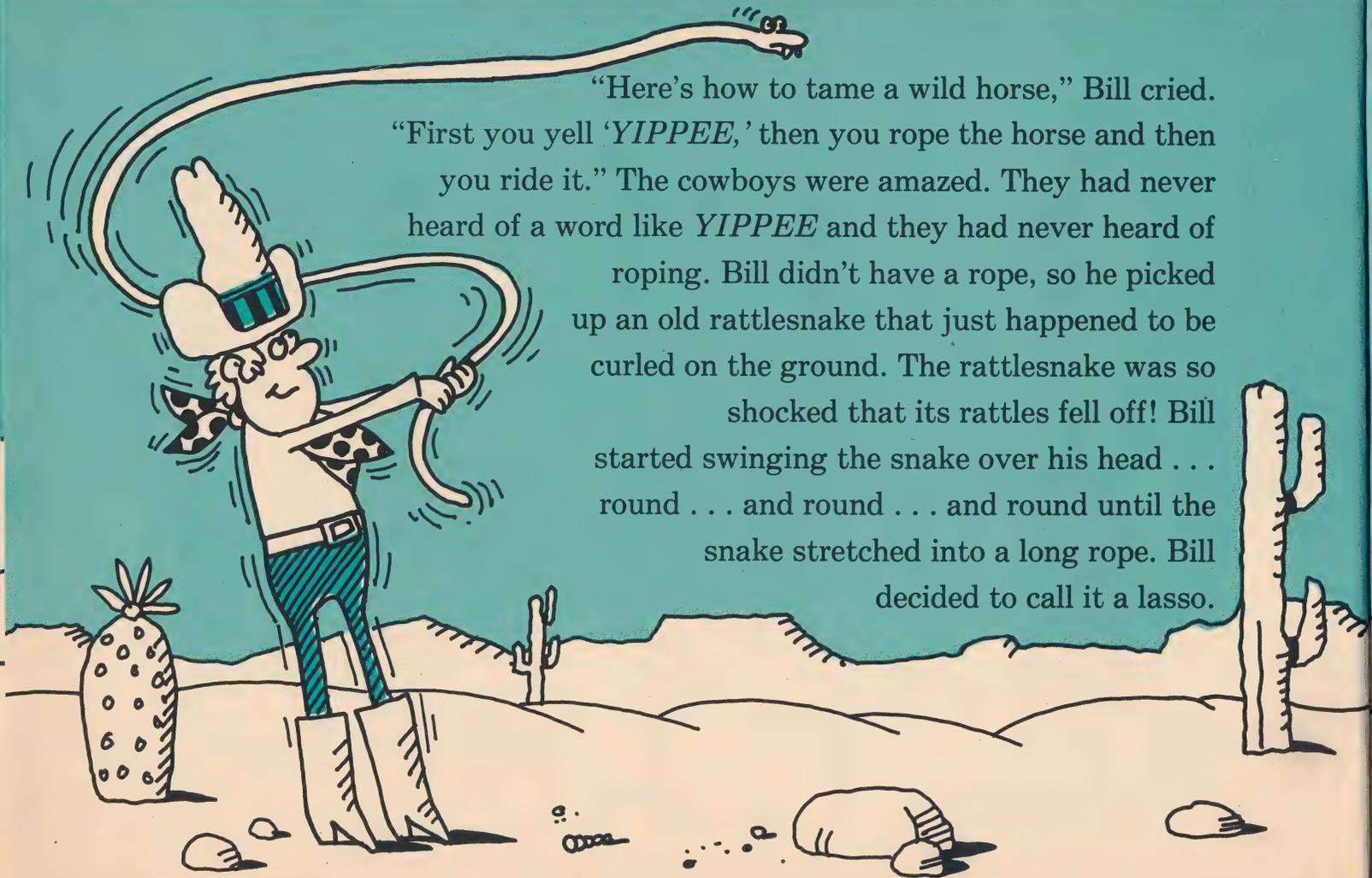


Bill rode out on the prairie.
“There, look at that,” said Bill. He pointed
to a group of wild horses kicking up dust
in the distance.

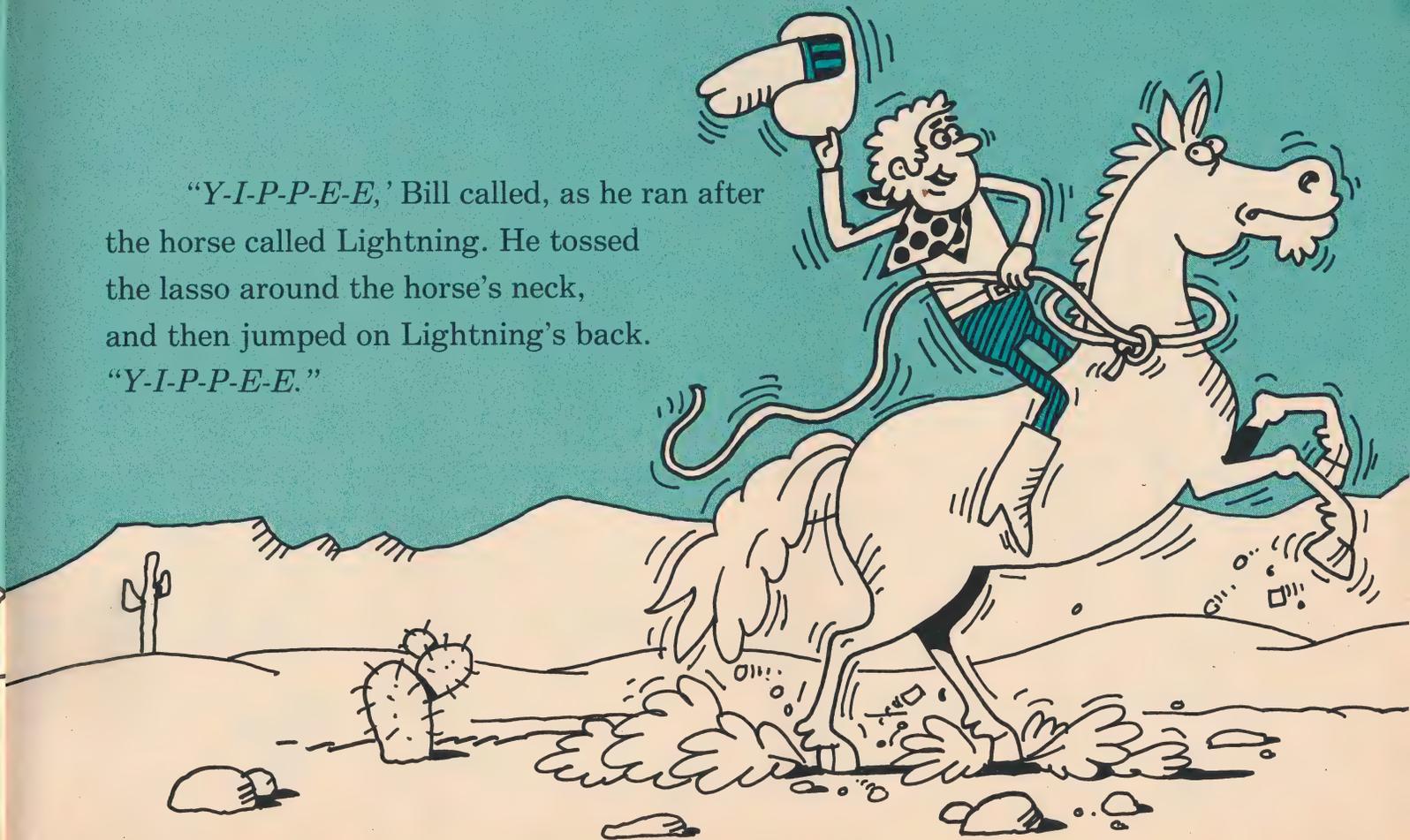
The lead horse was beautiful.
He looked like lightning in the sky.
He was a strong, fast stallion.
“That’s the one I want,” said Bill.



“Here’s how to tame a wild horse,” Bill cried. “First you yell ‘YIPPEE,’ then you rope the horse and then you ride it.” The cowboys were amazed. They had never heard of a word like *YIPPEE* and they had never heard of roping. Bill didn’t have a rope, so he picked up an old rattlesnake that just happened to be curled on the ground. The rattlesnake was so shocked that its rattles fell off! Bill started swinging the snake over his head . . . round . . . and round . . . and round until the snake stretched into a long rope. Bill decided to call it a lasso.



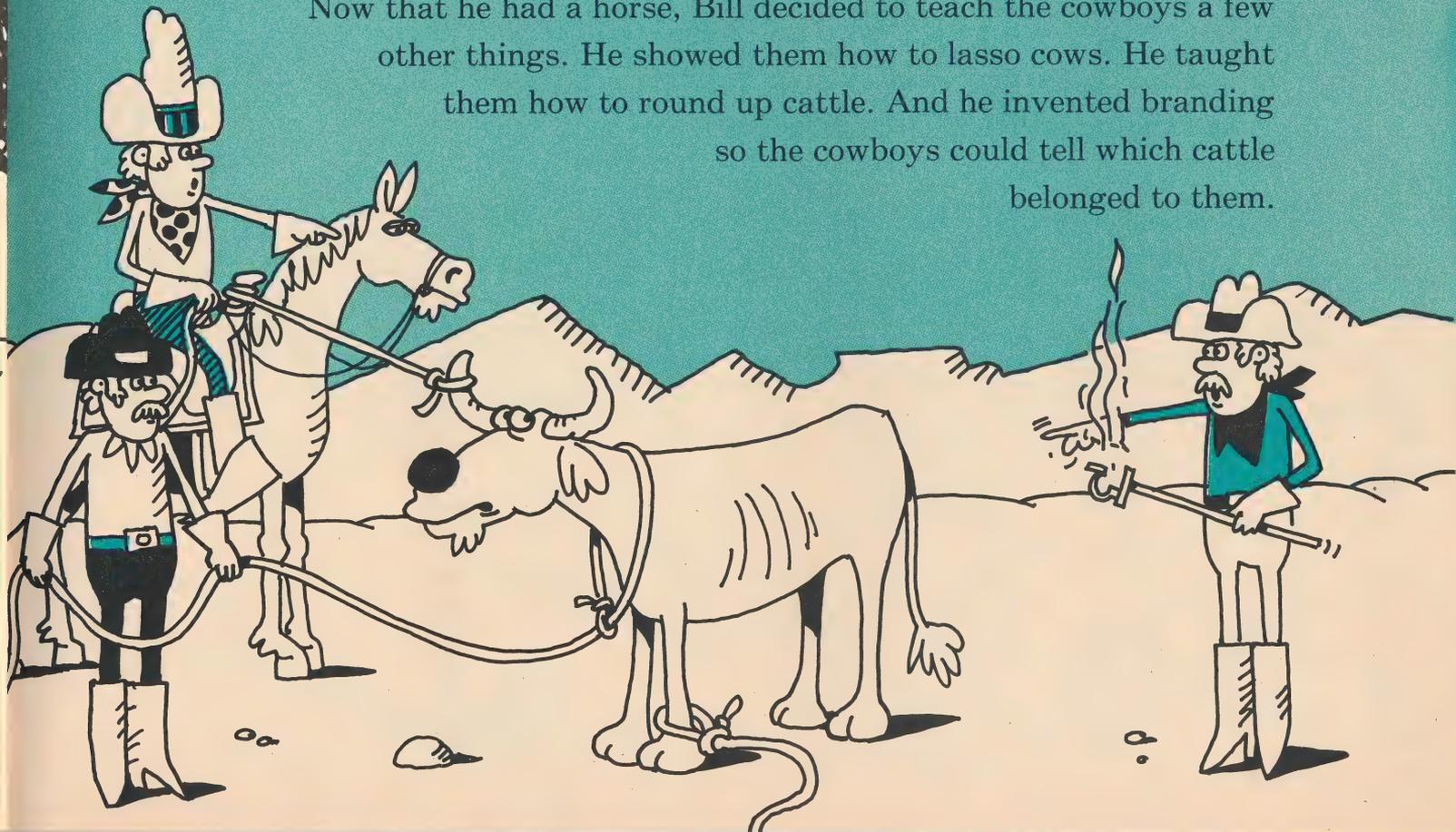
“Y-I-P-P-E-E,” Bill called, as he ran after the horse called Lightning. He tossed the lasso around the horse’s neck, and then jumped on Lightning’s back. *“Y-I-P-P-E-E.”*



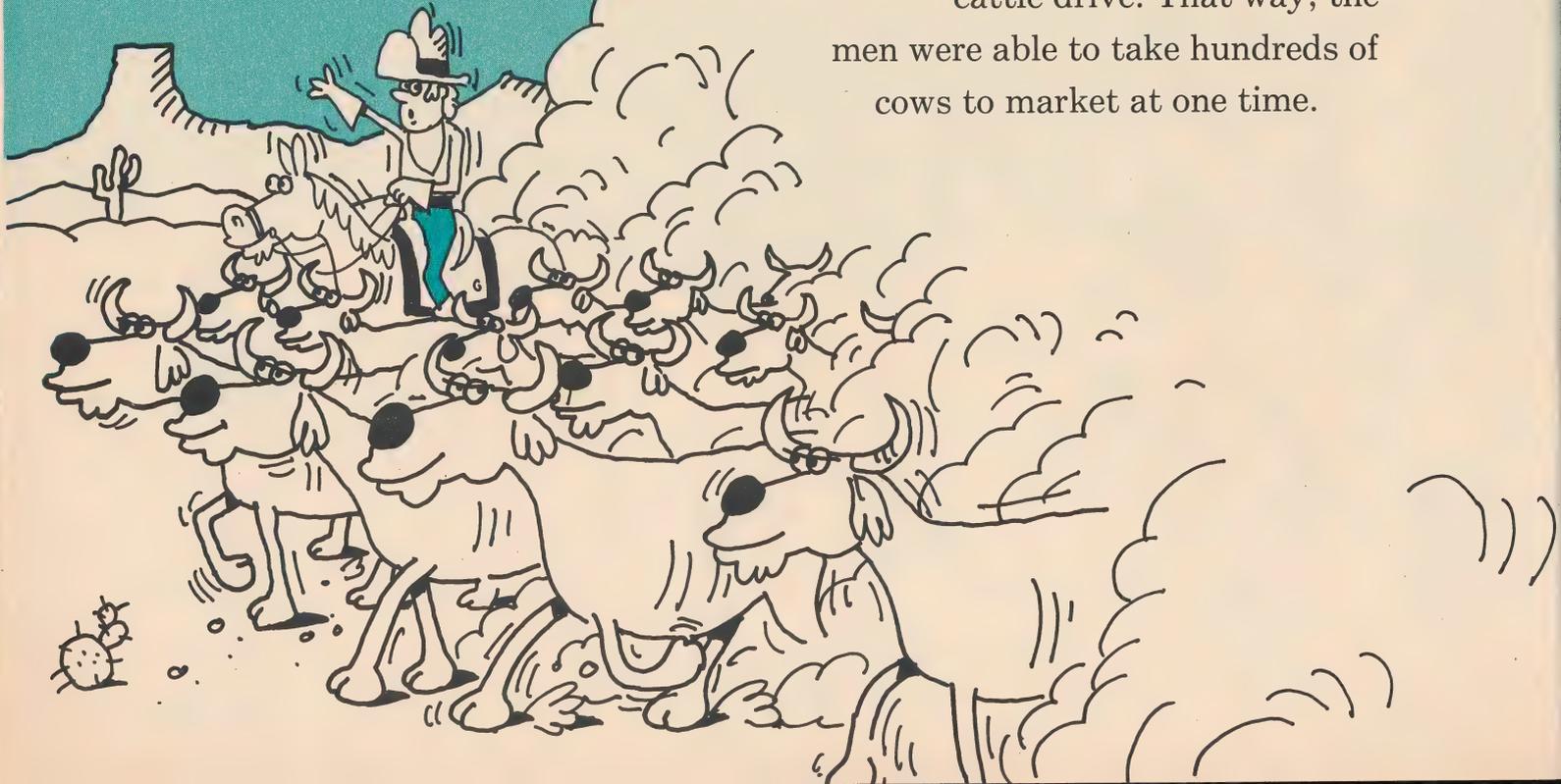
Lightning didn't like having anyone on his back. He bucked and kicked as hard as he could, but Bill hung on. All day long, and all night long, Lightning bucked and kicked with all his might. But he could not throw Pecos Bill. Finally, around noon the next day, they both fell to the ground exhausted. Then they shook hands and decided to become partners.



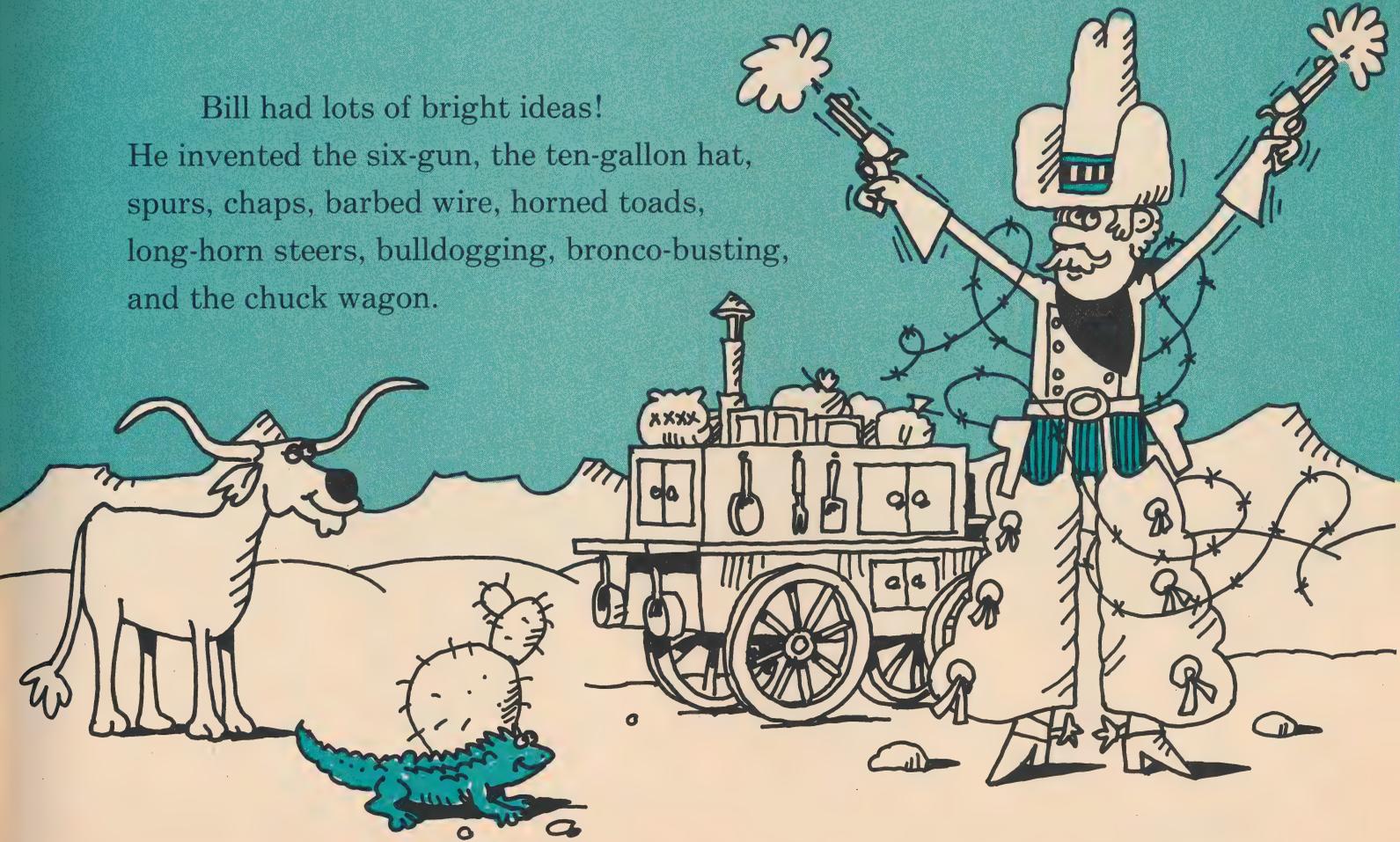
Now that he had a horse, Bill decided to teach the cowboys a few other things. He showed them how to lasso cows. He taught them how to round up cattle. And he invented branding so the cowboys could tell which cattle belonged to them.



Pecos Bill invented the
cattle drive. That way, the
men were able to take hundreds of
cows to market at one time.

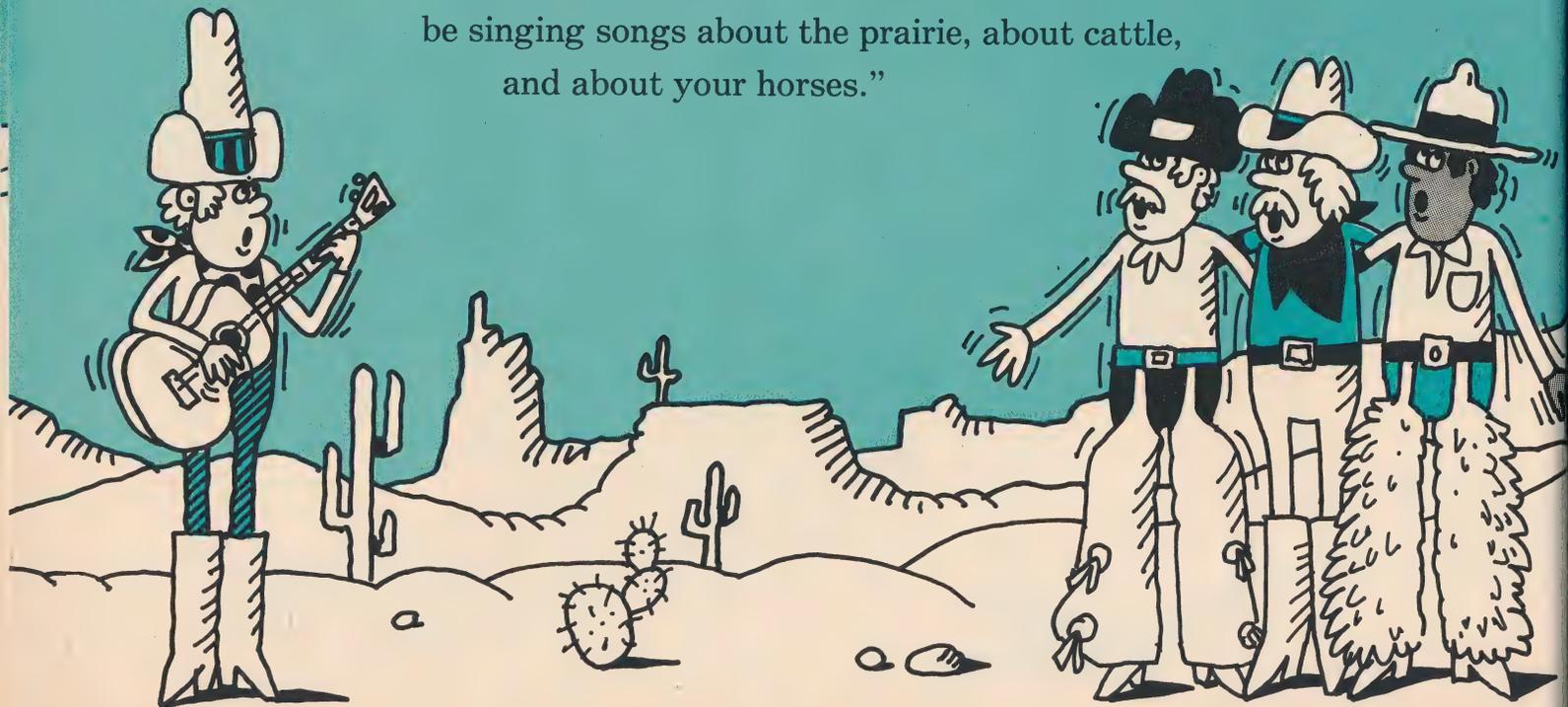


Bill had lots of bright ideas!
He invented the six-gun, the ten-gallon hat,
spurs, chaps, barbed wire, horned toads,
long-horn steers, bulldogging, bronco-busting,
and the chuck wagon.



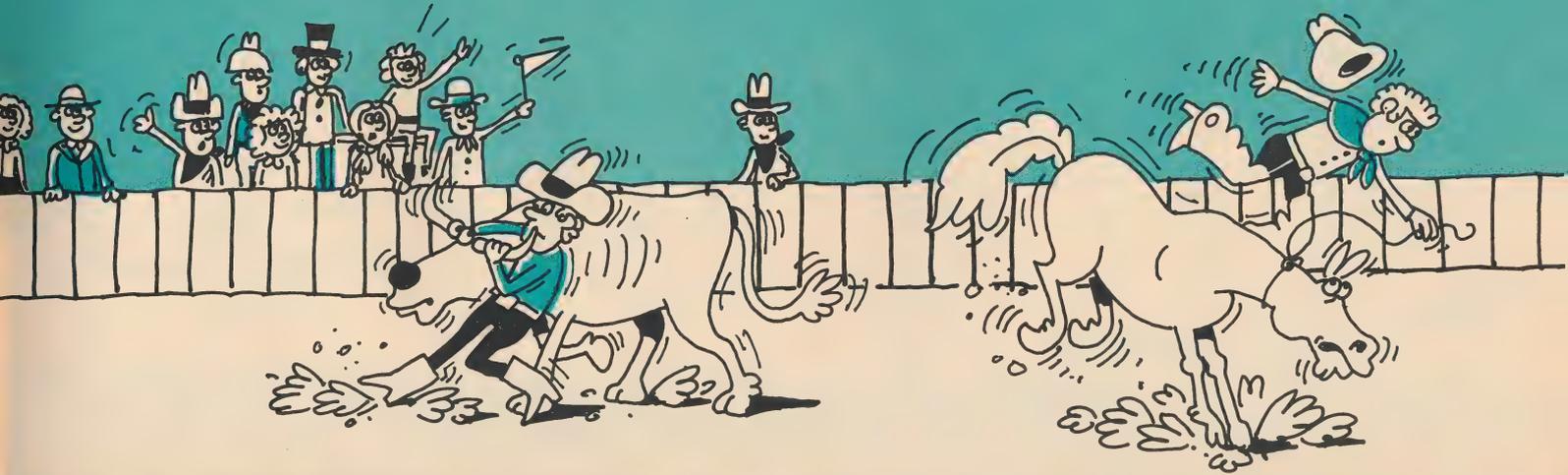
But his best invention was the cowboy song.
Bill invented cowboy songs when he heard a group of cowboys singing
songs about the sea.

“You’re not sailors, you’re cowboys,” Bill told them. “You should
be singing songs about the prairie, about cattle,
and about your horses.”

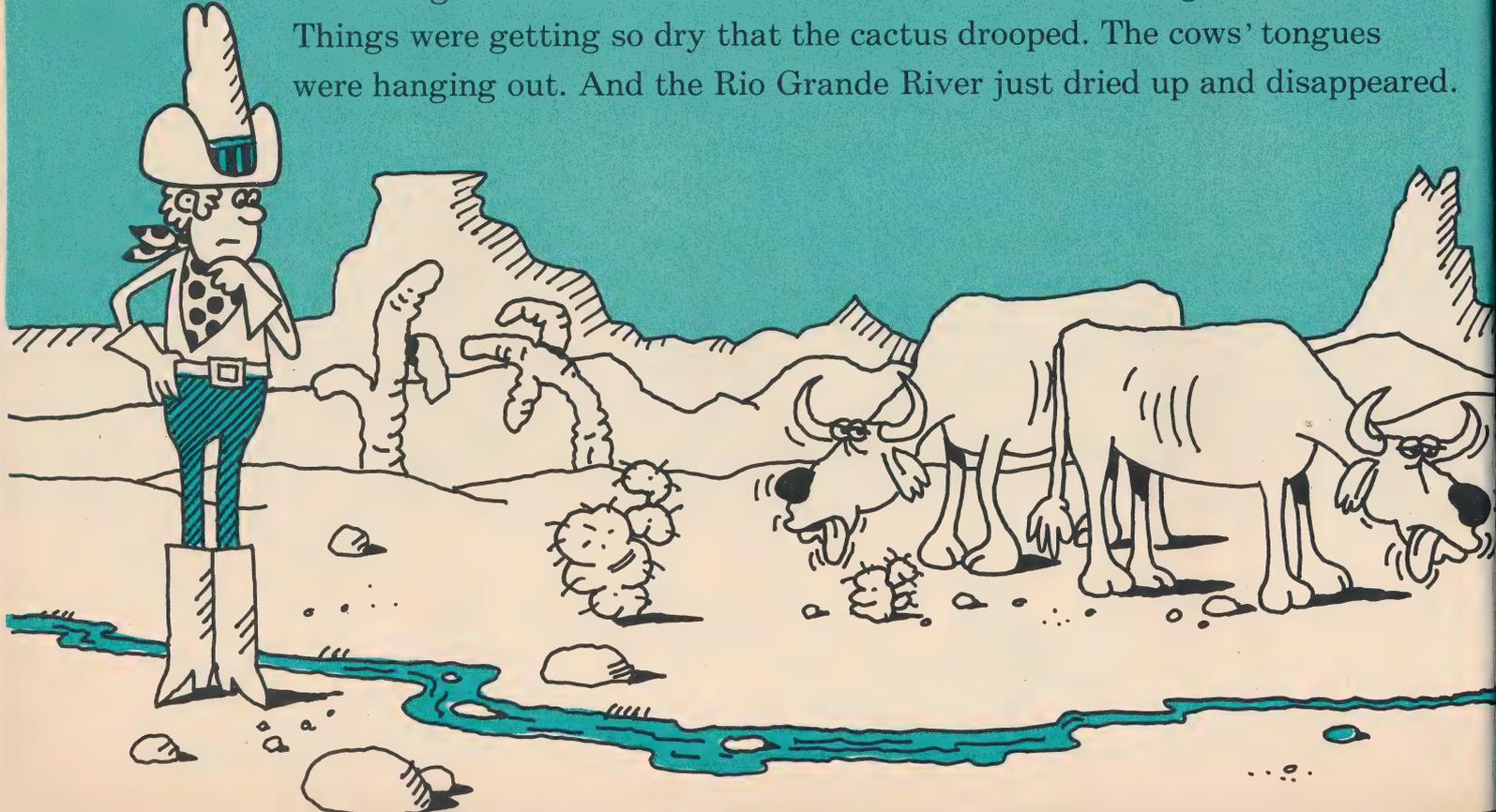


The cowboys became so good at roping, bulldogging, and bronco-busting that Bill had to invent the rodeo. At the rodeo, the cowboys could show off their new skills for the folks in town.

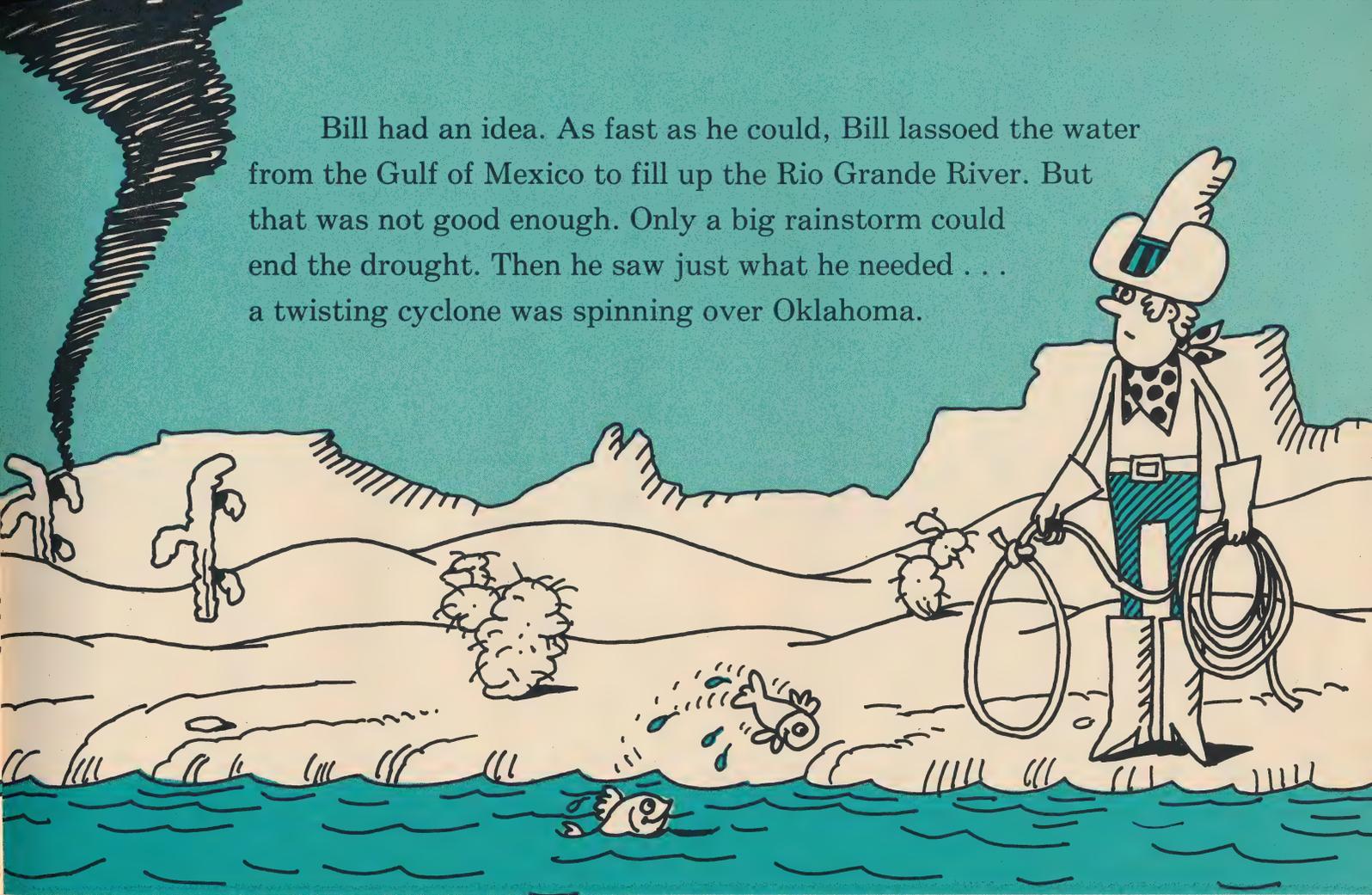
“Y-I-P-P-E-E.”



Bill was so busy inventing things that he hardly noticed the weather. For a long time there had been no rain in Texas. The drought had come! Things were getting so dry that the cactus drooped. The cows' tongues were hanging out. And the Rio Grande River just dried up and disappeared.



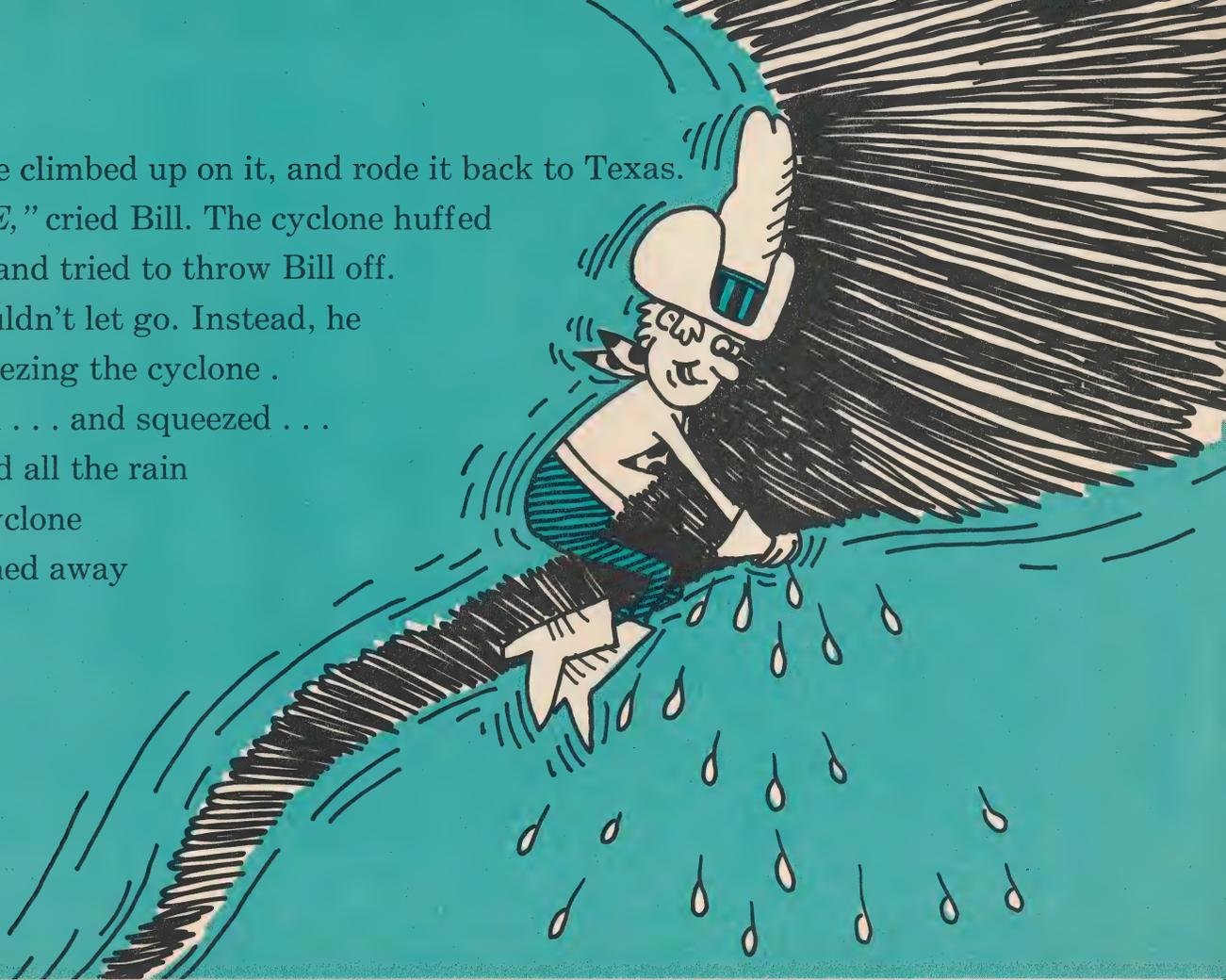
Bill had an idea. As fast as he could, Bill lassoed the water from the Gulf of Mexico to fill up the Rio Grande River. But that was not good enough. Only a big rainstorm could end the drought. Then he saw just what he needed . . . a twisting cyclone was spinning over Oklahoma.



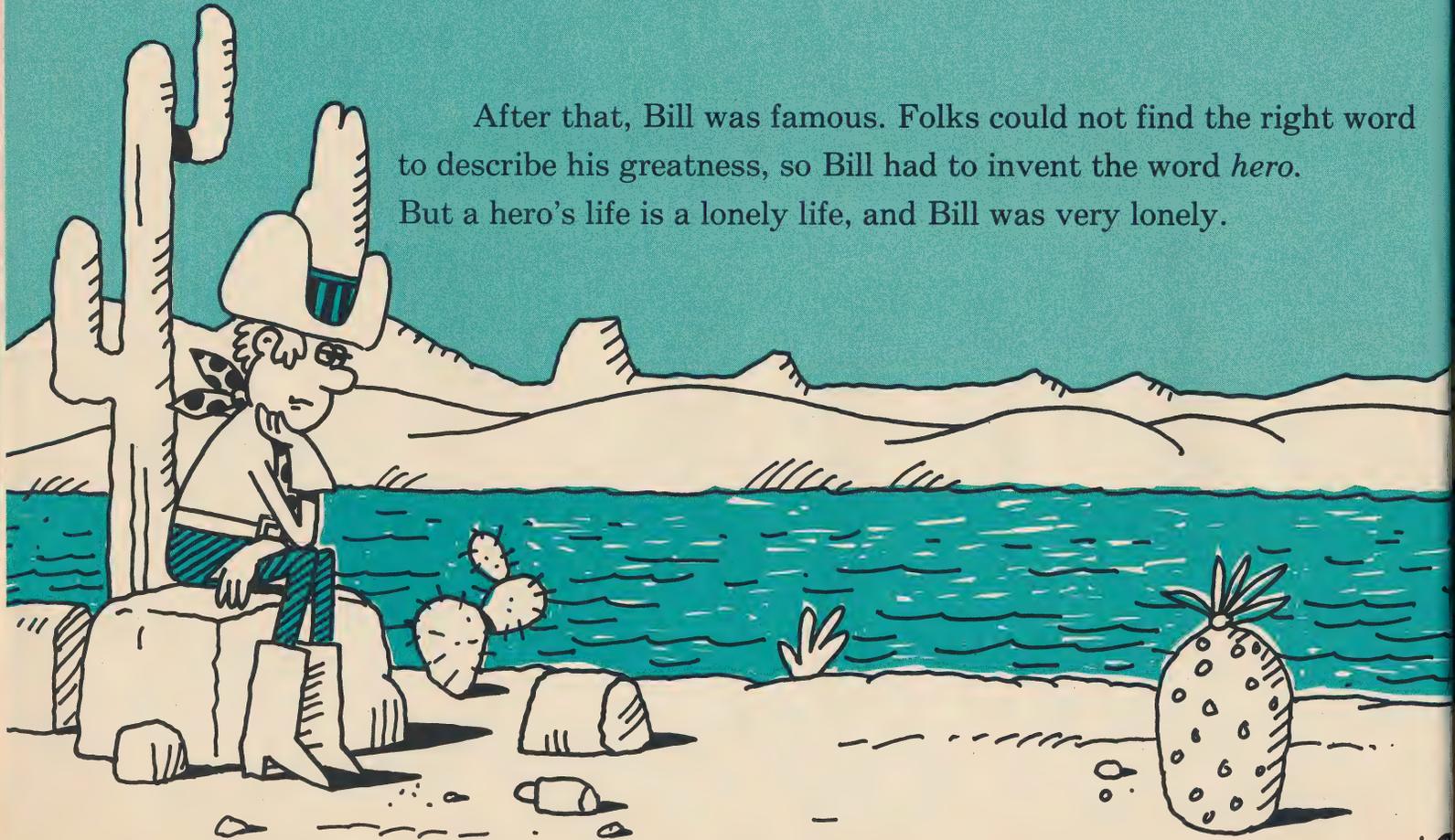
Bill rode Lightning to Oklahoma.
He tossed up his lasso and caught the cyclone
right around its neck.



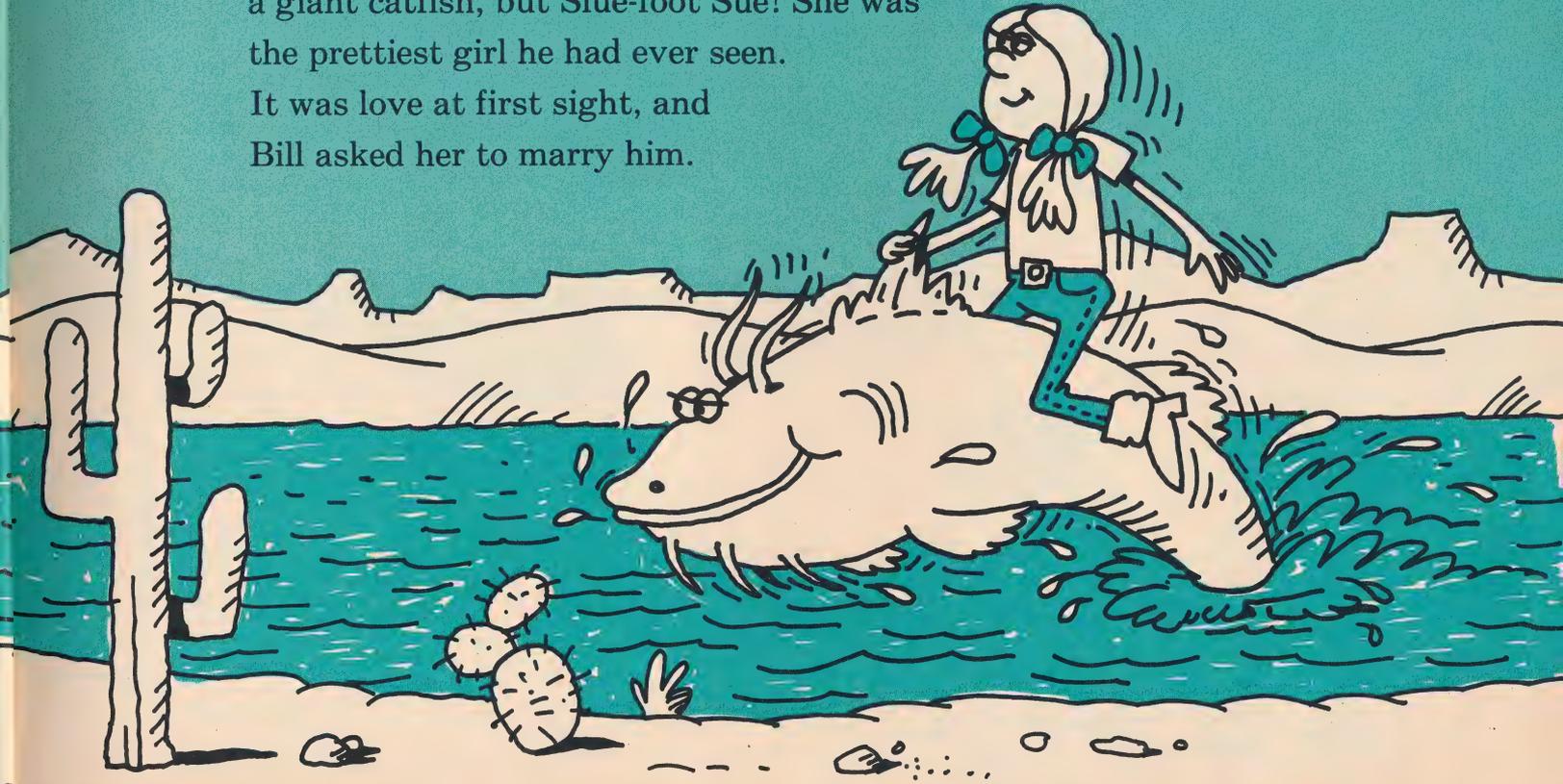
Then he climbed up on it, and rode it back to Texas.
“Y-I-P-P-E-E,” cried Bill. The cyclone huffed
and puffed, and tried to throw Bill off.
But Bill wouldn’t let go. Instead, he
started squeezing the cyclone .
He squeezed . . . and squeezed . . .
and squeezed all the rain
out of the cyclone
until it washed away
the drought.



After that, Bill was famous. Folks could not find the right word to describe his greatness, so Bill had to invent the word *hero*. But a hero's life is a lonely life, and Bill was very lonely.



Just then, who should come riding down the Rio Grande River on a giant catfish, but Slue-foot Sue! She was the prettiest girl he had ever seen. It was love at first sight, and Bill asked her to marry him.



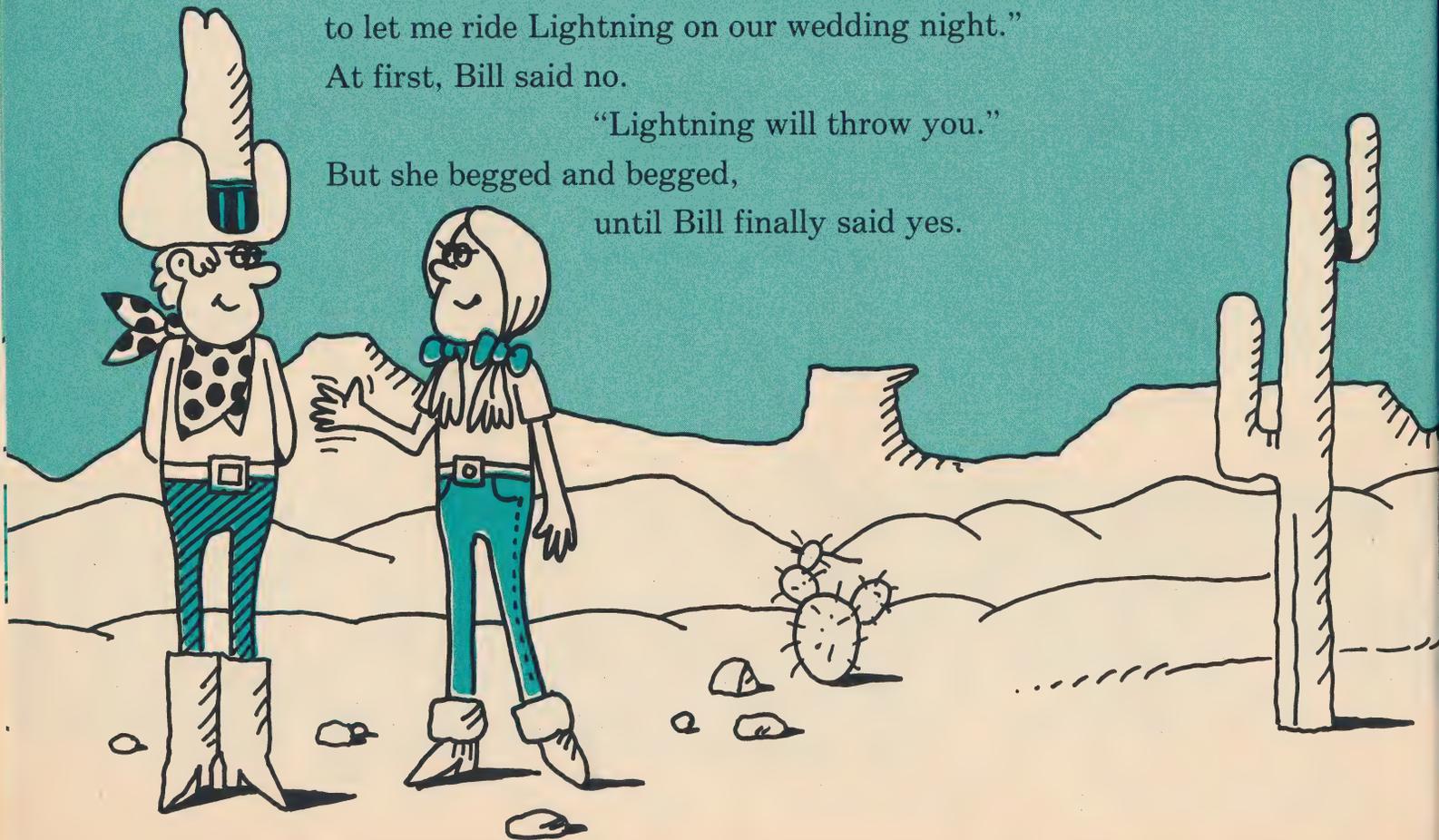
“I’ll marry you, Pecos Bill,” she said. “But you must promise to let me ride Lightning on our wedding night.”

At first, Bill said no.

“Lightning will throw you.”

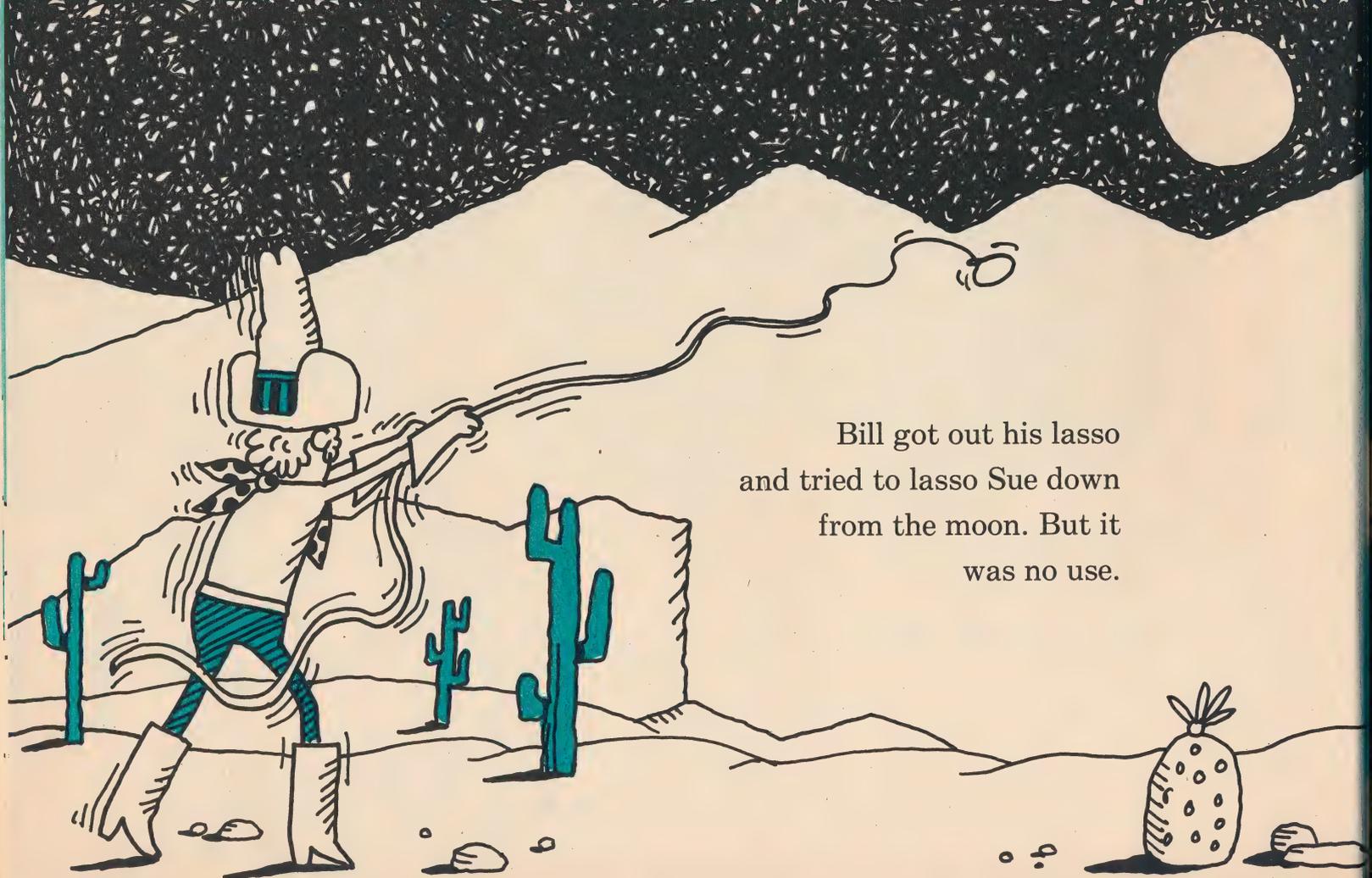
But she begged and begged,

until Bill finally said yes.



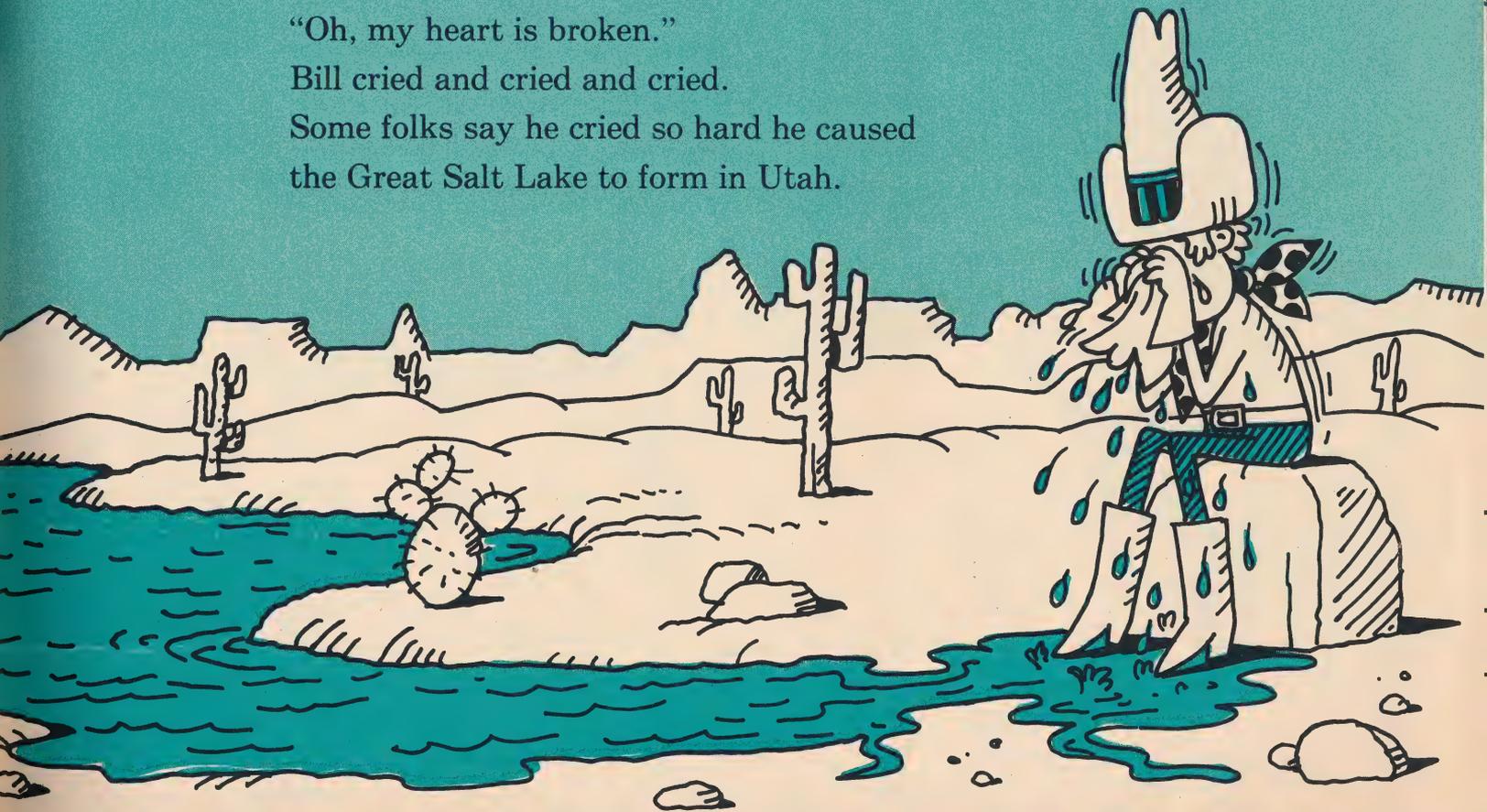
On their wedding night, Sue climbed
up on Lightning's back. Lightning did not
like it one bit. He began to buck and kick . . .
harder and harder until Sue was tossed
up . . . up . . . up . . .
. . . all the way to the moon.





Bill got out his lasso
and tried to lasso Sue down
from the moon. But it
was no use.

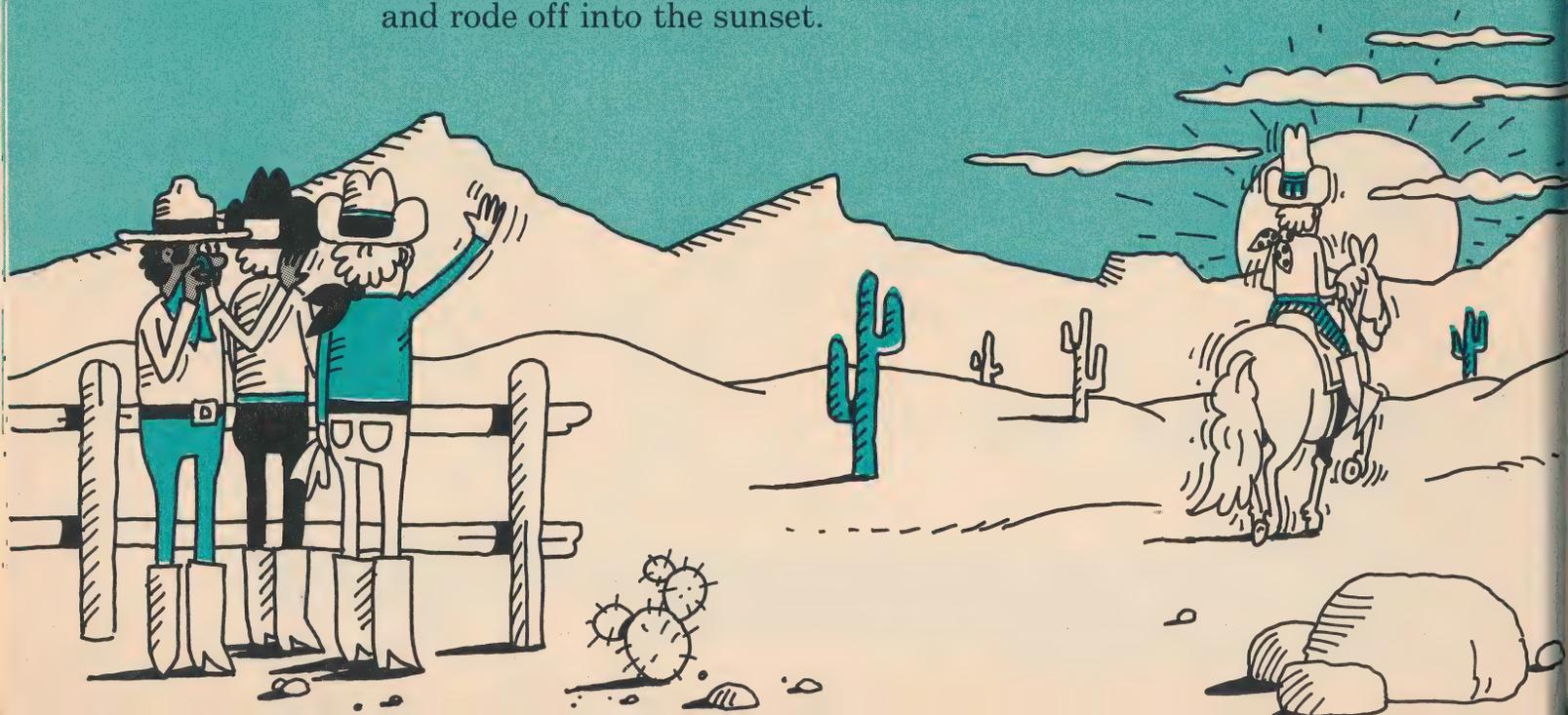
“Oh, my heart is broken.”
Bill cried and cried and cried.
Some folks say he cried so hard he caused
the Great Salt Lake to form in Utah.



Pecos Bill was so sad.

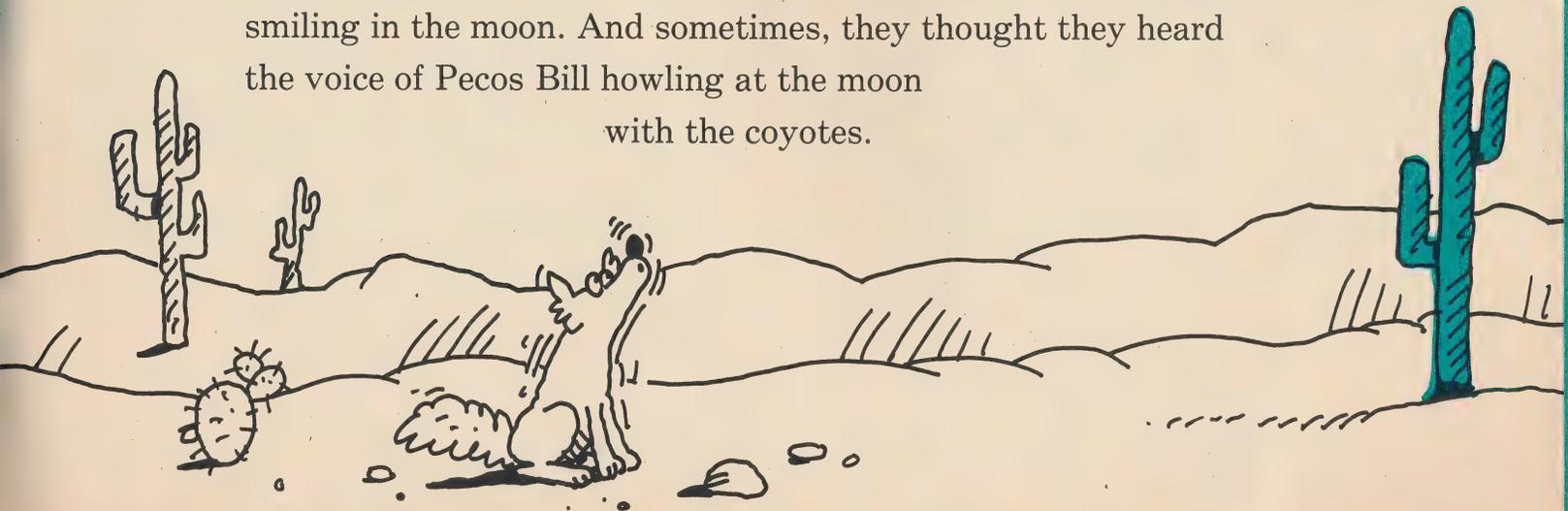
After that, he lost all interest in being a cowboy.

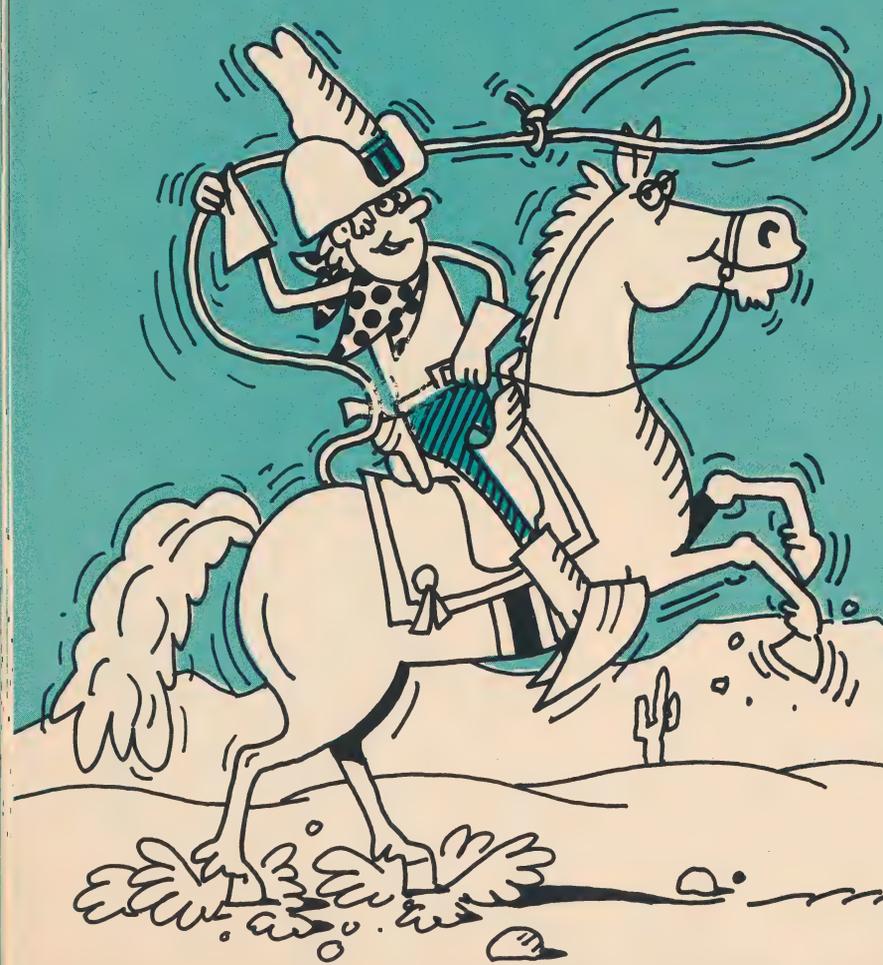
One day, he said goodbye to his men, climbed on Lightning,
and rode off into the sunset.





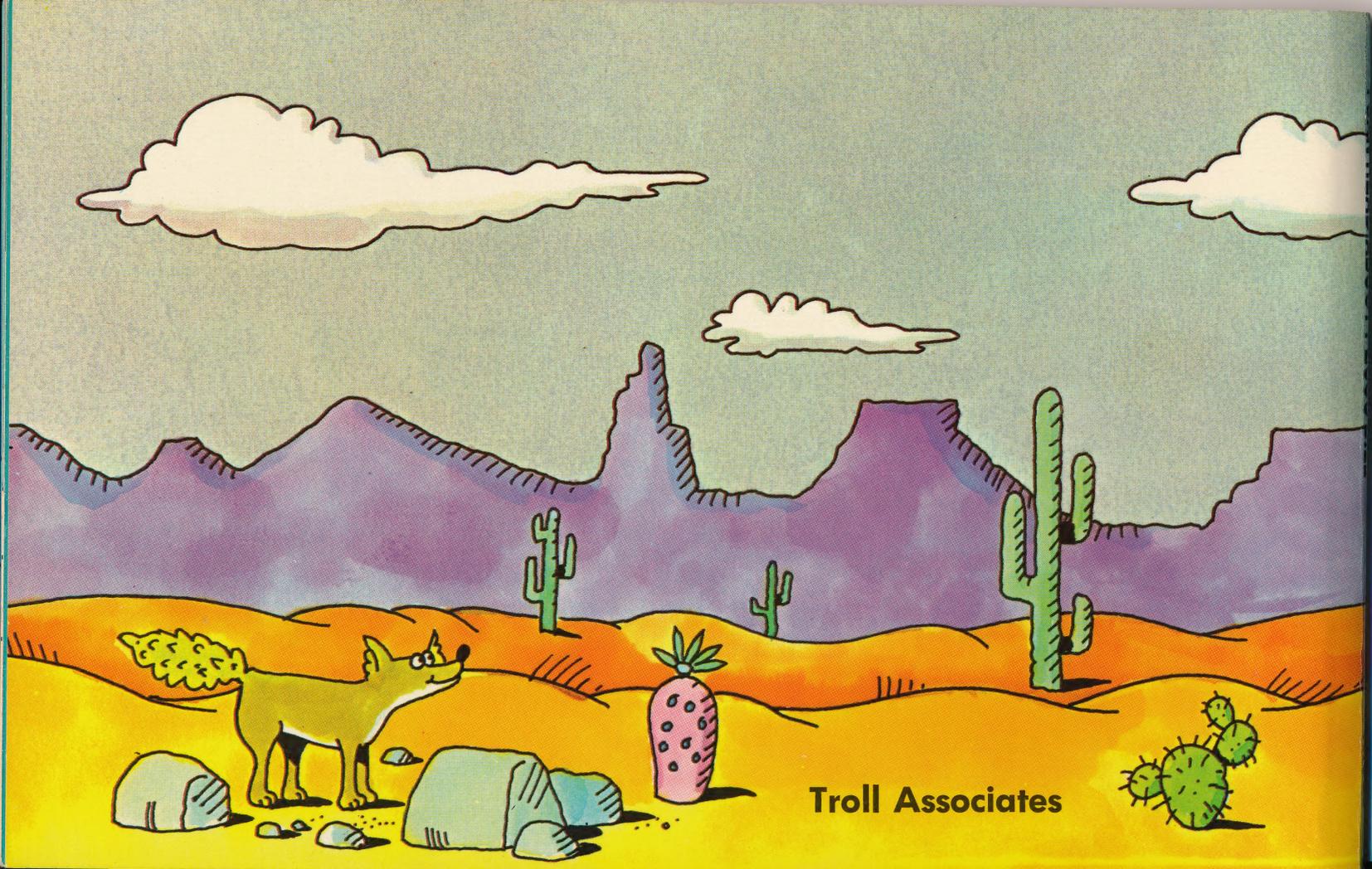
The men at the Rusty Nail Ranch never saw Bill again.
But sometimes at night, they thought they saw the face of Slue-foot Sue
smiling in the moon. And sometimes, they thought they heard
the voice of Pecos Bill howling at the moon
with the coyotes.





But one thing *is* sure.
Of all the cowboys that ever lived,
Pecos Bill was the smartest,
the roughest, the toughest, and
the greatest cowboy of all.

W
L
S



Troll Associates