

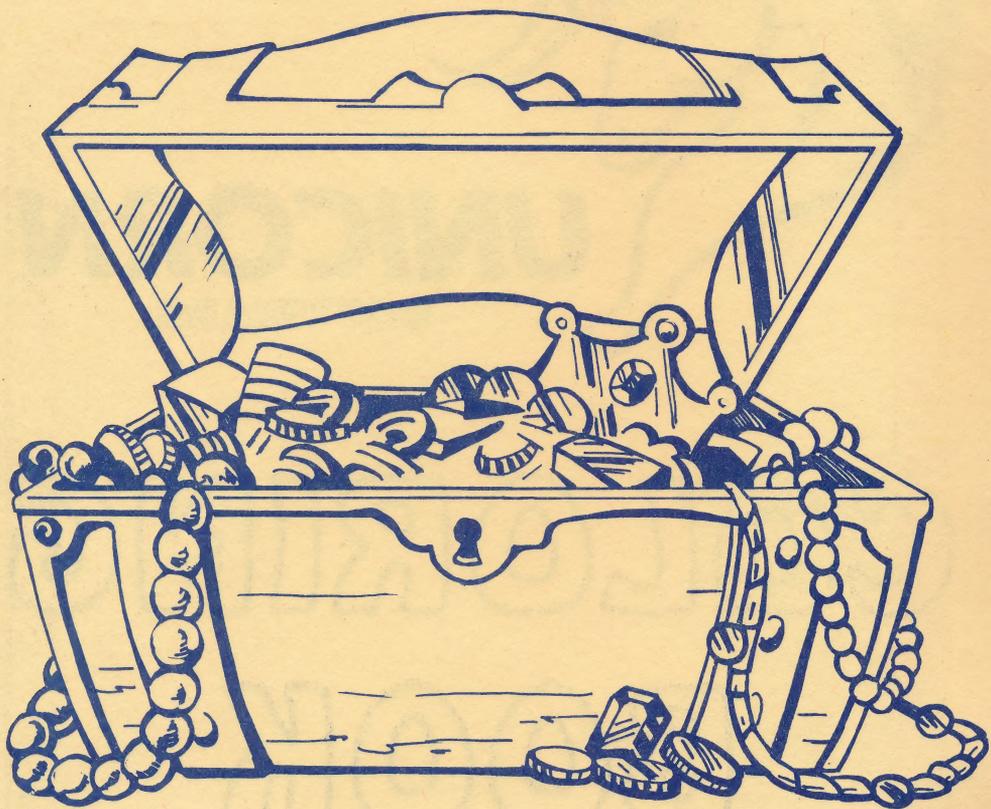


UNICORN

SOFTWARE

COLORING
BOOK

UNICORN TREASURES



. . MAKE LEARNING
A PLEASURE. . .

TEN LITTLE ROBOTS

10 LITTLE ROBOTS



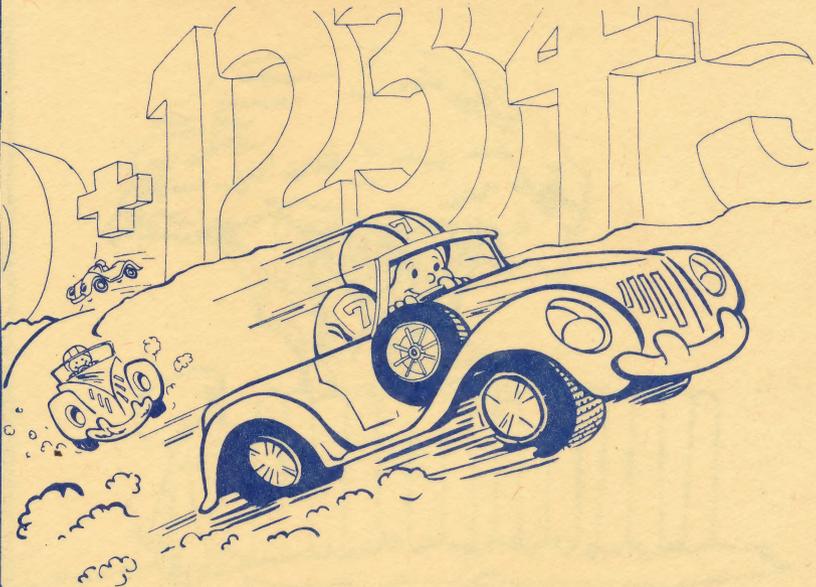
SHIPS AHOY

SHIPS AHOY



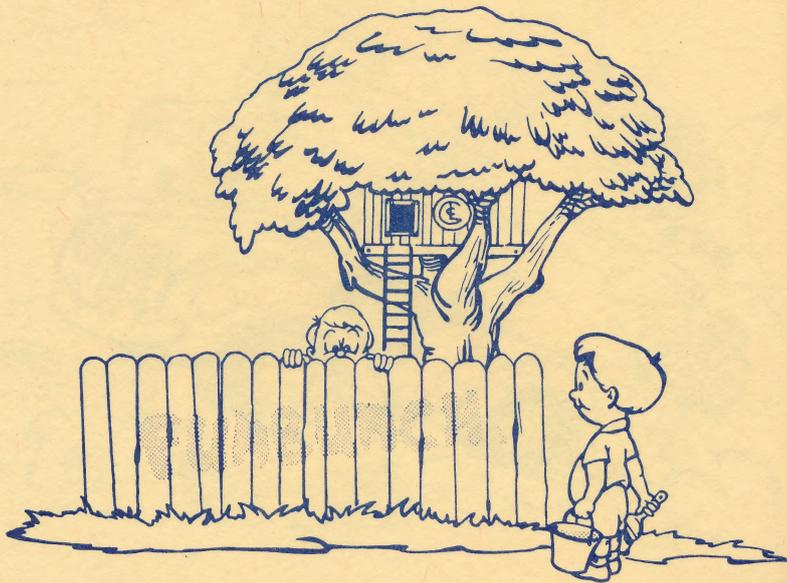
RACE CAR 'RITHMETIC

RACE CAR 'RITHMETIC



FUNBUNCH

FUNBUNCH



DOODLE
PAGE



YOU DON'T
KNOW WHAT
YOU'RE
MISSING
UNTIL YOU'VE
SEEN A



FUNBUNCH™

APPLE®

LOADING INSTRUCTIONS

1. Open your disk drive's door.
2. Insert the Funbunch disk and close the drive's door.
3. Turn on the computer and monitor or television.
4. The program will boot automatically and the Unicorn Logo will appear on the screen. Press RETURN to continue.

★ Please note that the disk is accessed by the computer during entire use of program. DO NOT REMOVE FROM THE DRIVE UNLESS TOLD TO DO SO.

PROGRAM INSTRUCTIONS

After the Unicorn Logo appears, Press RETURN. Funbunch title screens will be displayed and the Menu will appear as follows:

1. Word Flash
2. Speed Read
3. Computer Doodle
4. Score
5. New Player
6. Printer
7. Sound On
8. Save

Simply press the number corresponding to the item that you wish to do.

1. Word Flash

After the instructions are displayed, you must PRESS ANY KEY to continue. You will then be asked, "which do you want!"

- (1) your own words
- (2) return to menu
- (3) computer's words
- (4) previously saved words

Simply type the number corresponding to your choice and follow the on-screen instructions.

If you selected #1, you will be required to type in 10 words with a maximum length of 18 characters.

If you selected #2:

- On the Elementary Level — you will be asked to select a grade level.
- On the Intermediate Level — you will be asked to select a group level.
- On the College Board Level — you will be asked to select a letter.

After the computer has the words it will use, you will then be asked, "How many seconds do you want to see the word?" Answer by typing in the number of seconds desired and press return. It is important to note that fractional seconds can be used by inserting the period as a decimal point. (example .5)

If the student finds that the time selected was a bit too long, he may press the RIGHT ARROW key while the word is displayed and go directly to typing in the word without waiting for all the time to expire.

After the number of seconds is entered, the first word will appear. It will be displayed on the screen until the time is over, or the RIGHT ARROW key is pressed. It will then disappear and the student will have to type in the word and press return. Any mistakes may be corrected by pressing the LEFT ARROW key before pressing return.

If the word has been typed correctly, the student's current points will appear on the screen. The next word will follow until ten words have been typed correctly.

If the student has made a mistake, the computer will display both the original word and the word as the student typed it. To continue press RETURN. On the Funbunch-College Level, the student can get a definition of the word by typing Control (CTRL) & E at the same time, when asked to type in a word or phrase.

2. Speed Read

This option is operated exactly the same as Word Flash except that the maximum phrase length for your own phrases is 38 characters.

3. Computer Doodle

Computer Doodle is a joystick or keyboard (depending on which mode is chosen) controlled drawing game that was designed as a reward for good work.

The following keys will have special effects:

E — erases the screen; Q — quits and returns to the main menu; 1, 2, 3, 4 — selects the number of lines drawing at one time.

The following keys will change the colors:

A — all colors; B — blue; G — green; O — orange; P — purple; W — white.

Note: By pressing the button on the joystick you will change the color to black. Hitting the SPACE BAR while using the keyboard mode will have the same effect. Hitting any undefined key while in the Keyboard mode will stop movement.

Movement of the drawing square in the keyboard mode is controlled by using the following keys: I for up, M for down, J for left, and K for right.

4. Score

The score may be accessed through the main menu. Since positive reinforcement is important for rapid learning progress, the student will always get 100 points. This option displays the true number ratio of total answers to any number of correct answers. To return to the main menu PRESS ANY KEY.

Reminder: to return to the main menu before getting 100 points, you may press the ESCAPE key when asked to type in a word or phrase.

5. New Player

This option allows you to type in a new name and resets the score.

6. Printer

To print all words or phrases on a particular level, type the corresponding number on the sub menu.

NOTE: Make sure that your printer is on, ready, and that you will be able to correctly enter the printer slot number when asked, otherwise the program will stop and you will have to reboot the disk.

7. Sound On

This option toggles the sound. By pressing this option once the sound will be turned off. By pressing it again the sound will be turned back on.

8. Save

This option enables you to save onto a separate data disk the words or phrases currently in the computer's memory. Just follow the simple on-screen instructions. Once this is completed, the computer will return you to the main menu.

★★ Chuckles' Balloons ★★

Chuckles' Balloons is a joystick or keyboard controlled reward game which is offered after the student reaches 100 points. Chuckles' Balloons is a relaxing game in which the player (represented as a big blue bird) tries to pop as many balloons before the time runs out. The ESC key will freeze the game until another key is pressed. In the keyboard mode all the keys based around the J control movement, i.e. J — stops the bird, H — right, K — left, U — up, M — down, Y — up & left, I — up & right, N — down & left, (— down & right.

A NOTE TO PARENTS AND TEACHERS

Funbunch has been field tested extensively for the past two years and is an effective teaching tool for academically talented students as well as those in need of practice or remediation.

It can be used to enter the student's own spelling lists or phrases or you can use Funbunch's own data base. It can be used to teach beginning reading by entering phonetic word lists, as "at, fat, cat, rat, etc." Since the display delay is variable, (we suggest 10 seconds to start for the average student), it can also be used for speed reading.

The beginning reader learns by a combination of sight and phonics. Funbunch helps bring these two techniques together. The built-in Computer Doodle and Chuckles' Balloons are included as a reward because we have found that 15 to 20 minutes of practice is an optimum time for one learning session at the computer. The Doodle or Chuckles' is a fun thing to do before returning to the language arts practice. This helps develop a positive attitude towards computer learning.

The student will always reach 100 points. All reinforcement is positive. The true score (number of correct responses in relation to the number of trials) may be accessed but is not automatically displayed.

The student should always be encouraged to type with both hands. Funbunch will help develop keyboard familiarity as well as language arts skills.

PROGRAM DESIGN by June Stark, founder and director of The Computer Learning Center for Children, math teacher, former programmer and systems analyst for major corporations. She has also served as an Associate Officer of the United Nations where she did programming in their Account Division. Presently, she is actively involved in creating educational programs for all major micro-computers.

PROGRAMMED by Brett W. Sperry.

Atari version by David Howard Flatman.

Package art and design by Maurine Y. Starkey.

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