

ADVENTURES IN SPACE

WOODBURY

PLAY WRITER™



Everything you need to write and publish your own *real* books:

- Exciting color stickers
- Hardcover bookjacket
- Full page illustrations
- Interactive stories software
- Word processor for editing

And you can write a different story everytime!

AGES 7 AND UP

For Apple II, II+,
Ile, IIc

Also available for
IBM PC, PC Jr., C64

PlayWriter™ is the first software package that lets you write, edit, illustrate, print and bind your own hardcover books using your home computer.

With PlayWriter you can explore the greatest adventures ever told, and you'll be writing them! You'll travel through space and time, and go where no one has gone before – to the center of *your* imagination. It's all possible with PlayWriter and your computer.

How PlayWriter Works

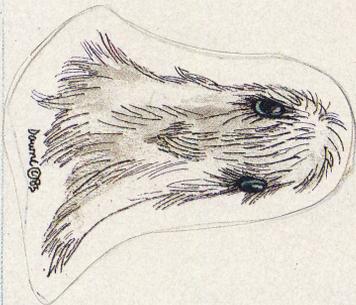
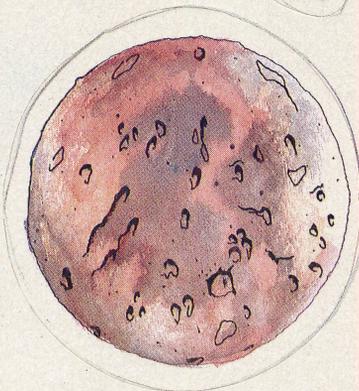
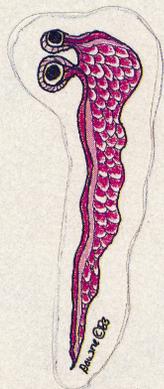
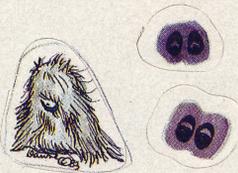
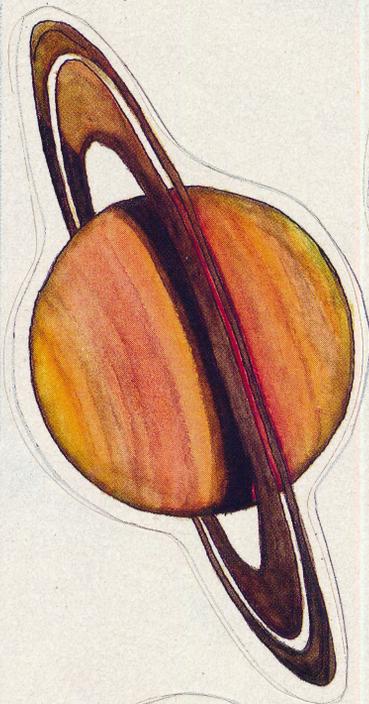
PlayWriter acts as your friendly collaborator – speaking to you the author. It will ask you to create the heroes, villains, and other characters in your story. But there's more. PlayWriter lets you live your adventure story as you write it. You decide every twist and turn your story will take. Play it over and over again, creating new stories everytime!

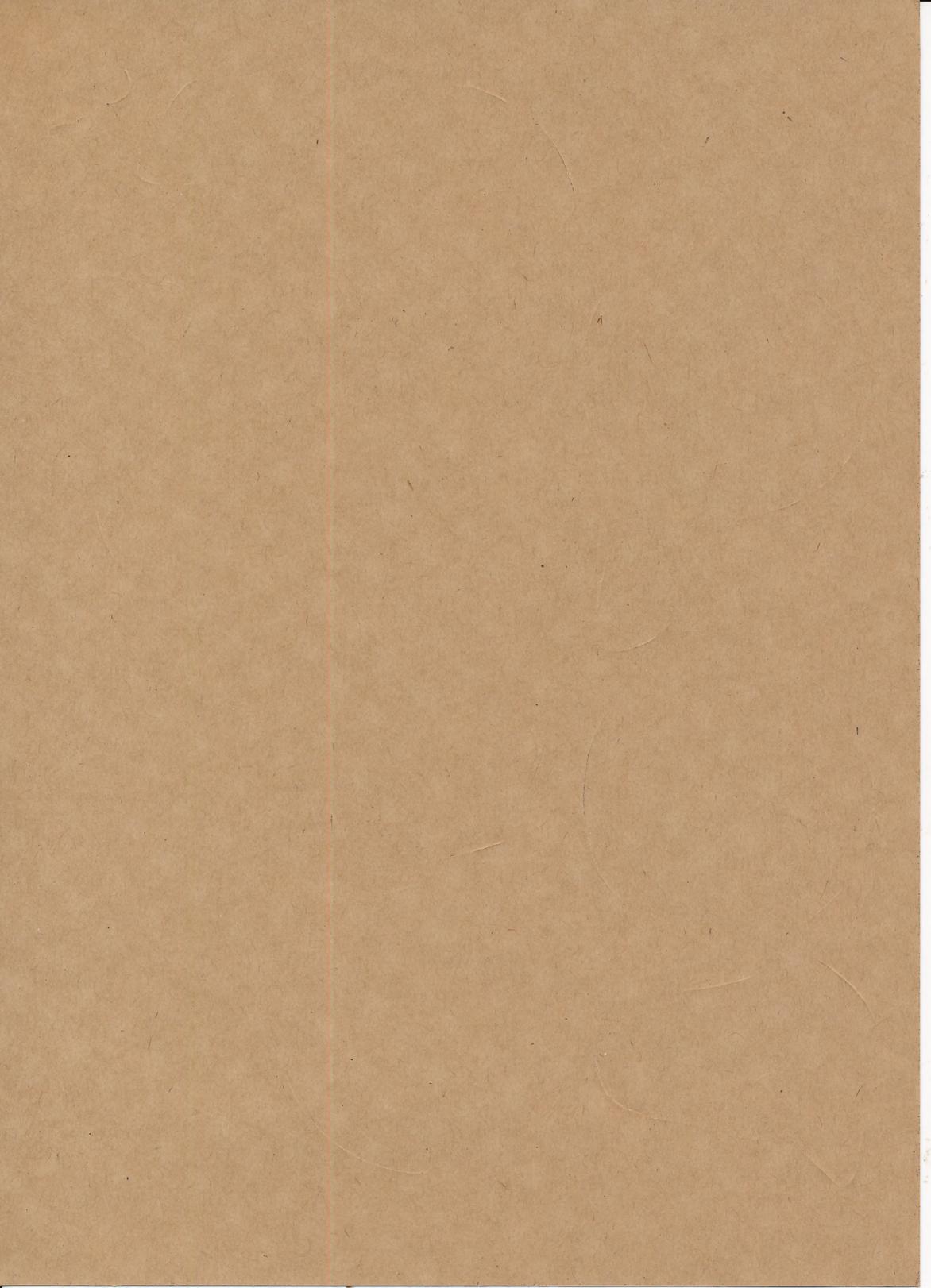
After you've written a story, PlayWriter's built-in word processor lets you fix or change any part of the story you want. Then you can print out your story and illustrate it using the many color stickers and full page illustrations found in each PlayWriter package. The last step is simply putting your book together. When you're finished you have a real book that you have authored, including a title page, dedication page, and a page all about the author – you!

And best of all, the books you create with PlayWriter will give you hours of fun long after you shut your computer off.

Parents: PlayWriter is a creative writing tool that reinforces reading, spelling, grammar and vocabulary skills.

WOODBURY
SOFTWARE FOR SUCCESS





**PLAY
WRITER**TM

**ADVENTURES
IN SPACE**

by

WOODBURY
SOFTWARE FOR SUCCESS

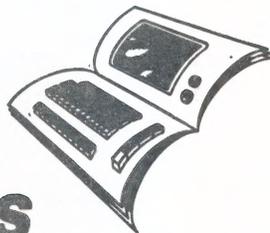


**PLAY
WRITER**TM

**ADVENTURES
IN SPACE**

by

WOODBURY
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Protect Proteger
 Proteger Schützen
 保護



No No
 Non Falsch
 注意



Insert Carefully Insertar
 Insérer avec soin Sorgfältig Einsetzen
 挿入注意



Never Nunca
 Jamais Nie
 絶対禁止

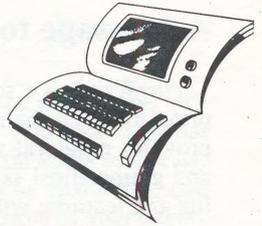


10C-52C
 50F-125F



Never Nunca
 Jamais Nie
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**PLAY
WRITER**



Writer's Guide



WOODBURY
Software For Success!

A Message to Parents and Educators

PlayWriter is a software package which children use to write, edit, illustrate, print and bind their own books. It engages them in an exciting project which provides a natural vehicle to encourage them to practice their reading, writing and grammatical skills. It has been designed to provide children with hours of fun and learning with little or no supervision.

You don't have to read this entire booklet before starting a child on PlayWriter; if you know how to load a program you can start right away. However, we urge you to have your child (student) write several stories and print them onto plain paper for practice before printing a final copy on the special PlayWriter paper and finishing their book with the stickers and the hardcover binding.

The story line for each PlayWriter package has many possible outcomes. Children should play the game several times, and explore each of the many plot choices, so that they can discover the story they like the best, and use that one to make a finished book.

PlayWriter also introduces word processing to children. They may, if they wish, use PlayWriter's PlayEditor component to rewrite all or part of their stories. They can change punctuation, capitalization, phrasing, or make complete and detailed revisions. A full description of PlayEditor appears later in this booklet.

We hope your child has hours of fun with PlayWriter, and enjoys the thrill of becoming a new author. Adults also find great enjoyment in writing stories with PlayWriter. Try writing a few yourself.

Notes to Authors

Even though you'll really enjoy your first story, you, like all writers, will probably find that you can do even better by writing several. You should try out all the different choices PlayWriter gives you, and write several kinds of stories. Try a funny one, a serious one, one using people you know as characters, one using people you make up . . . until you have written a story worthy of your talent.

Don't forget to use PlayEditor, the program that lets you read your story on the screen and make changes in it, to improve the parts that are not up to your standards. PlayEditor allows you to correct spelling and capitalization, grammar, and even change the way the story turns out.

Once you've completed your masterpiece, try printing it on plain paper, in PlayWriter format. This will show you what the pages in your book will look like, and where the spaces for stickers will be.

If you like what you see and read, you're ready to make your book. If you want to do even better, try fixing it again with PlayEditor, or simply start a new story.

To learn how to put your book together, turn to page 10.

To learn how to make more books, turn to page 14.

How to begin:

IBM PC & PC jr (& Compatibles)

If you have an IBM computer

- 1) Put a DOS diskette in drive A and close the door.
- 2) Turn on your computer.
- 3) Turn on your monitor.
- 4) When you see the "A>" prompt on your screen, take out the DOS diskette and put in your PlayWriter Diskette. Type "Play" and hit the Enter key.

If you want to make your PlayWriter diskette self-booting, follow steps 1 through 4, but don't type "Play". Instead, put a DOS diskette in drive B, PlayWriter in drive A, and type "Install".

A Note about the IBM PC PlayWriter and hard disk systems.

PlayWriter will ask you about your disk drives. If you have a hard disk and wish to use it, PlayWriter will expect you to copy your master disk to the hard disk, using the Command "Copy *.*". When booting PlayWriter, however, you will still need to put your master disk in Drive A.

COMMODORE 64

If you have a Commodore 64 computer

- 1) Turn on your computer, monitor, and disk drive.
- 2) Put the PlayWriter diskette in the drive and close the door.
- 3) Type LOAD "PlayWriter", 8. Press the Return key. If you don't want to see the opening picture, type Load "Top-Lvl.Bas", 8.

APPLE II Series (& Compatibles)

If you have an Apple computer

- 1) Put the PlayWriter Diskette in drive 1 and close the door.
- 2) Turn on your computer and monitor.

PlayWriter needs to know which specific Apple computer (II, IIE, IIC, etc.) you have. The first time you run PlayWriter, it will ask you some questions about what your computer system is like. This is called "configuring" the software to match the hardware. You only need to "configure" PlayWriter once, PlayWriter will remember that you've done so and won't ask you about your system again.

"But what if I change my system?" You ask. Don't worry. If you ever want to "re-configure" PlayWriter, just type a "c" while PlayWriter is loading. You will then be asked the same questions about your new system. You can re-configure PlayWriter as often as you like.

By the way, if you find that you're in a hurry to run PlayWriter and don't want to watch the opening graphic, just hit the "Esc" key while PlayWriter is loading, and PlayWriter will pass by the picture.

Writing Stories with PlayWriter

Choose "2) Start a New Story" from the menu

PlayWriter works with you to create a story. It asks you questions about the story you are writing. You're the author, and have to tell it everything — including names and descriptions of people and places, as well as your decisions on how the story should turn out. There are a couple of things you should know about the questions PlayWriter asks, and how you should answer them.

Sometimes PlayWriter asks you to choose from several possible answers. Sometimes it asks you to fill in an answer yourself, such as in the first question:

What is your first name?

Other times, it will give a few choices, including "other" which allows you to write in your own answer. That's all there is to it!

Here are some answers to a few questions you may have about PlayWriter:

- 1) *What are those dashes and lines?* The dashes are the least amount of letters your answer can be. The end of the line is the longest your answer can be. (As you know, all authors are told by their editors how long their stories should be.)
- 2) *Should I use hyphens when I can't fit a whole word at the end of a line?* No. Don't even hit the return key. When you come to the end of a line, just keep typing. This may cause some of your words to be split between two lines. Don't worry about this; PlayWriter's word processor will automatically straighten everything out when it displays your story on the screen or prints it.
- 3) *What are the riddles for?* The riddles don't have anything to do with your story. You'll see a riddle pop up at times to give you a break from writing while the computer has work to do.

4) *How do I change an answer if I made a spelling mistake or something?* Play-Writer has something built into it that is known as a “word processor” or “editor”, which helps you to do such things as erase or add letters to your answers, and to put spaces between words or take them away. It also has a “help screen”, which tells you what the “edit keys” on your computer are and what will happen if you use them.

PlayWriter Editing Commands

Command	Purpose	Apple	IBM	C64
Cursor right	Moves Cursor one space right	⇨	⇨	CTR + J
Cursor left	Moves Cursor one space left	⇧	⇧	Shift + CRSR
Jump down	Moves Cursor down one line	CTR + J	⇩	CTR + J
Help	Shows this screen	CTR + P	F1	F1
Delete	Erases letter under cursor	CTR + D	Del	CTR + D
Insert	Opens one space left of cursor	CTR + I	Ins	CTR + I
Return	Completes editing	Enter	Enter	Return
Restore	Returns paragraph to original form before you changed it	CTR + R	F2	F2

(On the PlayWriter help screen, the ⇨ means the Ctrl key)

Taking a break from story writing

Any time you feel like taking a break, just wait until you get a question that gives you a choice of answers, and instead of choosing an answer, type the number 0. Everything you've written will be stored onto a diskette, with a story number and your name, so the next time you feel like continuing your story, just load the PlayWriter and tell it you want to "work on an old story." It will ask you to pick which story you want to work on (you can have lots of unfinished stories), and it will start right where you left off the last time.

Another way to save a story and take a break is to stop between chapters. After each chapter is over, PlayWriter will ask you if you want to go on writing or quit and take a break. If you decide to quit, your story will be saved until the next time you feel like writing again.

Making story disks

One thing you should know about saving stories is that after you've written a few, you're going to run out of space on your PlayWriter diskette and won't be able to save any stories on it (If you have an Apple or compatible computer, you won't be able to save any stories on your PlayWriter diskette, and will need to make a story disk right away). If you have an IBM, you can save five stories on your master; if you have a Commodore 64, you can save two stories.

When this happens, just use any formatted diskette as a new story disk. PlayWriter allows you to "change story disks" as often as you like. Just remember to load PlayWriter first before trying to use a story disk. Of course, if you have two disk drives, you can put your story disk in drive 2 (or drive "B", which is the same thing). You can save eighteen stories on an IBM story disk, 10 on an Apple or Commodore story disk.

Using PlayEditor

Editing Chapter 6 Paragraph 2

Then, he heard something from behind. It was Emperor Vlad the evil ruler of the Hyperion Galaxy. The Emperor caught Jim and _____

<CTRL> P for Help, RETURN When Done

After you've finished at least one chapter of a story and have printed it on the screen or on plain paper, you'll probably notice things about it that you would like to fix or rewrite. This is what PlayEditor is for.

To use PlayEditor, return to the Play-Writer menu and choose "2) edit this story." It will ask you which chapter you want to edit, and once it has shown you another corny riddle, PlayEditor will be ready to use.

What you'll see is the first paragraph of your story, and the line:

1. Edit 2. Next 3. Back 4. Quit

If you choose "1) Edit", you'll be able to rewrite the paragraph. Page seven explains the editing commands. If you choose "2) Next", PlayEditor will show you the next paragraph. After the last paragraph of a chapter, pressing "2) Next", will return you to the first paragraph of the chapter. If you choose "3) Back", you'll see the paragraph which precedes the one you were looking at. Once you've decided you've had enough editing for a while, just choose "4) Quit". All the changes you have made will be saved.

If you forget how to edit, just ask for help from PlayEditor, (the screen will tell you how to do this) and the PlayEditor screen will show you all the special keys you can use to edit your story.

PlayWriter automatically sets the maximum length of each paragraph in your story, so it will look right when you make it into a book. When you're editing, you'll sometimes see the words "paragraph too long" at the top of the screen. If you are like many people who enjoy using PlayWriter to write and print lots of stories onto plain paper, you can ignore this. But if you're printing onto your PlayWriter book paper, rewrite the paragraph, making it shorter. PlayEditor will go on to the next paragraph when the one you're editing fits.

Help String of Editing Commands

CMD	Function
---	-----
->	moves right
<-	moves left
^J	jumps down one line
^P	displays this screen
^D	deletes the current character
^I	opens for a one character insert
<RET>	completes text editing
^R	restores original text

Type <RETURN> to go back to Editing

Getting PlayWriter to work with your printer

PlayWriter is designed to work with just about anyone's printer. If it doesn't work with yours, you will need to use the PlayWriter Print Menu option "3) Change printer options". Before using this option, however, **we strongly urge you to consult your printer manual. If the information you will need is not in the printer manual, consult the manufacturer of your printer.**

Printing your stories

There are several different ways to print your stories. After you've printed to the screen, you'll want to print on paper. There is one thing you must do first, no matter how you print onto your paper, and that is line up your paper so that the top of the first sheet is less than an inch above the print wheel or dot matrix character generator. This is especially important when you use your PlayWriter paper.

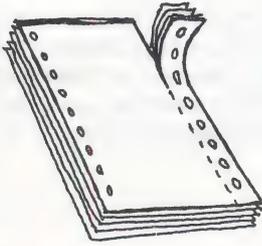
1) Printing to the screen. Hit any key to see the next paragraph. This is the fastest way to read one of your stories.

2) Printing on plain paper. This is the way to see your story in print. It lets you read it and make notes on what to change or correct, and allows you to make printed copies of all your stories.

3) Printing onto plain paper in PlayWriter format. This lets you see how your story is going to look in the book you're making, shows you where the spaces in the story for the stickers are, and helps you decide where to put the color pages.

4) Printing to PlayWriter paper. This is for your masterpiece; the one that you really want to make a storybook with. Important: make sure the tearaway side of the PlayWriter Paper is on the right side of your printer. The side that doesn't tearaway is the left side.

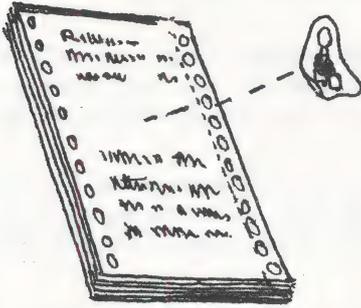
Making your hardcover book



The first step is to remove the paper from the printer and tear off the perforated edge, as shown here.

Next, separate all the sheets of paper and put them in order. Don't forget to add your four color pages.

Using the color stickers



You won't need all the stickers to make a book, but use as many as you want to. To use them, just pull them off the page (be careful not to tear them) and put them anywhere you like.

When you read your story, and see the blank spaces for the stickers, try to decide which sticker belongs in a space the most. In other words, which sticker best shows what is going on in that part of the story?

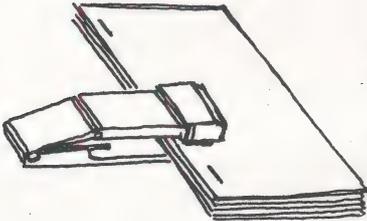
Don't forget that you can use your own stickers or drawings in your story; you don't have to use the ones that come with PlayWriter.

Putting the book together

Once your stickers are on the paper and the color pages are placed where you want them, you're ready to put your book together in the hardcover.

First, make sure the pages are in order. If they are, make a neat stack of them.

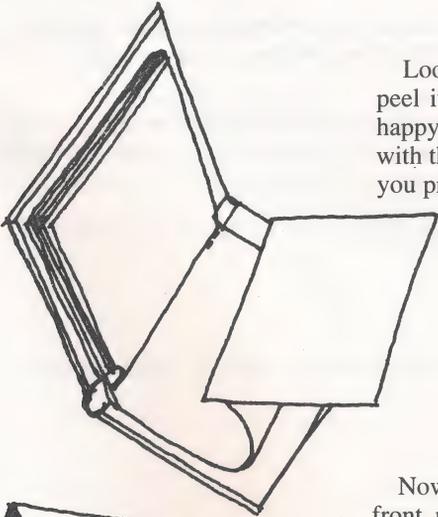
Now take the two white peel-off end-pages (**DON'T** peel away the protective paper yet), and place them, sticky-side out, at the front and back of the book. These two papers are what you use to stick your story to the hardcover book-jacket. You can tell which side is the sticky side by looking for a line that runs all the way down the paper on the left side.



When you've done that (make sure the end-pages are sticky-side out), staple the left side of the book together. Staple it four or five times about an inch from the left hand edge of the story.

Putting on the hardcover

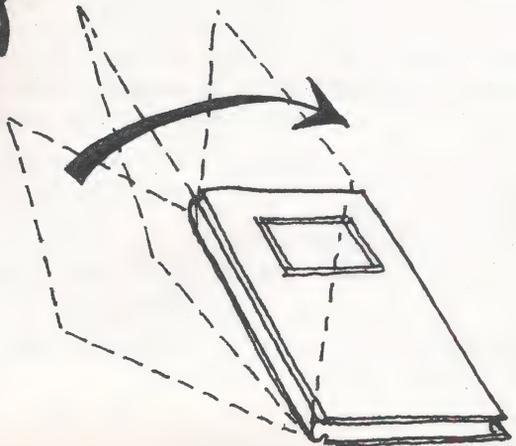
Take your PlayWriter hardcover and lay it down on a table. Open it up, cardboard side facing you. Peel off the paper from the back page endpaper (the last page of your stapled together book), and gently place the book onto the back cover.



Look at it to be sure it's even. If it's not, peel it off gently and try again until you're happy with it. When you are, smooth it out with the palm of your hand, making sure that you press it tightly against the back cover.



Now peel off the protective paper from the front page end-paper, and close the book, pressing the front cover down firmly with the palm of your hand. Open the book and smooth out the front page end-paper, and you've got yourself a book!



The last thing to do is write your name on the front cover, and on the left side of the book. Congratulations. You are now a full-fledged author!

Making more books

After you've made your PlayWriter storybook, you can still use your PlayWriter diskette and a few things around the house to make many more books.

Here are a few tips:

Print out stories in PlayWriter format on plain paper, use a scissor to cut the pages out, and use the extra PlayWriter stickers, your own stickers, or drawings to illustrate the story.

You can order refill packs with the coupon that came with your PlayWriter package. Refill packs come with everything you need to make another book, including:

- 4 pages of stickers
- 4 color pages
- 2 peel-off end-papers
- 1 set of PlayWriter paper
- 1 Hardcover bookjacket

Using either the refill pack or your own materials, you can create a whole library of books you have written.

WOODBURY

Software For Success!

Other products by Woodbury Software

PlayWriter:

- 1) Adventures in Space
- 2) Tales of Me
- 3) Mystery!
- 4) Castles and Creatures

Calculated Risk!: An exciting graphic adventure game that makes math fun!

Credits: Apple DOS 3.3 Developers System Master copyright Apple Computer Corp., 1981, 1983.

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Riddles are from the book, **MonsterMadness**, by Joseph Rosenbloom, published by Sterling Publishing Co., Inc., Two Park Ave., New York, NY 10016.

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Order Form

Name _____

Street _____

City _____ State _____ Zip _____

Credit Card: M/C Visa, No. _____ Expiration Date: _____

Check enclosed \$ _____ Age of principal Playwriter user Male Age _____
 Female

	Retail Price	Units	Sub Tot.
Play Writer™ / "Adventures In Space"	\$39.95		
Check One: <input type="checkbox"/> Commodore 64			
<input type="checkbox"/> Apple			
<input type="checkbox"/> IBM PC & Jr.			
Play Writer™ / "Tales Of Me"	\$39.95		
Check One: <input type="checkbox"/> Commodore 64			
<input type="checkbox"/> Apple			
<input type="checkbox"/> IBM PC & Jr.			
Play Writer™ / "Mystery!"	\$39.95		
Check One: <input type="checkbox"/> Commodore 64			
<input type="checkbox"/> Apple			
<input type="checkbox"/> IBM PC & Jr.			
Play Writer™ / "Castles & Creatures"	\$39.95		
Check One: <input type="checkbox"/> Commodore 64			
<input type="checkbox"/> Apple			
<input type="checkbox"/> IBM PC & Jr.			
Play Writer™ / Refill Packs	\$ 9.95		
<input type="checkbox"/> "Adventures In Space"			
<input type="checkbox"/> "Tales Of Me"			
<input type="checkbox"/> "Mystery!"			
<input type="checkbox"/> "Castles & Creatures"			
Calculated Risk!™ Apple Only	\$29.95		

Sub Tot. _____

N.Y. residents add 8.25% sales tax
N.J. residents add 6% sales tax
Shipping and handling: \$2.50 for first item
\$1.00 for each additional item
TOTAL _____

Signature _____

Place
Stamp
Here

Woodbury Software
Box 368
Morganville, New Jersey 07751

WARRANTY CARD FOR PLAYWRITER™ SERIES

Complete and mail this card within 10 days of purchase to register your ownership of this program and establish this warranty. The card can also be used to purchase a back-up disk for \$10.00.

If your disk fails or is accidentally damaged within ONE YEAR of purchase, return it to Woodbury Software with proof of purchase for a FREE replacement. Please include \$2.50 for shipping and handling.

Please fill in the requested information completely.

Your Name _____

Street Address _____

City _____ State _____ Zip _____

Telephone Number () _____

Where Purchased _____ Date Purchased _____

Address _____

Your Computer Apple IBM Commodore 64

Your Playwriter version "Adventures In Space"
 "Castles And Creatures"
 "Mystery!"
 "Tales Of Me"

Yes, I want a back-up copy for \$10.00 (New Jersey residents add .60 cents and New York residents add .82 cents for sales tax).

Send me a back-up copy of Playwriter

Enclosed is my check to Woodbury Software

This is my Master Card number _____

This is my Visa Card number _____

Age of principal Playwriter user Male Female Age _____

I purchased this software because: _____

What is your favorite computer game? _____

How long have you owned your computer? _____

From what type of store was your Playwriter package purchased?

Department Electronics store Toy store
 Computer store Discount store Audio/Video store
 Mail order Other _____

Saw an ad in: Newspaper _____
 Magazine _____

