

SNOOPY'S[®] SKYWRITER SCRAMBLER



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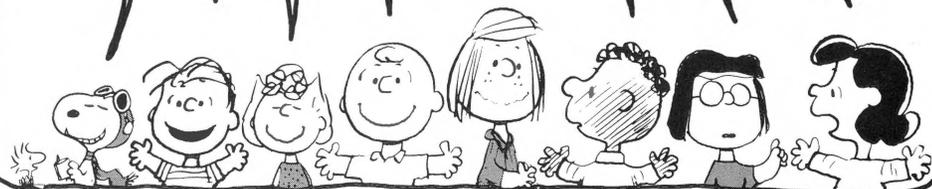
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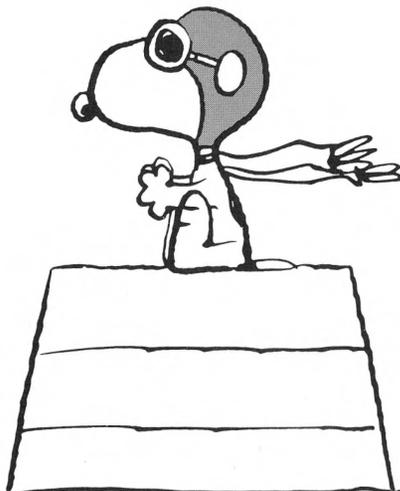
THE GAME

The Flying Ace is ready to challenge YOU! Watch him soar across your screen in his trusty Sopwith Camel. See the game word trailing behind. Will it be your triumph or tragedy?

The Ace boasts of the number of words he can make using letters in the game word. Can you measure up? Test your wits and skill with words and find out if you're a Word Ace too.

You can play solo or against an opponent on Side 1. Each of you gets your own game word for five rounds. Every word you make from the letters on the screen wins you points if it matches Snoopy's hidden list.

Ready for a fast-paced dogfight for 2 players? Try Side 2. The pace quickens as you and your opponent alternate turns using the same game word.



Here's what you'll need to start:

- an Apple® II+ or IIe with 48K
- one Apple® disk drive
- a monitor, (color monitor preferred)

To begin playing either side:

- Make sure the computer is off and the monitor is on.
- Lift the disk drive door.
- Insert the SNOOPY'S SKYWRITER SCRAMBLER disk

into the drive. The side facing up is the side you will play.

- Close the disk drive door.
- Turn on the computer and the program loads.*

*The first time you load this program, the Owner's Frame appears instructing you to type your name and press RETURN. Be sure to type your name accurately. This is the only time your name can be entered.





THE SKY'S
THE LIMIT!



WE WHO STRIVE
FOR GREATNESS
NEVER SETTLE FOR
THE BARE MINIMUM.

Are you a High Flier? Or an Ace? Pick your level of skill. Each level sets the number of words you **MUST** make in the round to win points. The higher the level, the more points you can score.

Level 1	High Flier	5 words
Level 2	Daredevil	7 words
Level 3	Ace	10 words

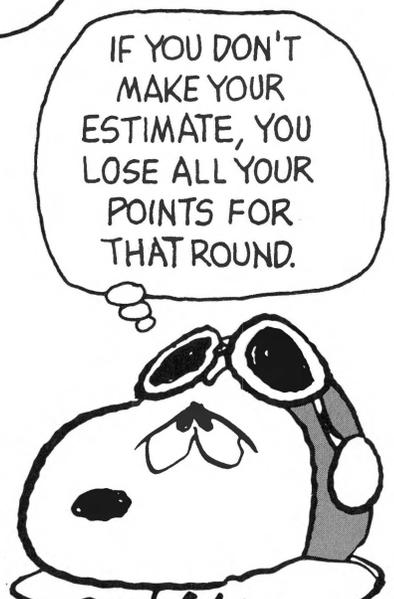
Great! Pick a higher number when you make your estimate. The more words you estimate, the more points you win. Making a

long word scores more points than making a short one.

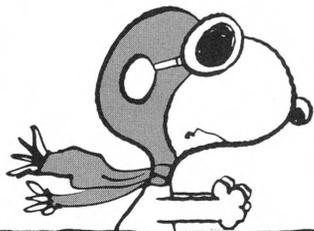
Take a chance. But remember...



YOU CAN ONLY
USE A
WORD ONCE.



IF YOU DON'T
MAKE YOUR
ESTIMATE, YOU
LOSE ALL YOUR
POINTS FOR
THAT ROUND.



READY, SET, GO!

Each round begins when Snoopy appears with a new word. Look at the word and guess how many other words you can make from those letters. Type your estimate and you're ready to travel far and fast.

Type any combination of letters from the word to form a real word. Then press RETURN. Think fast! Enter as many words as you can before your time runs out.



HELP! I
CAN'T THINK
OF ANY MORE
WORDS.

If you are stumped, try scrambling the letters in the game word. Press → and the letters appear in a different order. This helps you look at the letters in a new way, and you may think of more words you can make.

Sometimes you will see a flashing letter in your game word. This is a wild letter! Every time you use that letter to make a word, you score bonus points.

A BONUS
LETTER!
AH, YOUR
LUCKY DAY.



I COULD
USE A LITTLE
EXTRA TIME.



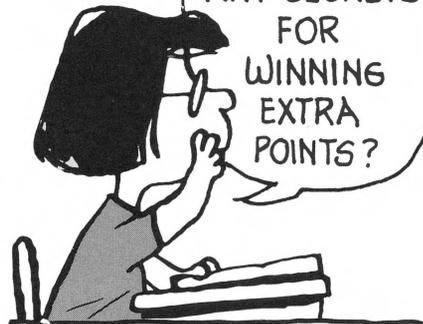
If you make more words than you've estimated for two rounds in a row, you win bonus time based on the points made in that round. Here's your chance to really rack up those points.

HOW ABOUT
A FREE
TURN?



Sure. If you go over your word estimate for three rounds in a row, you win a bonus round.

ARE THERE
ANY SECRETS
FOR
WINNING
EXTRA
POINTS?



Luck, skill, and daring can combine to boost your score. Sometimes, Snoopy

chooses a Secret Word from the list of a game word. If you're lucky enough to enter the Secret Word, your word score doubles.

If you're skillful enough to find all the words Snoopy knows for a game word, your score for the whole round **TRIPLES!** We're talking big numbers here! If at the end of the game you've made more words than your estimate on each round, Snoopy gives you extra points.

On Side 1, Snoopy sometimes selects a "Double Dog Dare" word. The wily Flying Ace challenges you to go for double or nothing. If you're daring enough to double your estimate on this word and make it, your score for that round doubles.

GREAT FLIGHT,
MON AMI!



At the end of the game, Snoopy checks to see if yours is the number one score. If it is, he'll ask you to type your full name as you want it to appear on the Top Ten Scores Frame.

When the Top Ten Scores Frame appears, Snoopy asks if you want to play again. Type Y for Yes or N for No and press RETURN.

THAT WAS FUN!
I'D LIKE TO PLAY
AGAIN.



WE'D LIKE
TO PLAY
TOGETHER.



LET'S NOT FORGET
SOME BONUS TIME.



You can play with a friend on Side 1 and Side 2. Side 2 is a faster-paced game that requires two players. You and a friend take turns making words from the same game word until the 180-second time limit is up. Both of you estimate how many words you think you can make. When the box above your name lights up, you have 30 seconds to type as many words as you can.

Certainly not. You can get extra time if you beat your estimate for two rounds in a row. You and your opponent will not alternate every 30 seconds since the bonus time amounts will vary with each player's score.

You can also get bonus rounds on Side 2. If both players qualify, you alternate turns as in a regular round. If only one of you qualifies, that player plays individually.

SPECIAL FEATURES

EVERY ACE HAS A FEW SPECIAL TRICKS.



Here are some razzledazzle features you should know about:

- **DIRECTIONS:** Type D and press RETURN at the Random House Frame.
- **SCRAMBLE:** Press →.
- **END PLAY ON A GAME WORD:** Press ESC.
- **END A 30-SECOND TURN ON SIDE 2:** Player 1 press 1; player 2 press 0.
- **EARLY EXIT:** Press the SHIFT and * keys at the same time. If you end the game early, your score will not be added to the Top Ten Scores Frame.
- **INSTANT REPLAY:** Press P instead of RETURN when Snoopy announces a winner.
- **SOUND:** To turn off the sound for the entire game, type 911 and press RETURN at the Random House Frame. To turn

off the sound once the game has started, press CONTROL (CTRL) and S at the same time. To turn it back on, press CONTROL (CTRL) and S again.

- **CLEAR TOP TEN SCORES:** Type 911 and press RETURN at the Top Ten Scores Frame.
- **WORD BANK:** Type WB and press RETURN at the Random House Frame.

Nobody's perfect. Not even Snoopy. Sometimes you may think of a real word that Snoopy doesn't accept. Or you may get tired of playing with the words now in the game and want to add some new ones.

You can go to the Word Bank to add or change information. To get into Snoopy's Word Bank, go to the Random House Frame and type WB and press RETURN.

This is what you'll see:

BREAK INTO MY WORD BANK??

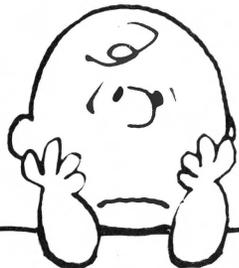


Directions for using Snoopy's Word Bank are on the screen. Read the instructions carefully. Be sure you want to erase something before you choose any of the "delete a word" options.

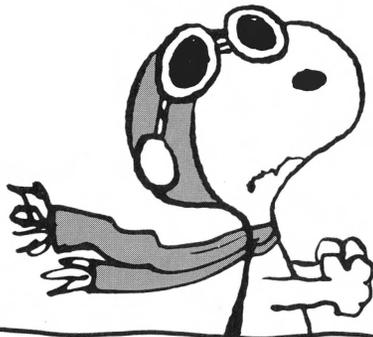
There is room on the disk to add a few new game words with as many as 199 words in each list.

If you see the message "The disk is full" when you are trying to add a word, simply press RETURN to go back to the menu and choose "delete a word." Delete one of the game words to make room on the disk for a new game word.

JUST MY LUCK.
IT SAYS MY DISK
IS FULL.



GOOD LUCK, ACE.
MAY THE RED BARON
NEVER CATCH YOU
OUT OF WORDS AND
OUT OF TIME.



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RANDOM HOUSE
Software

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Side 1

RANDOM HOUSE
Software



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Side 2

RANDOM HOUSE
Software



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