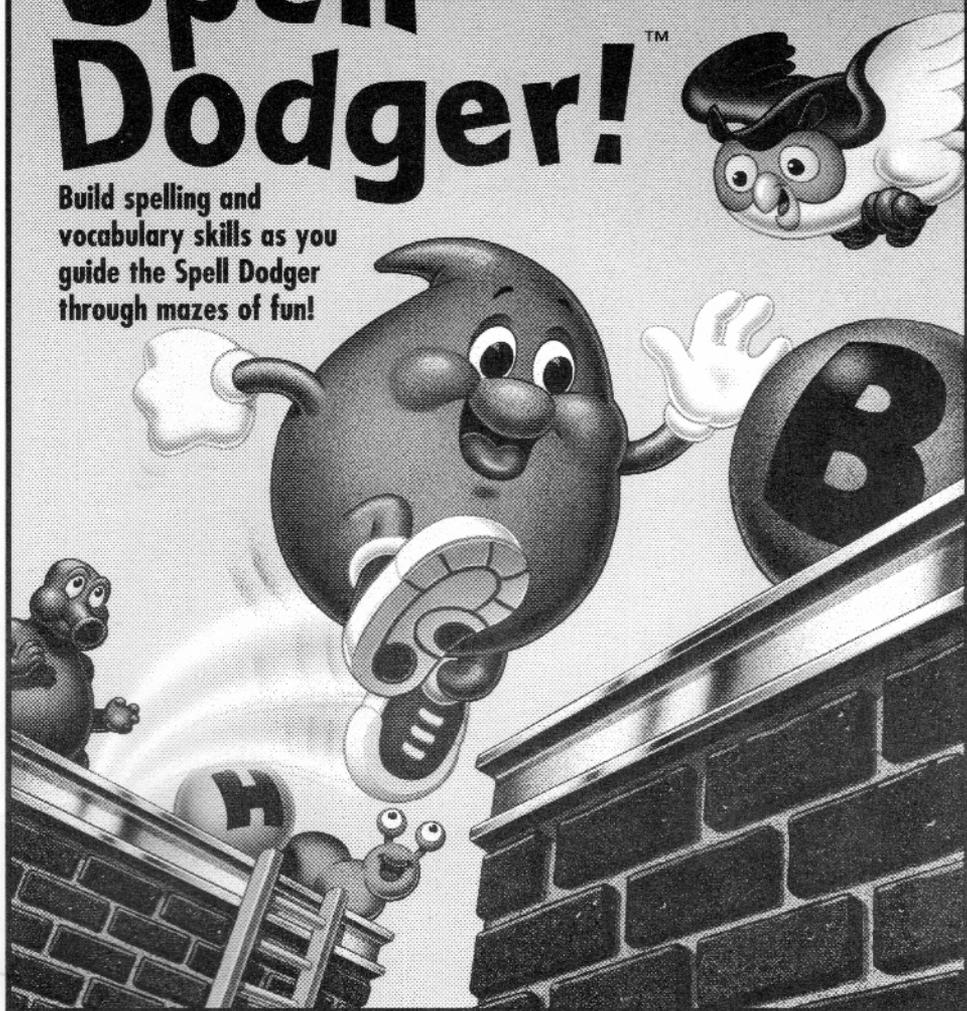


Mac Version

Spell Dodger!™

Build spelling and vocabulary skills as you guide the Spell Dodger through mazes of fun!



Ages 6 to 14

Arcadia Productions
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Distributed by
Davidson & Associates, Inc.

★★★
Arcadia Productions

Spell Dodger!TM

September 1993

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Introduction

Welcome to *Spell Dodger!*

Spell Dodger! is a fast paced game to practice spelling words. The goal of *Spell Dodger!* is to help the hero, the Spell Dodger, practice spelling and dodge the roaming bad guys through 500 unique game levels. Players will find that they gain points and advance to the next game level by correctly spelling their assigned words in 5 different problem types: multiple choice, definitions, context sentences, scrambled words and hearing the words. As players gain proficiency in spelling, *Spell Dodger!* will hold their interest with arcade-quality 256 color animation and digitized sound effects.

Six sample word lists are provided so you can get started right away. You can easily customize the game to specify new word lists, the problem types to generate and whether there is a time limit on the game. The target age for players is approximately ages 6 to 14.

Spell Dodger! can be used at home and at school to:

- reinforce the spelling of words using 5 different problem types.
- reinforce meanings of words through definitions and context sentences.
- make spelling interesting and stimulating.

System Requirements

Spell Dodger! requires a Macintosh computer with System 6.0.5 or later, a hard disk, and at least 1 megabyte of memory. When running System 7 or using a color monitor, at least 2 megabytes of memory is required.

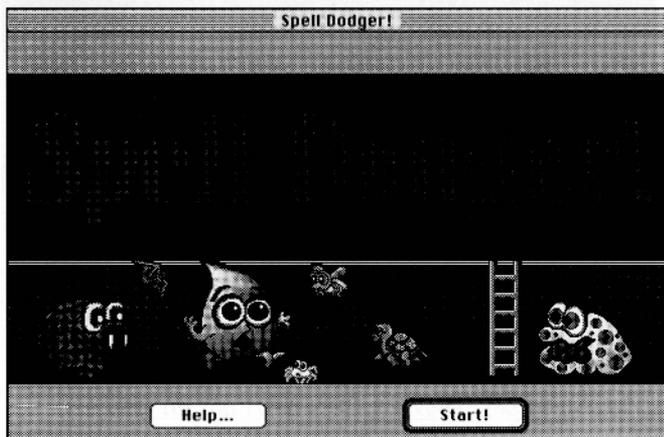
Installing *Spell Dodger!*

To install *Spell Dodger!* on your hard disk, simply insert the *Spell Dodger!* disk into your computer, and drag the contents of the disk on to your hard disk.

If you have a color monitor, *Spell Dodger!* will look its best if you set your monitor to 256 colors.

Using *Spell Dodger!*

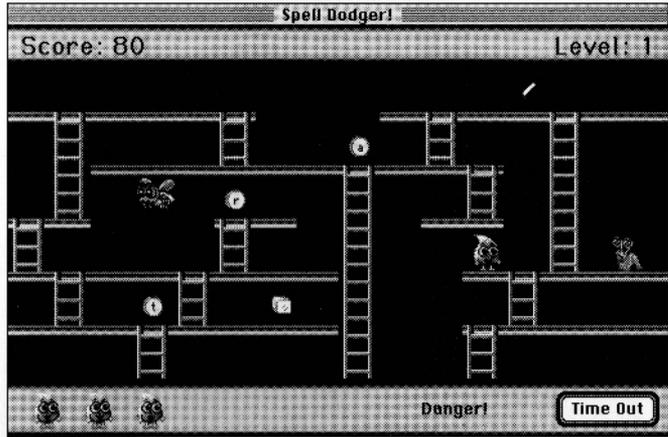
To start playing *Spell Dodger!*, double-click on the *Spell Dodger!* icon on your hard disk. An animated title screen will appear which looks like this:



Click on the “Help...” button for instructions. When you are ready to start the Spell Dodger on the quest, click the “Start!” button. Once you click the “Start!” button, you must choose which word list to use. Only the word lists stored in the “Spell Dodger Words” folder will appear in the list.

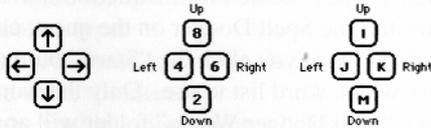
Starting the Game

After choosing the word list you will see level 1. In *Spell Dodger!*, there are 500 unique levels to run, jump and climb through. A typical level might look like this:



Moving the Spell Dodger

Hold down the following keys to move the Spell Dodger:



To make the Spell Dodger jump, press the Space Bar or the '0' (zero) key. The hardest part of moving the Spell Dodger is usually jumping. In the first several levels you won't need to jump across ledges. This can give you a little practice with the other controls first.

Scattered throughout each game level are several letter tokens. In order to get to the next level you must collect all of the letter tokens on the screen. Once you touch a letter token, the Spell Dodger is transported to the challenge room where you must solve a spelling problem. Take your time solving the problem because if you make an error you will lose a Spell Dodger!

There may be a button in the challenge room named "View Word List." If the button is there, you can click on it to see all of the words in your word list.

Occasionally bonus tokens will appear on the game screen for a short while. It is always a good idea to have the Spell Dodger grab these tokens.



This token will give you a random number of points from 50 to 4000. This is important since only the top 10 scores are saved in the Legion of Honor.



This token will temporarily put a protective aura around you. When the aura is there, the bad guys can't hurt you!



This token will give you another Spell Dodger. This may be the best token of them all.



This token will remove all of the bad guys from the screen.



This token will temporarily freeze all of the bad guys in their tracks.

Bonus tokens don't last forever, so don't wait too long before going after them. There is an old saying among the Spell Dodgers: "To the swift go the tokens."

Letter Tokens

Bonus Tokens

Bad Guys

There are 10 different bad guys that the Spell Dodger must avoid:



Walkers. These guys walk back and forth across the screen. Some of them can move pretty fast.



Flyers. These guys can fly. Some of them will randomly change direction, so be careful.



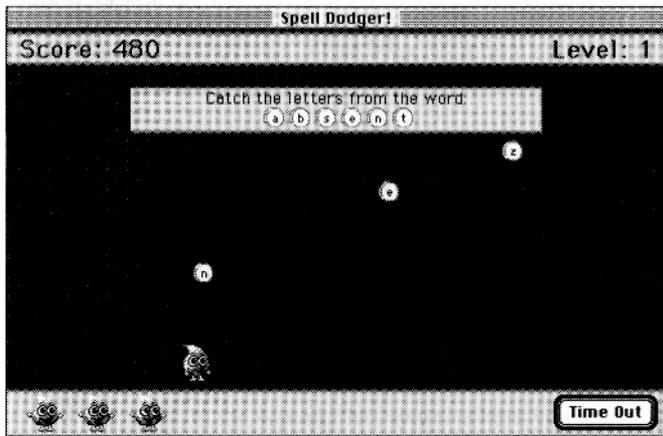
Bouncers. These guys like to hop around the screen which can make it very hard to predict where they will end up.



Tracker. The most dangerous bad guy of them all. He will go in a straight line until he senses that the Spell Dodger is on the same floor. If the Tracker senses the Spell Dodger he will chase after him! Be careful if you get near this one.

When a bad guy is about to enter the screen, a “Danger” sign will appear in the lower right part of the screen. The higher the level, the greater the chance that the more dangerous bad guys will appear. (Legend has it that long, long ago, the Spell Dodgers chose their name because of all the time they had to spend dodging these bad guys. So be careful out there.)

Once you have collected all of the letter tokens, a flashing exit sign will appear in the lower right corner of the screen. The Spell Dodger can leave the level by going through the exit sign. Once you leave the level, you enter the bonus room. The bonus room looks like this:



You will notice that one of your spelling words will be displayed on the screen. Letters will start falling from the top edge of the screen. You can earn bonus points for every letter you catch that is also in the word on the screen. Avoid the letters that aren't in the word on the screen! If you touch a letter that isn't in the word, you will have to leave the bonus room early.

To pause the game at any time, click on the "Time Out" button in the lower right corner of the game screen. The game will "freeze" until you click the "Continue" button.

Bonus Room

Pausing the Game

Ending the Game

The quest is over when the last Spell Dodger is gone, or when you select "Exit Game" or "Quit" from the File menu. Selecting "Quit" will exit the program. Selecting "Exit Game" will end the current game and bring you back to the animated title screen. In either case, the program will verify that you really want to end the game. For the true masters of *Spell Dodger!*, we also point out that if you finish all 500 levels of *Spell Dodger!*, the game will end and you will receive a special place in the Legion of Honor.

The Legion of Honor

Spell Dodger! maintains a list of the 10 greatest scores achieved by players. The minimum qualifying score is 50 points. If your score is greater than 50, and your score is better than the lowest score in The Legion of Honor, you can add your name to the other names. (Inappropriate entries can be erased by using the Management Options.)

Customizing *Spell Dodger!*

Spell Dodger! is designed to enhance the player's enjoyment by using digitized sound effects. If you are in an environment where sounds would be distracting, you can turn off these sounds by selecting the "Sound" menu item under the Options menu. If the "Sound" menu item has a check mark beside it, then sound effects are played, otherwise they are not.

The "Game Difficulty" menu item under the Options menu lets you set how many bad guys there are starting out. It does not affect the difficulty of the educational content, which is set using the Management Options. By setting the game difficulty to "easy", the game will start out with only 1 bad guy on the screen. With "medium", the game will start with 2 bad guys on the screen, and with "hard" there will be 3 bad guys on the screen. No matter where you start, the game will slowly get more difficult as you go up levels. By setting the game difficulty you can make sure that the game isn't either too easy or too frustrating for the player. You can only adjust the game difficulty before the game begins.

The Management Options allow you to set exactly which spelling words and problem types the players must solve. For this reason, you must enter a password to use them. The secret password is initially *Roget*. (The password of *Roget* was chosen in honor of Peter Roget, who published his first thesaurus in 1852.)

**Turning
Sound On and
Off**

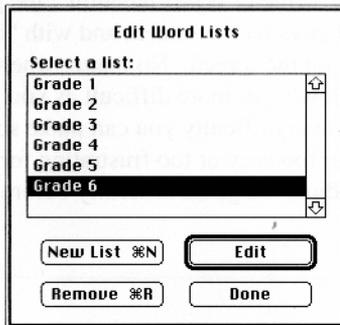
**Adjusting
Game
Difficulty**

**Enabling the
Management
Options**

To gain access to the Management Options, select “Enable Options” from the Options menu. You will then see a screen where you must enter the Management Options password. As noted previously, unless you have changed the password, it is *Roget*. Once you enter the password click the “OK” button. Now, click on the Options menu and you will see that the Management Options are no longer dimmed. You should use the Management Options to set the educational content to the correct difficulty and then select “Disable Management” to prevent players from inadvertently (or purposely!) changing the settings.

Creating a Word List

Spell Dodger! can present word lists with up to 50 words in them. To create a word list, select “Edit Word Lists” under the Options menu. You will see a screen similar to this:



To create a new word list, click on the “New List” button. You will be asked to give a name to the word list, and then you will see this screen:

New Word

Word:

Problem Types:

Definition

Context Sentence

Misspellings

Voice

Scrambled

Enter a spelling word at the top of the screen and then select the problem types you want the players to see. There are 5 different types to choose from.

Selecting the “Definition” checkbox will show players a definition that you specify. After you click in the checkbox, type in the definition of the spelling word in the associated text box. Entering definitions that easily identify the word can be difficult. If you want to use this problem type, you might want to make sure that players can view the word list in the challenge room.

Selecting the “Context Sentence” checkbox will show players a sentence that shows the spelling word in context. The spelling word will be replaced by an underline, and the player will have to type the word that belongs in the sentence. When entering a context sentence, type a full sentence with the spelling word in it. For example, if the spelling word is “rabbit”, you might enter “The rabbit was eating a carrot.” The player will see “The _____ was eating a carrot.”

Selecting the “Scrambled” checkbox will show players a scrambled version of the word. If the target word is “rabbit”, players might see “btiarb”. Players will have to unscramble the characters to form a word from their spelling list.

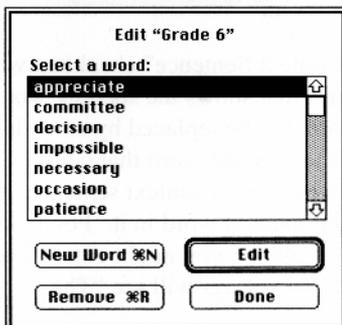
Selecting the “Misspellings” checkbox will display the target word with 3 misspelled versions of the word. The player will have to type in the correct word from the list. The misspelled words are created by the program using a set of substitution rules based on graphemes and common spelling errors people tend to make.

If your computer is capable of speech input, you can select the “Record” button to record your voice saying the target word. Players will be able to listen to the word and then type the word they heard.

Once you are through with a word, click on the “Add” button to save the word and to add another word. If you are finished adding words, click on the “Done” button.

Modifying a Word List

To modify a word list, select “Edit Word Lists” under the Options menu. Click on the name of the list you want to modify and then click on the “Edit” button. You will see a screen similar to this:



To add a new word, click on the “New Word” button. You will then go to the same screen you used to create the word list. Once you are through with the word, click on the “Add” button to save the word and to add another word. If you are finished adding words, click on the “Done” button.

To modify a word, click on the word to modify and then click on the “Edit” button. You will then go to a screen similar to the one you used to create the word. When you are through modifying the word, click the “OK” button.

To remove a word from this word list, click on the name of the word you wish to remove. If you wish to remove more than one word, hold down the shift key as you click on the words. Once you are done, click on the “Remove” button to remove the words. You will be given a warning when you do this since there is no way to restore words you remove. Once words are removed, you will have to retype them to get them back.

To delete a word list, select “Edit Word Lists” under the Options menu. Click on the name of the list you wish to remove. If you wish to remove more than one list, hold down the shift key as you click on the names. Once you are done, click on the “Remove” button to remove the lists. You will be given a warning when you do this since there is no way to restore lists you have removed. Once lists are removed, they are gone for good.

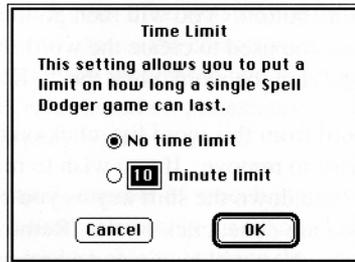
When players are in the challenge room, they have to spell one of the words from their word list. In order to provide some help with definitions and context sentence problems, there is normally a button on the screen named “View Word List” that allows the player to see all of the words in the word list. To allow or prevent players from viewing the word list in the challenge room, simply select the menu item “Allow View Word List” under the Options menu.

Removing a Word List

Allowing Players to View the Word List

Setting a Time Limit

You may wish to set a time limit on the game. This might be done when there are only a limited number of computers for the players or to set up a small tournament among players. If you wish to set a time limit, choose the menu item named "Time Limit" under the Options menu. After you select the menu item, this screen will appear:



If you want to set a time limit, type in the desired time limit in the box. To turn off the time limit, click the "No time limit" button. After you are finished, click the "OK" button.

If there is a time limit, a small timer bar will be displayed at the top of the game screen to show players how much time is left. It is important that the players realize that they will lose no time when in the challenge room.

The “Clear Legion of Honor” menu item allows you to clear all or part of the Legion of Honor. You may want to clear the entries when the program will be used by a new group of players. There are also players who might make entries you would just as soon see erased. After you select the menu item, this screen will appear:

Clearing the Legion of Honor

Clear Legion of Honor

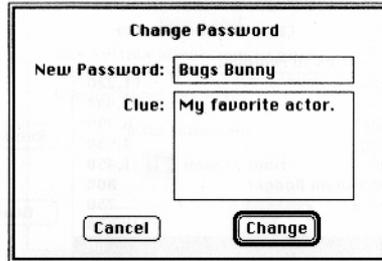
Select entries to remove:

Colleen	11,220	<input type="button" value="Remove"/>
Sean	7,400	
Michael	6,490	
Mickey	3,530	
Erica	1,450	
The Unknown Dodger	800	
Rebecca	750	
Alex	330	
Fred	80	

Click on the name of the player you wish to remove. If you wish to remove more than one player, hold down the shift key as you click on the names. Once you are done, click on the “Remove” button to remove the entries. You will be given a warning when you do this since there is no way to restore entries you remove. Once entries are removed, they are gone for good.

Changing the Password

As noted before, you can't access the Management Options without knowing the password. Initially the password is *Roget*. If you would like to change the password to something that might be easier for you to remember, select "Change Password" from the Options menu. You will then see this screen:



The screenshot shows a dialog box titled "Change Password". It has two text input fields. The first is labeled "New Password:" and contains the text "Bugs Bunny". The second is labeled "Clue:" and contains the text "My favorite actor.". Below the input fields are two buttons: "Cancel" on the left and "Change" on the right. The "Change" button is highlighted with a thicker border.

You must first enter the new password. The new password can be up to 15 letters and numbers. You also have the option of giving yourself a clue to help you remember the password. The clue should be something that is meaningful to you but not to anyone else. A good clue might be something like "last 4 digits of my social security number." As long as it is something that helps only you to remember the password, it is a good clue.

Once you have entered the new password, and a personal clue, you should double check everything you have typed to make sure you haven't made any errors. Once you are sure you have set the new password correctly, click the "Change" button. You have now set a new password.

Initially the Management Options password is *Roget*. If you change the Management Options password, and then forget your new password, the easiest way to reset the password back to *Roget* is to re-install *Spell Dodger!* from your floppy disk and remove the old copy you have on the hard disk. Another method is to use the Macintosh Finder and look in the folder containing *Spell Dodger!*. You will see a file named "Spell Dodger Options". Remove this file, and *Spell Dodger!* will reset the password back to *Roget* the next time you double-click on it. Either of these two methods will also reset all other settings and will clear the Legion of Honor, so only do this if absolutely necessary.

If you have questions about this product or would like to receive a catalog of other products, call or write to:

Davidson & Associates, Inc.
P.O. Box 2961
Torrance, CA 90509
Customer Support: (800) 556-6141
Sales: (800) 545-7677

Forgetting Your Password

Customer Support

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