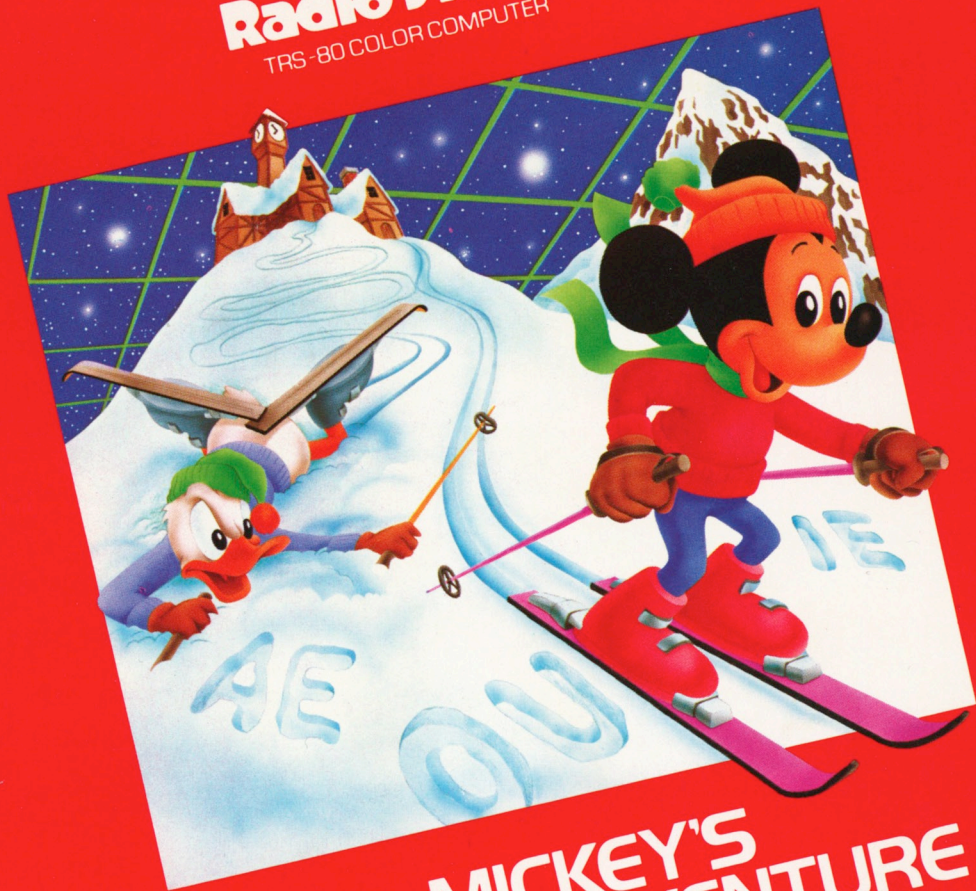


WALT DISNEY

PERSONAL COMPUTER SOFTWARE

CUSTOM DESIGNED FOR
Radio Shack
TRS-80 COLOR COMPUTER



MICKEY'S ALPINE ADVENTURE

TWO INTERACTIVE COMPUTER LEARNING ADVENTURES DEVELOP
SPELLING SKILLS FOR AGES 7-10.

PLAYER'S GUIDE

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MICKEY'S ALPINE ADVENTURE

To the Parent:

Recommended for ages 7-10

A two-part learning adventure designed to present short and long vowel sounds and strengthen basic spelling skills.

Playing for Fun/Learning for Life

Walt Disney's adventures in learning will captivate your child's imagination while developing necessary basic skills. Exciting graphics, personable characters and challenging activities encourage your child's participation.

Rewards for successful performance help your child to understand the concepts of each adventure, while opportunities to correct errors make it easy to learn from mistakes. What's more, Disney adventures provide a friendly introduction to the computer, enabling your child to explore the innovative ways this important tool may be used to solve problems.

Setting Up for Action

Required Equipment:

- TRS-80 16K Standard Color Computer
- Video receiver or TV
- Radio Shack CCR-81 Cassette Recorder (or equivalent).

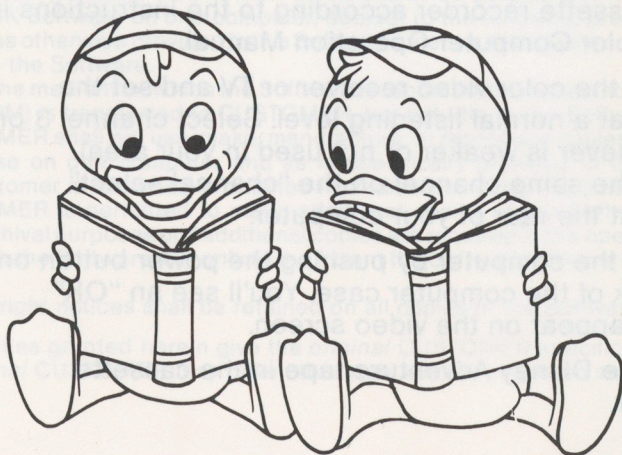
Set up and connect the Color Computer, color video receiver or TV, and cassette recorder according to the instructions in the TRS-80 Color Computer Operation Manual.

1. Turn on the color video receiver or TV and set the volume at a normal listening level. Select channel 3 or 4 (whichever is weaker or not used in your area). Select the same channel on the "channel select" switch at the rear of your computer.
2. Turn on the computer by pushing the power button on the back of the computer case. You'll see an "OK" prompt appear on the video screen.
3. Place the Disney Adventure tape in the cassette recorder.

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4. Set the volume level of the cassette recorder at 5.
 5. Rewind the tape completely. After the tape is completely rewound, press the cassette recorder's "**PLAY**" button.
 6. Type **C L O A D M** on the keyboard and press **ENTER**. The computer will search and load the adventure. While the computer searches for the adventure, the letter "S" will be displayed in the upper left of the video screen. When the computer finds the adventure, "F DISNEYSV" or "F DISNEYL" will appear. When the first section of the adventure has been loaded, the "**OK**" prompt will reappear.
 7. Once the "**OK**" prompt has reappeared, type **E X E C** on the keyboard and press **ENTER**. The word "LOADING" will appear and in a moment, the adventure will begin.
 8. As the adventure begins, use the volume control on the color video receiver or TV to adjust the volume of sound as necessary.

NOTE: If you should get an error message while loading your adventure, the volume on the cassette recorder could be too low or too high. You should:

- Press the "**STOP**" button on the cassette recorder.
- Turn the volume a little higher or a little lower.
- Repeat the instructions from Step 5.



To the Player:

Mickey's Alpine Adventure consists of two learning adventures: "Spelling With Short Vowels" and "Spelling With Long Vowels."

SPELLING WITH SHORT VOWELS— ACTIVITY ONE

In this first activity, Mickey Mouse and Minnie Mouse demonstrate the importance of good spelling skills, and the application of these skills to daily life. The five short vowel sounds are emphasized.

While on vacation in the Blue Mountains, Mickey and Minnie decide to stop for dinner in the village of Apple Pass. Misspelled signs greet them at every corner. When Mickey drives past the "stip" sign, nearly colliding with the town signpainter, it's obvious that at least one Apple Pass resident needs some help. Tooloose Tofit, the artistic signpainter, has difficulty with short vowel sounds, and his career as a signpainter looks dim. As they pitch in and fix signs, Mickey and Minnie teach Tooloose some key words to help him remember his A-E-I-O-U's, not to mention his p's and q's.

Player's Instructions

Throughout this adventure, you'll be asked questions. Sometimes you will be asked to identify the vowel sound you hear in a word. At other times, you'll choose a word that includes a specific vowel sound.

Be sure to pay close attention to this adventure, so you'll be able to answer each question correctly on your first try. Whenever you give the right answer, you'll receive a special message and the adventure will continue. If you choose an incorrect answer, there will be a chance to try again.

Scoring

When you complete the adventure, you'll receive a score of the number of correct answers you gave on the first try.

SPELLING WITH LONG VOWELS— ACTIVITY TWO

In this second activity, Donald Duck and his nephews set off on a ski trip, and learn to turn long vowels to their advantage.

Donald Duck and his nephews, Huey, Dewey and Louie, have spent weeks compiling a “things to bring” list for their first ski trip. En route, a snowdrift brings their car to a rapid halt. Due to spelling mistakes on their list, they are missing many important items, including snow chains. In a nearby town, they discover an A and I hardware store and other shops, all staffed by shopkeepers with long vowels for names. As they proceed from shop to shop, each merchant assists them with their list. Find out if the boys will understand and correct their long vowel spelling errors in time to go skiing.

Player’s Instructions

You’ll be asked questions throughout this adventure. Sometimes you’ll be asked to remember information on vowel pairs and long vowels. At other times, you’ll be asked to identify the vowel sound you hear in a specific word.

Be sure to pay close attention to this adventure, so you’ll be able to answer each question correctly on your first try. Whenever you give the right answer, you’ll receive a special message and the adventure will continue. If you choose an incorrect answer, there’ll be a chance to try again.

Scoring

When you complete the adventure, you’ll receive a score of the number of correct answers you gave on the first try.

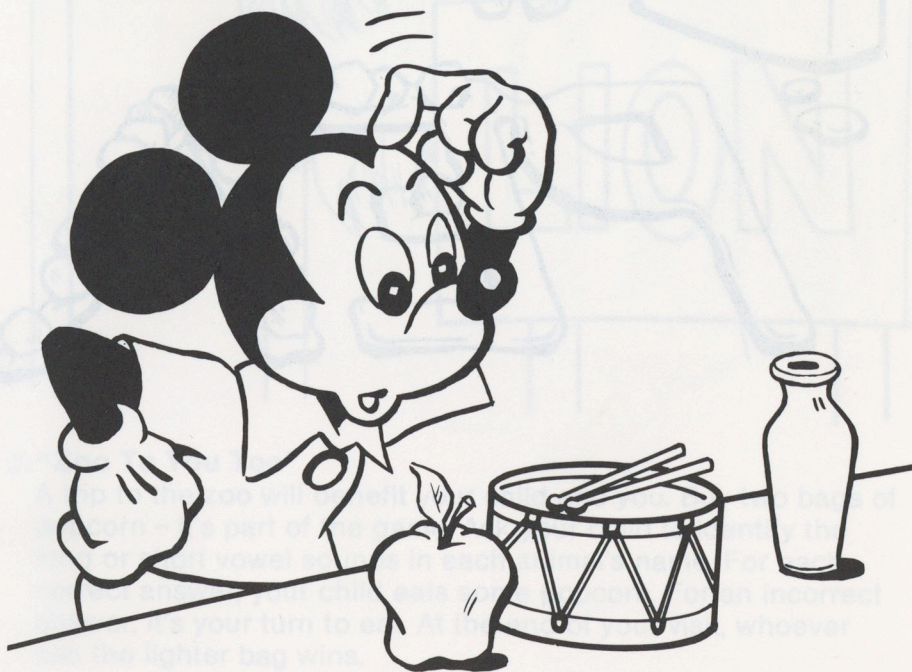
WHAT NEXT?

Note to Parents:

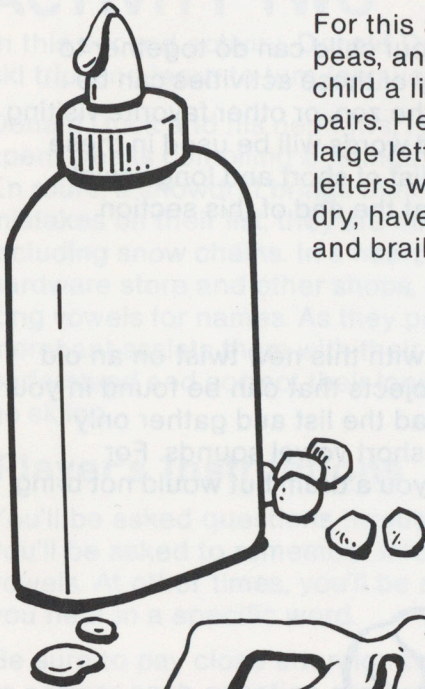
Here are some activities you and your child can do together to reinforce basic spelling skills. Many of these activities can be included in an outing to the store, the zoo, or other favorite visiting places. Short and long vowel sound words will be used in these activities. For your convenience, a list of short and long vowel practice words has been provided at the end of this section.

1. "Mickey's Scavenger Hunt"

Make spelling fun for your child with this new twist on an old favorite. First, compile a list of objects that can be found in your home. Then, ask your child to read the list and gather only those items whose names have short vowel sounds. For example, your child would bring you a drum but would not bring a bead.



2. "Peas Pass the Vowels"



For this activity, you will need glue, dry peas, and paper or cardboard. Give your child a list of words containing vowel pairs. Help your child print each word in large letters with glue. Then, sprinkle the letters with dry peas. When the words are dry, have your child close his or her eyes and braile read them to you.



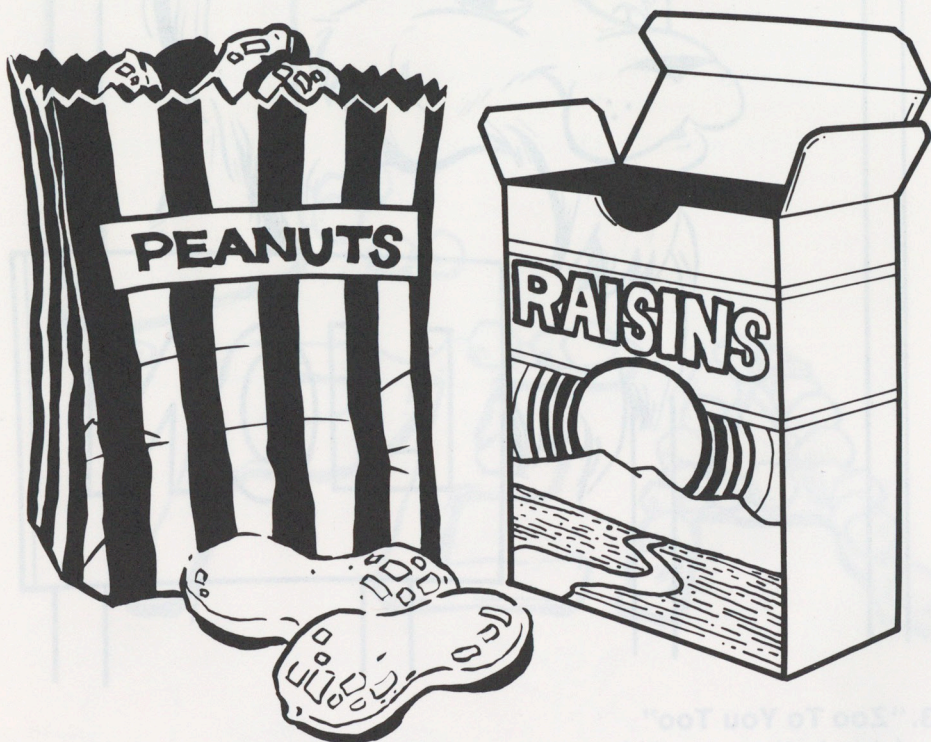


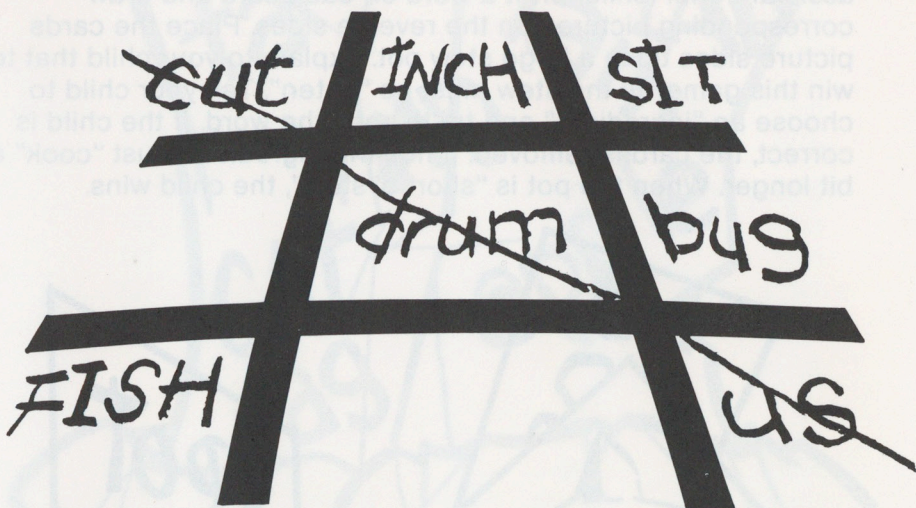
3. "Zoo To You Too"

A trip to the zoo will benefit your child and you. Buy two bags of popcorn – it's part of the game. Ask your child to identify the long or short vowel sounds in each animal's name. For each correct answer, your child eats some popcorn. For an incorrect answer, it's your turn to eat. At the end of your visit, whoever has the lighter bag wins.

4. "Nutrition Bee"

Here's a way to reinforce your child's spelling skills and provide a nourishing snack at the same time. Ask your child to spell an "ai" or "ea" word aloud. Each correctly spelled "ai" word earns a raisin and each correctly spelled "ea" word earns a peanut.





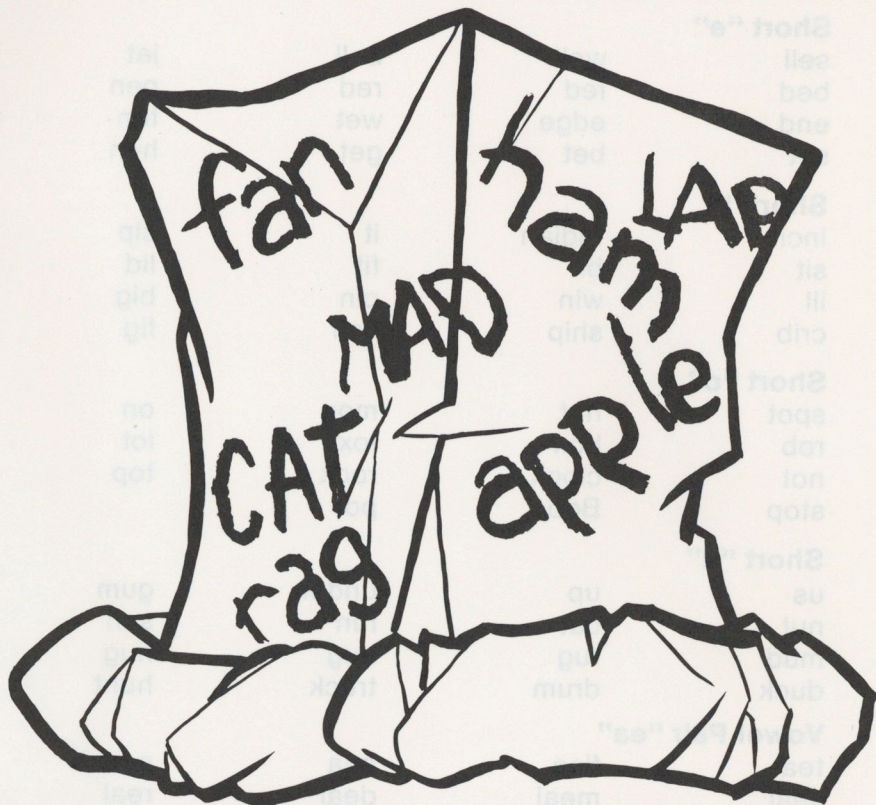
5. "U and I Play Tick-Tac-Toe"

Challenge your child to a game of short "i" and short "u" tic-tac-toe. Using the familiar tic-tac-toe grid, one player uses the short "i" sound words and the other player uses the short "u" sound words. Take turns choosing squares and writing short "i" or short "u" words. The first player to get three words in a row, column or diagonal wins.

6. "Short O'Stew"

Follow this recipe for a rewarding learning game! First, assemble the ingredients: a list of short "o" words, a stack of index cards, and an assortment of crayons. Next, have your assistant chef (child) print a word on each card and draw corresponding pictures on the reverse sides. Place the cards picture sides up in a large stew pot. Explain to your child that to win this game, all the stew must be "eaten". Tell your child to choose an "ingredient" and try to spell the word. If the child is correct, the card is removed. If not, the ingredient must "cook" a bit longer. When the pot is "short o' stew", the child wins.





7. "A Hat is A Hat is A Hat..."

For this activity, you will need a grocery bag, crayons, a favorite storybook, and scissors. Using the grocery bag, make a hat that will fit your child's head. Read the story to your child. Have your child raise his or her hand every time he or she hears a short "a" word. Help your child spell the word and write it on the short "a" hat. If you wish, you may continue this activity using any reading material on your child's level.

Word Lists

Short "a"

apple
sad
sat
cat

ham
pad
lap
map

fan
man
pan
pat

bag
sag
rag
rat

Short "e"

sell	well	bell	jet
bed	fed	red	pen
end	edge	wet	ten
set	bet	get	hen

Short "i"

inch	Indian	it	sip
sit	bit	fit	lid
ill	win	pin	big
crib	ship	fish	fig

Short "o"

spot	hot	mop	on
rob	box	fox	lot
not	clock	rock	top
stop	Bob	pot	

Short "u"

us	up	under	gum
nut	cut	fun	sun
mud	rug	bug	hug
duck	drum	truck	hunt

Vowel Pair "ea"

tea	flea	pea	peach
seal	meal	deal	real
east	feast	beast	mean
dream	heat	meat	

Vowel Pair "ai"

jail	nail	tail	pail
bait	wait	sail	mail
rain	stain	pain	main
raise	praise		train

Vowel Pair "oa"

toad	road	croak	boat
float	goat	coat	oak
toast	foam	roam	loan

Vowel Pair "ie"

lie	die	pie	tie
died	cried	tried	

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