

Word Spinner™

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ABOUT THE AUTHOR

Dale Disharoon — teacher, programmer, classical guitarist, and puppeteer is the designer and programmer of Word Spinner. An award-winning educational software artist, Disharoon began designing software while teaching in a small country school on the California coast. A best selling computer book author, Disharoon co-authored his recent book with Herb Kohl and Ted Kahn. Disharoon's bachelor's degree is in Information and Communication Studies. He studied film, radio and television with an emphasis in children's programming, and continues to be involved in children's multi-media learning activities.

Word Spinner

Word Spinner runs on:

- Apple II, 48K with Applesoft
- Apple II+, 48K
- Apple IIe

or:

- IBM PC, 128K
- IBM PCjr, 128K

or:

- Atari, 48K, Basic Cartridge

or:

- Commodore 64

With:

- Disk Drive
- Monitor or TV
(color recommended)

For:

- Ages 6-10

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Attn: Disk Return Dept.

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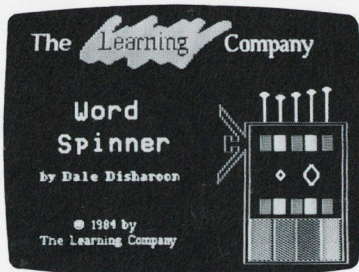
bankdank

bowhowto

bea

WELCOME TO WORDSPINNER

Are you ready to be a Word Spinner winner? This complete-the-word-game will keep you spinning through the alphabet looking for new words to spell. Discover how many words you can make simply by changing one letter or two.



Start by spinning words that you know. If you get stuck, experiment. It's a fun way to learn new words (or to find out which combinations of letters do not spell words).

As a Word Spinner winner you compete with yourself. You can choose simple spelling patterns and three-letter words. Or try harder spelling patterns and four-letter words. You can turn off the timer and take lots of time. Or turn on the timer and race against the clock.

When you spell enough words to win 300 points, you spin the word wheel for a prize. Then start again. How many prizes can you line up?

P.S. Some people may think that Word Spinner is just for fun. To see what you are learning, turn to THE LEARNING LIST on page 17.

WORD SPINNER QUICK START

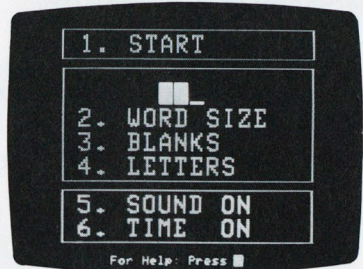
For those who want to start playing right away, here is a quick reference to key elements.

THE GOAL OF THE GAME

To fill in blank spaces in order to make three- or four-letter words.

TO CHOOSE A GAME

1. Go to Menu. Choose your Word Size (either 3- or 4-letter words). (Press **2**.)
2. Put blank spaces where you want them. (Press **3**.)
3. Choose your letter pattern. (Press **4**.)
4. Press **1** to start. The game will begin.



TO PLAY

1. Find a letter to put in the blank space(s). **To cycle through alphabet**, use **↑** and **↓** or **I** and **M** keys or joystick lever*. **To choose a letter**, press **SPACEBAR** or joystick BUTTON.
2. To move the arrow to choose a blank space (4-letter words only), use **←** and **→** or **J** and **K** keys or joystick lever.
3. To enter a word in the word wheel, press **SPACEBAR** or joystick BUTTON.
4. To spin for prizes, press **SPACEBAR** or joystick BUTTON. To stop spinner, press **SPACEBAR** or joystick BUTTON.
5. To print words, press **P** after prizes appear. (Be sure your printer is properly connected and ready to print.)

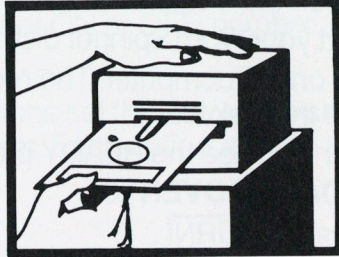
*Joystick option available on some computers only.

GETTING STARTED

LOADING THE DISK

IF YOU ARE USING AN APPLE OR AN IBM COMPUTER

- Put your Word Spinner disk in the disk drive and close the door.
- Turn on your computer, and the monitor.
- If you are using an Apple IIe computer, be sure the CAPSLOCK key is pressed down.
- If you are using an IBM computer, you need to put DOS on your Word Spinner diskette before you use it the first time. See page 30 for instructions.



had/cad/mag/pad

IF YOU ARE USING A COMMODORE-64 COMPUTER

- Turn on the disk drive. Wait until the red light goes out.
- Insert your Word Spinner disk into the disk drive. Close the door.
- Turn on the computer. The red light on the disk drive will go on while the disk loads.
- When you see the READY prompt on the screen, type:

LOAD "COVER",8

- Press **RETURN**.
- When READY appears again on the screen, type:

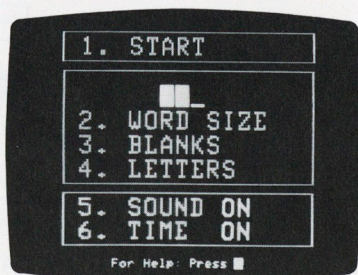
RUN

- Word Spinner is now ready to use.
- If you are using a joystick be sure it is plugged into port #2.

IF YOU ARE USING AN ATARI COMPUTER

- Turn on your disk drive.
- Wait until it stops whirring and the "Busy" light goes out.
- Then put in your Word Spinner diskette and close the door.
- Turn on your computer.

After the opening picture, you will see the Word Spinner menu. (If you want to skip the opening music, just press **SPACEBAR**.)



NOTE: All photographs of program screens are of the Apple version.

THE MENU CHOICES

There are six options on the menu*: Numbers 2, 3, and 4 set the word pattern choices; numbers 5 and 6 let you choose to have the sound and the timer either ON or OFF; number 1 starts the game.

Look at the menu. Are all the options set the way you want them? If not, you can change them. Each option, as well as how to use it, is explained below.

1. **START**

The START option starts the game. Are you ready to play? Then press . (NOTE: Do you want to change the game? Then don't press START yet. Wait until you've made all of your choices.)

2. **WORD SIZE**

You can choose to complete either 3-letter or 4-letter words. Press to choose your word size. If you keep pressing , the word size will keep changing.

= 3-letter words

= 4-letter words

The boxes and blanks show you how many letters in all. The boxes stand for letters that will be provided for you. The blanks stand for blank spaces — you put in the letters.

3. **BLANKS**

This option changes the position of the blank spaces. You can put the blanks where you want them. Press to see all your choices. (Remember: the boxes stand for letters that the computer will put in.)

*There are five options on Atari and C64 versions.

4. LETTERS: THREE- AND FOUR-LETTER WORDS

You can work with many combinations of letters. Press **[4]** and watch the letter combinations change.

First pick your blank spaces. Then choose your letters by pressing **[4]**. You will see many letter combinations. Stop at the one you want. Some letters will stay the same. But some will change.

5. SOUND (For Apple and IBM)

Word Spinner always starts with sound ON. You can turn it off. Press **[5]**. Do you want it back ON? Just press **[5]** again.

6. TIME (Option 5 on Atari and Commodore)

The timer will be ON when you first see the menu. Press **[6]** to turn it OFF. Press **[6]** again to turn it back ON. (NOTE: When you play for the first time, it's easier to begin with the timer OFF.)

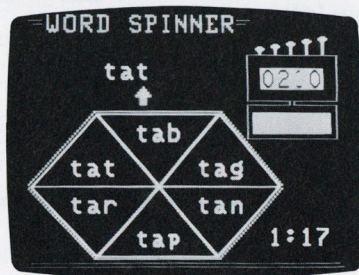
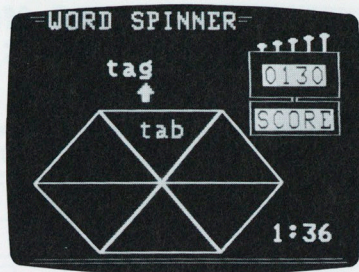
HOW TO PLAY

In Word Spinner, you earn points for making words. When you earn enough points, you can spin for prizes.

To make words, you put letters in the blank spaces. You cycle through the alphabet, letter by letter, forwards or backwards. You choose the letters you want until you spell a word.

Each time you make a word, you "enter" it in the Word Spinner wheel. When you fill up the wheel, a new round begins. The word pattern will be the same, but the letters that are provided will change. You can continue playing until you win 300 points (or until your time runs out).

On the next page is a chart. It tells you how to change letters, move the arrow, and enter words on the wheel.



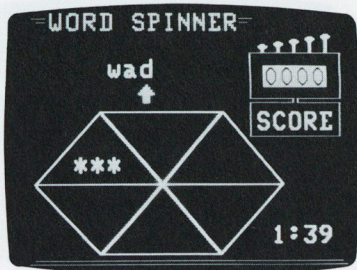
CHANGING LETTERS, MOVING THE ARROW, AND ENTERING WORDS

	KEYBOARD	JOYSTICK
To move from A to Z	Press I or ↑	<i>Push the lever UP</i>
To move from Z to A	Press M or ↓	<i>Push the lever DOWN</i>
To move arrow left	Press J or ←	<i>Press the lever to the LEFT</i>
To move arrow right	Press K or →	<i>Press the lever to the RIGHT</i>
To enter words	Press SPACEBAR	<i>Press BUTTON</i>

PLAYING AGAINST THE TIMER

You can either play against the timer or turn it off. If it is ON, you will see the seconds ticking away on your screen. You have two minutes per round in the three-letter game. You have three minutes per round in the four-letter game.

If you run out of time, the game ends. You will not get to spin for a prize. The timer resets at the end of each round.



DELAYING TIME IN A GAME

Do you want to stop the timer for a minute? Maybe to look up a word?* Then here is a trick.

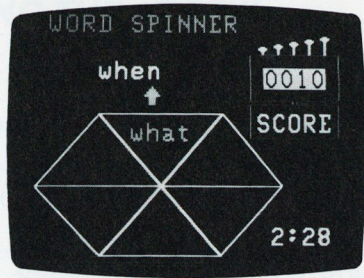
Press **ESC** (**X** on Commodore 64). You will see this question:
DO YOU WANT TO STOP? (Y OR N)?

Do *not* press **Y** for YES or **N** for NO. Take the time you want. When you are ready to begin again, press **N**. This takes you back to the game, exactly where you left off.

**NOTE TO TRUE WORD SPINNERS:* Keep a dictionary handy when you play Word Spinner. Stop the clock and look up words you don't know. Expert Word Spinners seldom lose points or opportunities to learn new words!

WINNING AND LOSING POINTS

You earn points for placing correct words in the word wheel. You lose points when you try to enter incorrect words in the word wheel. You can watch your score go up or down in the score box on the screen.



Try to make words you can find in a dictionary. You cannot use proper names (like Sam or Jane) unless that name has another meaning (like pat or bob). Abbreviations (Mrs. or Ph.D.) and most slang words (yuk, bam) will not count either.

You earn 20 points for each correct word entered into the word wheel.

You lose 10 points if you try to enter a "word" that is spelled incorrectly or is not really a word.

If you play with the sound ON, you will hear a "beep" when you try to enter an incorrect word in the wheel.

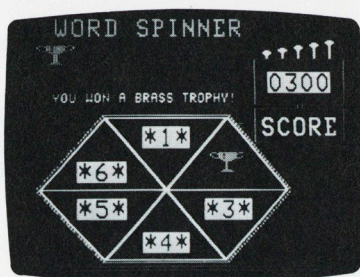
What if you try a word that you have already entered? You will see "USED" on the screen, and the word won't enter the wheel. But you won't lose any points.

boil
boiling

SPINNING FOR PRIZES

Each time you win a game, you get to spin for a prize. You will know when you have won. You will have 300 points in the score box. The words YOU DID IT! will flash on the screen.

Here's how to spin for a prize:



IF YOU'RE USING THE KEYBOARD

- Press **SPACEBAR** to spin the prize wheel.
- Press **SPACEBAR** again to stop the spinner.

IF YOU'RE USING A JOYSTICK

- Press the **BUTTON** to start and stop the spinner.

After the spinner stops, your prize will appear on the screen. Continue playing to win more prizes. They will all line up on the screen. How many prizes can you win?

COIN COIL TO!

PRINTING YOUR WORDS

You can print every word you entered in the word wheel if you have a printer.

Here's how to print your words.

1. After your prize appears on the screen you will see:

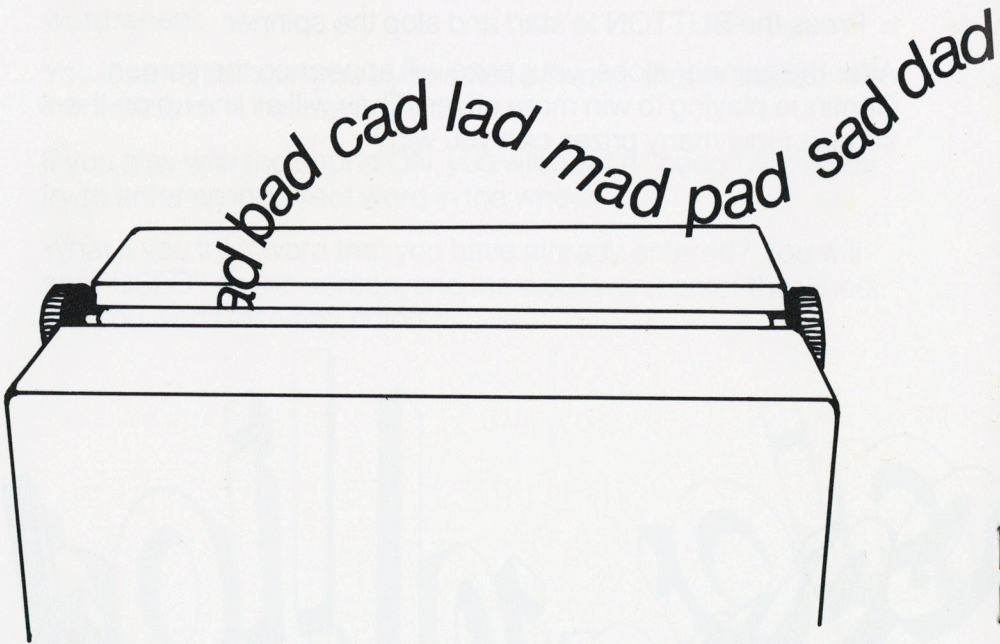
To print: Press

2. Press the key.

3. You will see this question:

IS YOUR PRINTER READY? (Y OR N)

4. Check your printer. Is it properly connected? Have you turned it on? Is the paper in? If not, get your printer ready. Then press . Printing should begin*.



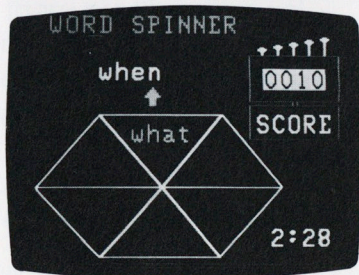
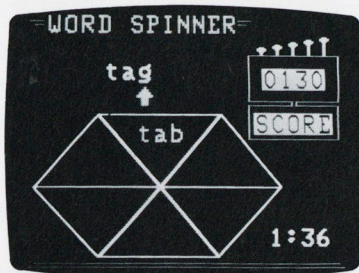
**NOTE FOR APPLE COMPUTERS: After pressing Y, you will be asked to type in the number for your printer card's slot. It must be a number from 1 to 7. Be sure you type in the right card slot number!!!*

THE LEARNING LIST

Word Spinner gives children an opportunity to explore word skills at their own pace and at their own ability level. The flexibility of the program provides a challenge for children just learning to read, as well as for children who have mastered reading skills.

SKILLS AND CONCEPTS

- Exploring letter patterns.
- Recognizing words.
- Experimenting with similar-looking words.
- Identifying correct word spellings.
- Developing word game strategies.



bad cad mad pad

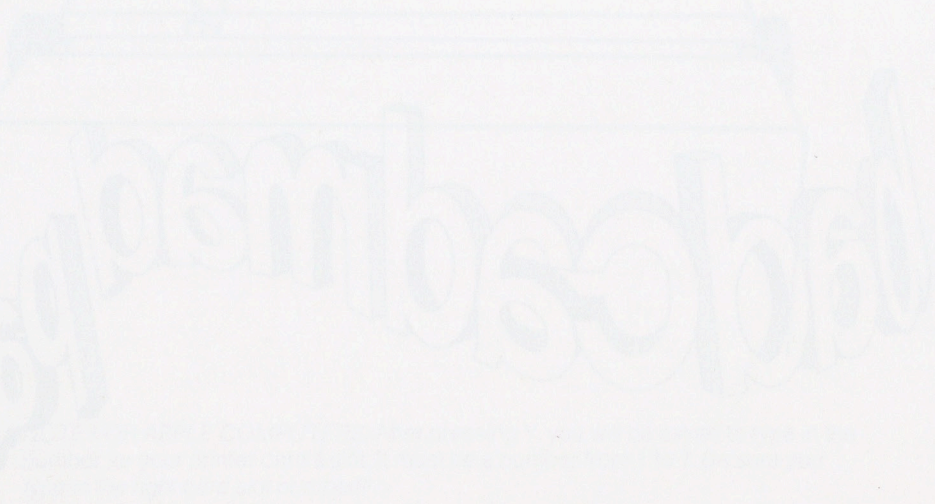
THE LEARNING LIST: EARLY-BOY CURRICULUM

With 200 new questions and answers, this book is a must-read for parents and teachers alike. It offers a comprehensive guide to the early years of a child's life, from birth to age five. The book is divided into two main sections: the first covers the physical and emotional development of the child, and the second covers the intellectual and social development. Each section is filled with practical advice and helpful tips that can be used in the home or in the classroom. The book is written in a clear, concise style that is easy to read and understand. It is a valuable resource for anyone who is interested in the early years of a child's life.



SKILLS AND CONCEPTS

- Exploring letter patterns
- Recognizing words
- Experimenting with simple sentences
- Identifying words and their meanings
- Developing word games



NOTE TO PARENTS AND HELPERS

There are two ways that children learn to read. One method, called "sight word learning," is to "memorize" the way a word looks, to recognize it by sight. The other is to learn the sounds associated with letters, then to read words by "sounding out" the letters. This is called "decoding."

Word Spinner provides children with a fun and playful way to develop both methods of learning to read. And the more you play along with the child, the more you can encourage the learning-to-read process.

Words have patterns, such as rhyming words that end with the same letter sounds (*bat, cat, hat*). Or words can start with the same two letters but sound different because of the ending (*can, cap, car*). With four-letter words there are "long" vowel patterns like *make* and *fake*, or *hike* and *like*. There are vowel combinations that sound alike in some words (*bead, meal, seat*), yet sound different in other words (*bead, head, bear*). Some words look almost alike (*sang, sank, sand*) differing by only one letter. The more your child becomes used to word patterns and can see the differences in words, the easier reading becomes.

When playing Word Spinner alone, children can learn a lot about patterns in words. They can discover how many different words fit the same pattern. They can see that by changing just one or two letters, completely new words can be made. But with you as the "helper," the child can also learn to "sound out" or read each new word.

To make it easier to read and discuss the words, play with the timer set OFF. Each time a new word is formed, see if the child can read it. Help the child as needed. You can offer to write down each word the child forms. You might suggest other words to place in the wheel and let the child know when words have been skipped. For more ideas, turn to ADDITIONAL ACTIVITIES on page 20.

ADDITIONAL ACTIVITIES

SAVING YOUR WORDS

You can make lots of words playing Word Spinner. Some of them may be new to you. Start a word list. Copy down words you make when playing each game. This is especially important if you do not have a printer that can print out the words from your games.

If you are not playing against the clock, you can write down each word as soon as it pops in the wheel. Or you can play with a friend. Your friend can copy your words and you can do the same for your friend.

If you are racing against the clock, here is one way you can copy the words in your wheel. Before you fill up the last spoke of the wheel, press **ESC** (or **X** on the Commodore 64). This stops the clock. Copy the words in the wheel. Copy the next word you plan to spell, too. Then answer **N** for NO, I DON'T WANT TO STOP. The game will continue exactly where you left off.

Below are some suggestions for using the words on your word list.

RHYMES GALORE

Find words on your list that rhyme. Then invent silly sentences using as many of the rhyming words as you can. Maybe you can create a funny story. Here's an idea to get your started:

I saw a funny *cat* with a baseball *bat*.
And a very floppy *hat*.
Can you imagine *that*?

DICTIONARY SEARCH

To be a real Word Spinner expert it is not enough to know how to spell unusual words. You need to learn what they mean. Find words on your list that you cannot define. Look them up in the dictionary. Be sure to learn how to pronounce the words. Then surprise your friends. Use the new words at every opportunity to make them yours.

WORD SPINNER CROSSWORD PUZZLES

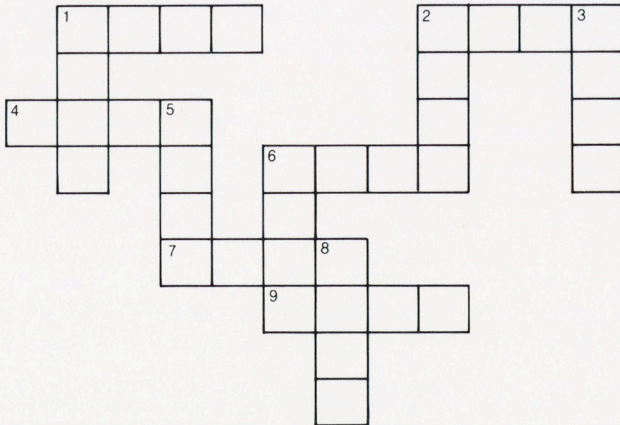
The more you play Word Spinner, the better you will be at playing word games like Scrabble. You can even invent some word games for your friends. Here is one idea. Using words from your Word Spinner word lists, make your own crossword puzzle. Below is a sample. You can probably solve it. But can your friends?

ACROSS:

1. Larger than a jacket.
2. Something you can sail.
4. What an angry lion does.
6. Leave in a tub of water.
7. A hammer is one.
9. Time for lunch

DOWN:

1. Not hot.
2. Something you read.
3. Past tense of *take*.
5. Grows underground.
6. Not long from now.
8. Another word for *see*.



ANSWERS:
 ACROSS: 1. coat 2. boat 4. roar 6. soak 7. tool 9. noon
 DOWN: 1. cool 2. book 3. took 5. root 6. soon 8. look

WORD SPINNER OLYMPICS

Take turns playing Word Spinner with your friends. You will need a paper and pencil for keeping score. Choose a word pattern. Each player must try to win a game using the same pattern. The observer keeps score. Record how many rounds the player takes to win and how much time passes per round. The winner is the player who makes 300 points in the fewest rounds and the least amount of time.

YOUR WORD SPINNER ACHIEVEMENT RECORDS

On pages 23 through 27 you will find Achievement Records that list all the Word Spinner patterns and spelling possibilities. You can use these records to keep track of all the kinds of words you spell each time you fill up a wheel. Challenge yourself. Try to mark off as many different letter combinations as you can. Then give yourself a prize for each pattern you complete and try another pattern. Can you mark off all the spellings for each Word Spinner pattern?

YOUR WORD SPINNER ACHIEVEMENT RECORDS

Can you fill up your Word Spinner wheel with words fitting each of the letter combinations on this record? First, set your game for one of the patterns boxed on the left. Each time you fill up the wheel, mark the letter combination you got. Try to get them all. (Remember, you can choose which letters to start with at the beginning of any game.) Then draw a prize or put a sticker in the box for that pattern. To be a Word Spinner Expert Extraordinaire, complete the entire record. It may take several weeks of playing.

THREE-LETTER WORDS

FIRST LETTER MISSING

___ a ■	___ ab	___ an	___ aw
	___ ad	___ ap	___ ay
	___ ag	___ ar	
	___ am	___ at	

___ e ■	___ ea	___ eg	___ ew
	___ ed	___ en	
	___ ee	___ et	

___ i ■	___ ib	___ ig	___ ip
	___ id	___ im	___ it
	___ ie	___ in	___ ix

___ o ■	___ ob	___ on	___ ow
	___ od	___ op	___ ox
	___ oe	___ ot	___ oy
	___ og		

___ u ■	___ ub	___ ug	___ ut
	___ ud	___ um	

THREE-LETTER WORDS

LAST LETTER MISSING

■ a ____	ba ____	ha ____	ra ____
	ca ____	ja ____	sa ____
	da ____	la ____	ta ____
	fa ____	ma ____	wa ____
	ga ____	pa ____	

■ e ____	be ____	le ____	se ____
	ge ____	me ____	we ____
	he ____	pe ____	

■ i ____	bi ____	hi ____	ri ____
	di ____	li ____	si ____
	fi ____	pi ____	ti ____

■ o ____	bo ____	jo ____	po ____
	fo ____	lo ____	ro ____
	go ____	mo ____	so ____
	ho ____	no ____	to ____

■ u ____	bu ____	gu ____	ru ____
	cu ____	hu ____	ru ____
	du ____	pu ____	

FOUR-LETTER WORDS

FIRST TWO LETTERS MISSING

____ l ■	____ ld	____ ll	____ lt
	____ lf	____ lm	
	____ lk	____ lp	

____ n ■	____ nd	____ nk	
	____ ng	____ nt	

____ r ■	____ rb	____ rl	____ rp
	____ rd	____ rm	____ rt
	____ rk	____ rn	

____ s ■	____ sh	____ sp	____ st
	____ sk	____ ss	

FOUR-LETTER WORDS

LAST TWO LETTERS MISSING

s ■ ____	sc ____	sn ____	st ____
_____	sk ____	sp ____	sw ____

■ h ____	ch ____	th ____
_____	sh ____	wh ____

■ l ____	bl ____	fl ____	pl ____
_____	cl ____	gl ____	sl ____

■ r ____	br ____	fr ____	pr ____
_____	cr ____	gr ____	tr ____
_____	dr ____		

VOWEL PLUS E WORDS

___ ■ ___ ■	___ a ___ e	___ o ___ e
_____	___ i ___ e	___ u ___ e

CHANGING MIDDLE VOWELS

___ ■ ■ ___	___ ai ___	___ oa ___	___ ou ___
_____	___ ea ___	___ oi ___	
_____	___ ee ___	___ oo ___	

FOUR LETTER WORDS

FOUR LETTER WORDS

FIRST TWO LETTERS

LAST TWO LETTERS

_____	_____	_____	_____
_____	_____	_____	_____

_____	_____	_____	_____
_____	_____	_____	_____

_____	_____	_____	_____
_____	_____	_____	_____

_____	_____	_____	_____
_____	_____	_____	_____

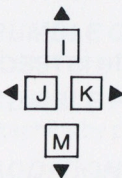
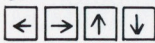
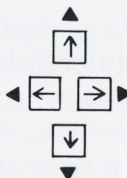
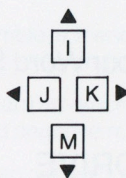
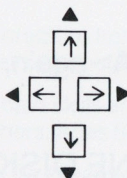
VOWEL PLUS E WORDS

_____	_____	_____
_____	_____	_____

CHANGING MIDDLE VOWELS

_____	_____	_____	_____
_____	_____	_____	_____

SPECIAL KEYS

KEYS				FUNCTION
Apple	Atari	Commodore 64	IBM	
<p>NOTE: CAPS LOCK MUST BE IN DOWN POSITION TO PLAY WORD SPINNER ON THE APPLE IIe</p>  <p>or</p>  <p>on IIe</p> <p>ESC</p> <p>?</p> <p>SPACEBAR</p>	 <p>ESC</p> <p>?</p> <p>SPACEBAR or joystick button.</p>	 <p>X</p> <p>?</p> <p>SPACEBAR or joystick button.</p>	 <p>ESC</p> <p>?</p> <p>SPACEBAR</p>	<p>↑ or I changes letters from A to Z (forward through alphabet)</p> <p>↓ or M changes letters from Z to A (backward through alphabet)</p> <p>← or J moves arrow to blank on the left</p> <p>→ or K moves arrow to blank on the right</p> <p>Leave the game and return to the menu or pause (stop the clock). Type N to resume play.</p> <p>See the HOW TO PLAY PAGE instructions.</p> <p>Enter word in the Word Spinner wheel (assuming word is acceptable).</p>

If the joystick option is available on your computer:

- Move the joystick lever . . .
 - UP to change letters from A to Z.
 - DOWN to change letters from Z to A.
 - LEFT to move the arrow to the blank on the left.
 - RIGHT to move the arrow to the blank on the right.
- Press button to put the word in the wheel.

BEFORE USING YOUR IBM WORD SPINNER DISKETTE

You need to add DOS to your IBM Word Spinner diskette before you use it for the first time. Here's how:

IF YOU HAVE TWO DISK DRIVES

1. Put your DOS diskette into Drive A. Turn on the computer.
2. Put your Word Spinner diskette in Drive B.
3. When you see **A>** on the screen, type: **B:INSTALL**
4. Press **Enter**.
5. When you see **A>** again, your Word Spinner diskette is ready to use.

IF YOU HAVE ONE DISK DRIVE

1. Put your DOS diskette into Drive A. Turn on the computer.
2. Type: **B:INSTALL**
3. When you see "Insert disk in Drive B," remove your DOS diskette from Drive A. Then put your Word Spinner diskette into Drive A.
4. When you see "Insert disk in Drive A," remove your Word Spinner diskette from Drive A. Then put your DOS diskette back into Drive A.
5. Repeat steps 3 and 4 until you see **A>** on the screen. When you see **A>**, your Word Spinner diskette — is ready to use.

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★ Available through IBM product centers

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X Available through Atari