

DRAGON'S KEEP™



By selecting Dragon's Keep™, you are providing your child with a quality learning experience. No help or supervision on your part is needed if your child can read at second grade level. The vocabulary is controlled, the instructions are on the disk, and no typing skills are required. The entire game is played with the space bar and return key.

In the game, a magical dragon is holding 16 animals captive in and around its magic house. The player must find each animal and set it free. Sometimes the dragon appears and won't let an animal go. The player must then leave the scene and return later when the dragon has gone.

Dragon's Keep is designed to help your child develop reading comprehension skills. These skills include identifying details, making inferences and drawing conclusions.

The process of recalling stated facts, or *identifying details*, involves having your child pay attention to important details, remembering them, and relating them to the larger ideas of the author. Places where the animals are hidden would fall into this category.

Making inferences is the ability to see implied ideas for which there is substantiating evidence and acting upon those ideas. When your child ascertains that the puppy has been tied up by the dragon and is not just waiting for its master, your child is demonstrating the ability to make inferences.

To *draw conclusions* your child must understand the relationship between the details and identify the central idea of the story. When your child understands the concept of looking for the animals, he or she is drawing conclusions about his or her role in the game.

Map reading is a very difficult skill for young children to master. To give your child a head start, we have enclosed a large map with labeled areas. Each time an animal is set free, your child can mark the location with a peel-off sticker.

Encourage your child to use the map and animal stickers as an aid to remembering where he or she has been in the game. In this way *map reading*, *directionality*, and *note taking* skills are increased.

APPLE LOADING INSTRUCTIONS

PROGRAM AND GRAPHICS BY
AL LOWE, MARGARET LOWE
MICHAEL MacCHESNEY AND RAE LYNN MacCHESNEY

GRAPHICS ROUTINES FROM PENGUIN SOFTWARE'S
GRAPHICS MAGICIAN WERE WRITTEN BY
MIKE PELCZARSKI, DAVID LUBAR, AND CHRIS JOCHUMSON

INTEGER APPLE WITH APPLESOFT LANGUAGE CARD

1. Insert DOS 3.3 Systems Master, label side up, into the drive and close the door.
2. Turn on power to the computer and monitor.
3. Remove the DOS Systems Master and insert Dragon's Keep disk into the drive and close the door.
4. Type FP, press RETURN.
5. Type RUN HELLO, press RETURN.

APPLE II+, IIe

1. Insert the disk, label side up into the drive and close the door.
2. Turn on power to the computer and monitor.
3. Apple IIe users must have the Caps Lock on for the program to operate.

COMMANDS

To move the cursor press



To enter a choice press



To turn the sound ON or OFF press



(at the same time)

To find out how many animals are free press



ATARI LOADING INSTRUCTIONS

PROGRAMMED BY
DAVE SCRUTON
TEXT AND GRAPHICS BY
MIKE MacCHESNEY, AL LOWE,
MARGARET LOWE AND RAE LYNN MacCHESNEY

GRAPHICS ROUTINES FROM PENGUIN SOFTWARE'S
GRAPHICS MAGICIAN WERE WRITTEN BY
MIKE PELCZARSKI, DAVID LUBAR, AND CHRIS JOCHUMSON

1. Remove all cartridges from the computers, except as noted in 2 below.
2. If you are using an Atari 400, 800 or 1200XL, your BASIC cartridge must be installed in the proper slot for this program to operate.
3. Turn on the power to the disk drive. When the red light goes out, insert your disk in the drive, label side up and close the door.
4. Turn on the power to the monitor and computer.

COMMANDS

To move the cursor press



To enter a choice press



To turn the sound ON or OFF press



(at the same time).

To find out how many animals are free press



COMMODORE 64 LOADING INSTRUCTIONS

PROGRAM AND GRAPHICS BY
AL LOWE

TEXT BY
MIKE MacCHESNEY, AL LOWE,
MARGARET LOWE AND RAE LYNN MacCHESNEY

1. Turn on the power to the drive, monitor and then the computer.
2. Insert disk into the drive label side up and close the door.
3. When screen says "Ready," type LOAD "SIERRA",8,1 and press RETURN.

COMMANDS

To move the cursor press



To enter a choice press



To turn the sound ON or OFF press



To find out how many animals are free press



IBM PC/PCjr LOADING INSTRUCTIONS

PROGRAMMED BY
PETER OLIPHANT

GRAPHICS BY
GREG ROWLAND

TEXT BY
AL LOWE, MARGARET LOWE
MICHAEL MacCHESNEY AND RAE LYNN MacCHESNEY

1. Be sure all cartridges are removed from the computer (IBM PCjr only).
2. Place the disk in the disk drive, label side up and close the drive door.
3. Turn on the power to the monitor and the computer. When the disk is through loading, you may then remove the disk from the computer and put it away.

COMMANDS

To move the cursor press



To enter a choice, press



To turn the sound ON or OFF press



(at the same time)

To find out how many animals are free press



or



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