

T H E M A N U A L



WORD FLYER

BY CHILDWARE

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The 2000+ words in the Word Flyer dictionary can all be found in the American Heritage Dictionary.

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ChildWare welcomes the interested comments of anyone also eager to explore the belief that "learning is the Ultimate Game." Please write us in care of ELECTRONIC ARTS, 2755 Campus Drive, San Mateo, California 94403.

Welcome to Word Flyer!

CONTENTS

I The Word Flyer Controls	PAGES 2-3
II Flights 1 through 5	PAGES 4-7
III To Parents and Teachers	PAGE 8
IV The Rhyming Dictionary	PAGES 9-13



Word Flyer is a word matching game for one or two players. The object of the game is to use a joystick to make a word or letter fly across the screen and land on top of the one that it matches. The better you get, the more challenging the game becomes.

TO GET STARTED PLAYING

Follow the instructions on the Command Summary Card (it came behind your disk) to load Word Flyer into your computer. Then watch for a while. Word Flyer begins by demonstrating itself.

When you're ready to start playing, press the joystick button (or any key on the keyboard). That will turn on the CONTROL PANEL (described on the next page). To begin playing immediately on the first level, press the joystick button again. To find out how to change the way the game plays and how to get directly to the other levels, turn the page and read on.

WORD TOWERS Each side of the screen shows a Watch Bird perched on a Word Tower. Each Tower has four slots. The slots hold letters or words. These are your "Flyers." They will always begin with the letter shown on the Watch Bird's breast. To change that letter and to change the words in the Towers, see Alphabet Bar and Tower Scroll below.

FLYERS Move the joystick up and down to select a Flyer. Press the joystick button and move the joystick to the side to take a Flyer into the playing field. If two are playing, Player 1 uses the left Tower and Player 2 the right one.

SCORE BAR Each time you make a match, you will add some color to your Score Bar. When the two ends meet, you will move on to the next flight level. If two are playing, Player 1 fills the bar from left to right, and Player 2 fills the bar from right to left. After completing each level a colored Flight Stripe will appear on a corner of the Score Bar.

ALPHABET BAR This bar lets you change the letter on the Watch Bird's breast so you can pick the letter you want all your Flyers to start with. Move through the Word Tower until you reach the Alphabet Bar. Move the joystick left or right until you reach the letter of your choice. Pressing the joystick button will put you back in the Word Tower, now filled with words beginning with the letter you selected. The Alphabet Bar works only in Flights 2, 3, 4, and 5.

TOWER SCROLL To change the words in the Tower in Flights 2 thru 5, move up to the letter on the Watch Bird's breast and

press the joystick button. As you move the joystick forward or pull it back, new words will move through the Tower slots. Stop scrolling when you see a list of words you would like to fly, then press the joystick button again to move back down to the words in the Tower.

COLOR BAR When you get up to Flights 4 and 5, this bar lets you change the color of your Flyer to match the color of a



Zooming Word. Move down the Word Tower until you reach the Color Bar. Then move your joystick left or right to go from color to color. Press your joystick button when you're on the color of your choice.

REST NEST The Rest Nest lets you stop the game timer whenever you want to change controls or take a break. Move your Flyer to the Nest and press your joystick button. That will stop the timer and put

you into the Control Panel on the Zoom Speed control. To learn how to change the controls, read on. To start the game again, press the joystick button and move your Flyer back to the play field.

The WORD FLYER Controls have preset values, but you can change them whenever you like. Use the Rest Nest to get into the Control Panel, then move your joystick left or right to get to the control window you want to change. Pull back on the joystick or push it forward to see your choices. When you leave the control window, the change will be in place. Press the joystick button to start playing the game.

FLIGHT LEVEL The number of birds in this window tells what flight you are on. Word Flyer has five flights. The game is set to start at Flight 1 and move through the others in order as you earn them. You can change the number of birds in this window to start at any flight.

ZOOMING SPEED The Zooming Speed window shows a Speed Bird with flapping wings. The faster the wings flap, the faster the Zooming Words will fly.

FLYING TIME The less sand in the hour glass, the shorter the flying time and vice versa. If you do not make any mistakes while flying, your turn will last until the hour glass runs out of sand. This control has no effect on the One Player game.

PLAYER SELECT One bird stands for "One Player." Two birds stand for "Two Players." The game is set for One Player. You can change to Two Players before starting the game, or you can pause to switch during play and a new game will begin.



FLIGHT 1

One or two-letter Flyers

One bird in Flight Level window

No Flight Stripes

The game is set.

It's time to play.

How many matches
can you make today?

Watch your Tower fill with letters. One letter lights up and moves to the center of the screen. This is your first Flyer. Another letter moves toward you from the background. This is the first Zooming Letter. Move your Flyer toward the matching Zooming Letter until they touch. Press your joystick button to make the match.

A **TWITTER** means you made your match. See the color appear in your Score Bar? Good flying!

A **BOINK** means you tried to match two letters that are not the same. Boinks take some of your color score away. Better luck next time! (If you are playing with another player, a miss ends your turn.)

CHOOSE YOUR OWN TWO-LETTER FLYERS

After you've caught some single letters, you will get to try two-letter Flyers. Use your joystick to move into the Word Tower. Move up or down to light up different two-letter words. Stop when you see the word you want to fly. Press your joystick button to start the action.

NOTE: In Flight Level 0 (no bird pictures) you can practice moving around a Flyer (with 1 to 4 letters) with no Zooming Words on the screen. Set the Flight Level to zero, then press a number key on the keyboard (1, 2, 3, or 4) to pick the Flyer length, and finally press the button to start. If you don't type a number, you will get four-letter Flyers.



FLIGHT 2

Three-letter Flyers

Two birds in Flight Level window

One Flight Stripe

Now match three-letter Flyers with three-letter Zooming Words. Use all the flight tricks you have learned so far. Beginning with Flight 2 you can also use the Alphabet Bar and Tower Scroll. (See page 2 if you've forgotten how these work.)

WATCH OUT!

Zooming Words
are flying faster.

TWITTER! BOINK!

It's no disaster!



FLIGHT 3

Three-letter Flyers

Three birds in Flight Level window

Two Flight Stripes

Match three-letter Flyers with three-letter Zooming Words, but watch out! There are some new hazards out on the play field.

NONSENSE ZOOMS

Nonsense Zooms are groups of letters that make no sense. Do not match a real Word Flyer with a Nonsense Zoom, or you will hear a GROINK! BOINKS make your score go down but GROINKS make it go down even more.

WATCH OUT!

If you match a Nonsense Zoom,
It will spell your Flyer's doom!

FLIGHT 4

Four-letter Flyers

Four birds in Flight Level window

Three Flight Stripes

THE CARELESS CLOUD

You've never met this cloud before. It is a Careless Cloud.

WATCH OUT!

The Careless Cloud will block your view.

If you pass your Flyer through.

It hides the Zooming Words from sight.

You might not land your Flyer right!

Try a match. If you succeed,

Extra points are guaranteed!

COLOR MATCHES

Each Zooming Word has a color all its own. So does each Flyer. Now that you have reached Flight 4, you will get extra points for matching words of the same color. (See page 2 if you've forgotten how to use the color bar to change colors.)

FLIGHT 5

THE REAL WORD FLYING ACES

Congratulations!

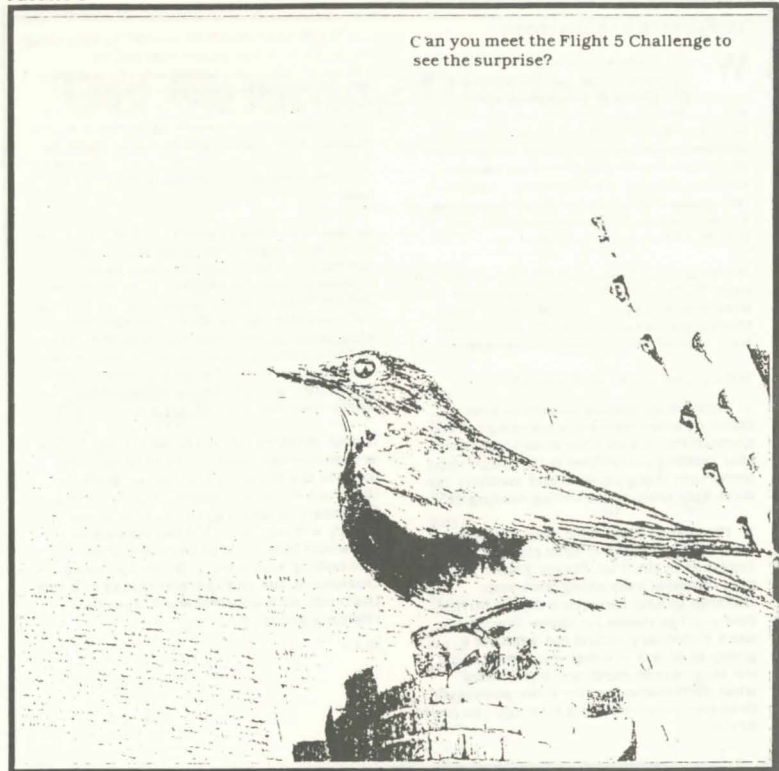
You have completed your Word Flyer Training. Flight 5 is your greatest challenge. It plays just like Flight 4, except:

Flying Time is shorter.

Zooming Words fly even faster.

Every time you fill the Score Bar, one Bonus Bird appears in a Flight Stripe. If you earn 12 Bonus Birds you will see a special surprise.

Can you meet the Flight 5 Challenge to see the surprise?



TO PARENTS AND TEACHERS

Word Flyer was designed first and foremost to be fun, but beneath the noisy excitement of each game some serious learning quietly takes place. While hard at play in the Word Flyer Kingdom, children have the opportunity to practice important reading and reading related skills, including the following: 1) pattern recognition, 2) alphabetizing, 3) spelling, 4) 4) vocabulary, 5) dictionary skills, and, of course, 6) hand-eye coordination.

We invite you to share this playful learning experience with your son, daughter or students. Not only will that let you help them grow as readers, it will also let you have a lot of fun yourself in the bargain.

WHAT YOU CAN DO TO HELP

1 Don't stop reading stories to your children when they start learning to read themselves. Study after study has shown that reading to children is the single most important thing parents and teachers can do to help them build strong reading skills.

2 Play Word Flyer with your children. Because the scores of both players add together in the Two Player game, you can play cooperatively along with your children to help them earn Flight Stripes. And you can model for them. Seeing you use a dictionary to find out whether a group of letters is a real word and to find out what words mean will show them what dictionaries are for more powerfully than any other teaching strategy you could devise.

Teach your children to use the Rhyming Dictionary on the pages that follow. Phonics clues (how letter sounds combine to form words) provide powerful help for readers trying to figure out words they've never seen before. Rhyming words are especially helpful to anyone just learning to use phonics clues since only one sound changes from one rhyming word to the next.

On the next 5 pages you'll find all the three letter rhyming words in the Word Flyer dictionary. The groups are arranged alphabetically. To help your children use this dictionary, show them: 1) how they can use what they know about the alphabet (or what they can see from the Alphabet Bar on the screen) to locate a particular letter combination in the list and 2) how to use words they already know to figure out words they don't recognize yet.

If your children enjoy the Rhyming Dictionary, encourage them to try making their own for the rhyming four letter words in the Word Flyer dictionary. The Rhyming Dictionary is also a great tool for some poetry writing fun — for individuals or for the whole family. (One person thinks of a line ending with a word in the Rhyming Dictionary; the next person thinks of a line that ends with another word from that rhyming group, etc.)

The Rhyming Dictionary

These three-letter words
are all in the game.
Different in front--
They all sound the same.

—AB CAB
DAB
GAB
JAB
LAB
NAB
TAB




—AD BAD
CAD
DAD
FAD
GAD
LAD
MAD
PAD
SAD
TAD

—AG BAG
GAG
HAG
LAG
NAG
RAG
SAG
TAG
WAG

—AM CAM
DAM
HAM
JAM
LAM

RAM
TAM
—AN BAN
CAN
FAN
MAN
PAN
RAN
TAN
VAN
—AF CAP
GAP
LAP
MAP
NAP
PAP
RAP
SAP
TAP
YAP

-AR	BAR	-AY	BAY	-EG	BEG
	CAR		DAY		KEG
	FAR		GAY		LEG
	GAR		HAY		PEG
	JAR		JAY	-EM	GEM
	MAR		LAY		HEM
	PAR		MAY		
	TAR		NAY		
			PAY	-EN	DEN
-AT	BAT		SAY		HEN
	CAT		WAY		KEN
	FAT		YAY		MEN
	HAT				PEN
	MAT	-ED	BED		WEN
	PAT		FED	HEN	
	RAT		LED		
	SAT		RED	-ET	BET
	VAT		WED		GET
					JET
					LET
-AW	HAW	-EE	BEE		MET
	JAW		FEE		NET
	LAW		GEE		PET
	MAW		SEE		SET
	PAW		WEE		WET
	RAW				YET
	SAW				
	YAW				

SAW

BEE

-EW	DEW	-IG	BIG	-IP	DIP
	FEW		DIG		HIP
	HEW		FIG		LIP
	MEW		GIG		NIP
	NEW		JIG		PIP
	PEW		PIG		RIP
			RIG		SIP
-EX	HEX		WIG		TIP
	SEX				
	VEX	-IM	DIM	-IT	BIT
			HIM		FIT
-ID	BID		RIM		HIT
	DID		VIM		KIT
	HID				LIT
	KID	-IN	PIN		NIT
	LID		DIN		PIT
	RID		FIN		SIT
			GIN		WIT
			KIN		
-IE	DIE		PIN	-IX	FIX
	HIE		SIN		MIX
	LIE		TIN		NIX
	PIE		WIN		SIX
	TIE				
	VIE				

PIE

SIX



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