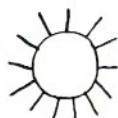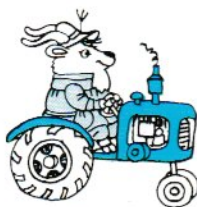Kite

Richard Scarry's®

Sun

Best Electronic
WORD BOOK Ever ™

Take Lowly Worm on a Reading
Readiness Adventure That Brings Storybook Characters To Life!

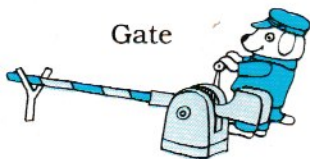- Over 100 Important Words
- 24 Fascinating Screens
- 6 Colorful Scenes

Sailboat

Tractor

Gate

Pump

Crane

COLECO

Digital Data Pack for ADAM™ The ColecoVision®Family Computer System

THIS IS RICHARD SCARRY'S®
## BEST ELECTRONIC WORD BOOK EVER™!

What child isn't captivated by Richard Scarry's special brand of magic? Now, that magic comes to life on the computer screen through clever animations children will want to see over and over again.

Lowly Worm is the main character in this delightful game that helps young children develop the skills they need to become successful readers. Players must help the loveable Lowly discover objects and words as he travels through six different Richard Scarry worlds. Four skill levels allow children to progress from simple explorations of words and objects to a scavenger hunt in which they must locate objects selected by the computer. Colorful graphics enhance the game at each skill level, making it every bit as enjoyable as it is instructional.

In this booklet, you'll find all the information you'll need to help your child get the most out of RICHARD SCARRY'S® BEST ELECTRONIC WORD BOOK EVER™. We suggest you start by reading the general set-up instructions, then take some time to experiment with the various skill levels. When you're feeling comfortable with the way the game works, try reading the "Travel Tips," beginning on page 7, aloud to your child. This section provides detailed information on game play at each skill level with accompanying illustrations.

Here's the Set-Up
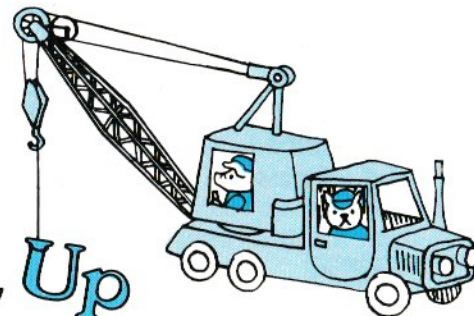
| POWER SWITCH | INSERT DIGITAL DATA PACK | COMPUTER RESET BUTTON |

DO NOT REMOVE DATA PACK WHILE THE DRIVE IS OPERATING!
DO NOT TURN POWER ON OR OFF WHEN A DATA PACK IS IN THE DRIVE!

Turn ADAM™ on by pressing the power switch located at the back of your printer, then turn your television or monitor on. Insert the program digital data pack only in Digital Data Drive A and pull the computer reset button. After a few moments, the title screen for RICHARD SCARRY'S® BEST ELECTRONIC WORD BOOK EVER™ appears on your screen. This screen then is replaced by the Game Map Selection Screen.

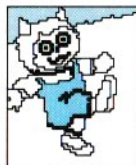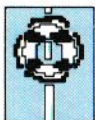**NOTE:** Do not attempt to load the program from Drive B.

3.railroad

>1.farm
POINTER

2.park

6.town

5.harbor

4.construction

Set Your Sights!

The pictures on the Game Map Selection Screen represent the six environments Lowly can visit on his trip. You'll notice that when the game begins, the blue pointer is beside the word Farm. If you do not want Lowly to stop there first, use the control stick to move the pointer over to another environment. Pushing the control stick right moves the pointer to the next environment on the Game Map. Pushing it left moves the pointer back to the previous environment. After you've chosen an environment, press either side button to register your selection. Or, choose an environment by pressing the corresponding number button on your controller keypad, then press either side button.

Choose Your Challenge

In a few moments, the Skill Selection Screen appears. It contains a list of four skill levels. Game play for each skill level is described in the section called "Travel Tips," beginning on page 7 of this guide. To select a skill level before a game, press the corresponding number button on your controller keypad.

Check It Out!

Like every smart traveler, Lowly takes some time to study the Game Map before entering the first scene in the environment you selected. Once he enters an environment, Lowly finds four different scenes to explore. When he has completed his tour of one environment, he takes a few more spins around the Game Map, then enters the first scene in the next environment. The game continues until he has visited every place on the map.

When You Need a Change of Scene

You can change your skill level or switch to a different environment at any time during a game. To change your skill level, hold down the appropriate number button (1,2,3, or 4) on your controller keypad, then press either side button. To switch to a different environment,


hold down keypad button #, then press either side button. This takes you back to the Game Map Selection Screen where you now can choose a new environment for Lowly to explore.
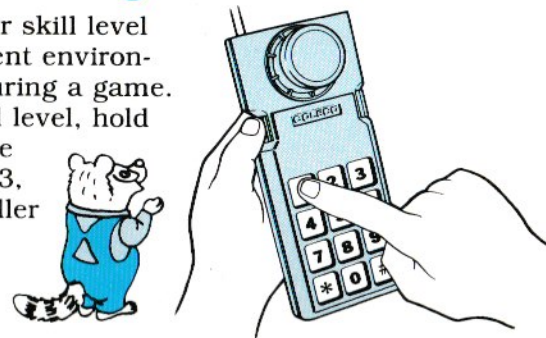
To replay a game at the same skill level, hold down keypad button *, then press the side button.

If your child needs a little help, try holding down the keypad button yourself while he or she presses the side button. Also, be sure to point out that switching skill levels and changing environments during a game will erase any words discovered in the previous skill level or environment.

Travel Tips
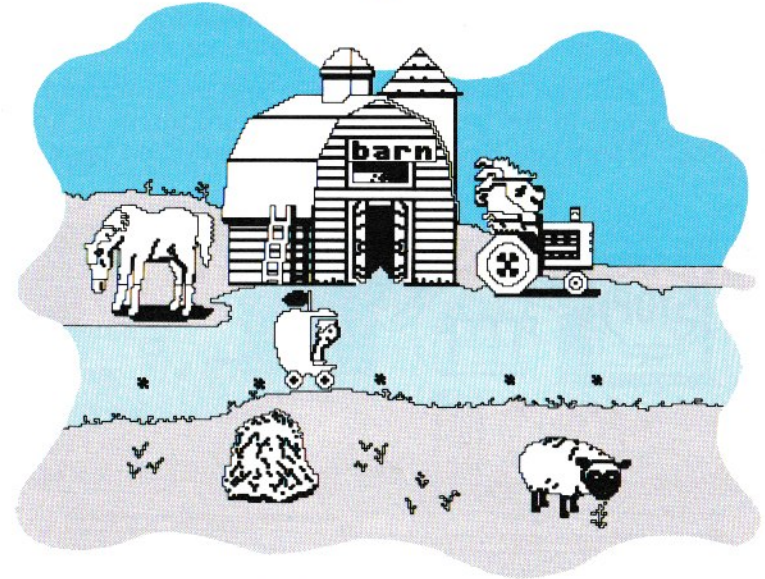
Skill One: Farm Environment

Lowly Worm is planning a trip—and he needs a tour guide. Feel up to the job? Here's how to help Lowly make this a trip to remember!

Skill One

In Skill One, Lowly gets his first chance to see the sights! Use the control stick to move his Apple Car along the road. When he lands on or near the red star closest to one of the objects in the scene, press either side button and watch what happens. The object comes to life and its name appears on the screen.

After Lowly explores all four scenes in the first environment, you can move on to the next. To do so, push the control stick right to guide Lowly's Apple Car to the far right of the last scene, then release the control stick. Now, push the control stick to the right again and hold it in that position until Lowly returns to the Game Map Screen.
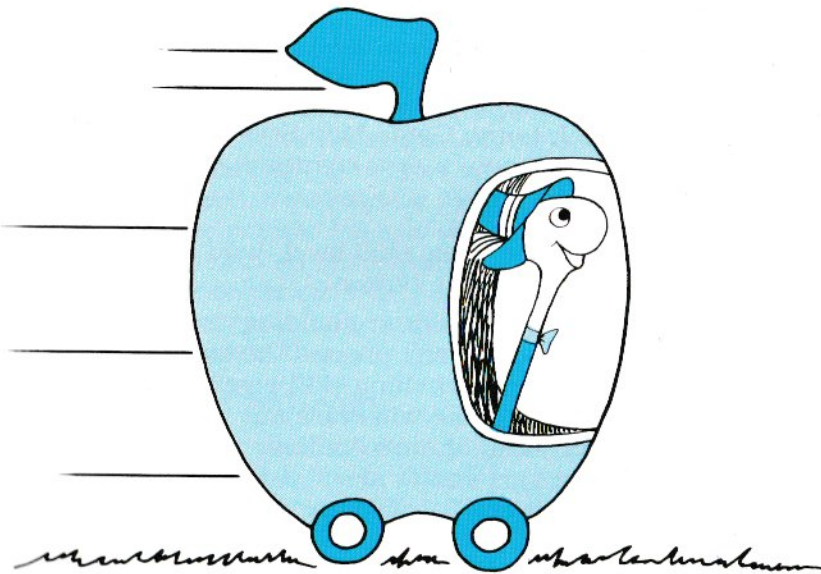
If you change your mind and decide to stay in the environment, just push the control stick left to make Lowly's Apple Car turn around before he returns to the Game Map Screen. Then you can drive through the environment for as long as you'd like.

Remember, you can change skill levels and environments or replay the game at the same level and environment at any time. See "When You Need a Change of Scene" on page 5.


FIND THIS OBJECT
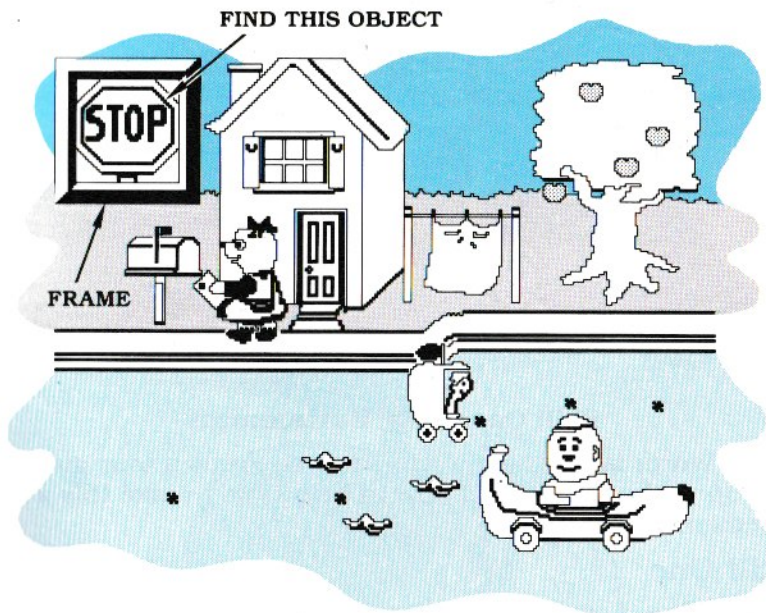
FRAME

Skill Two: Town Environment

Skill Two

When you play the game at Skill Two, you have to help Lowly find the object that appears in the frame at the corner of the screen. When he lands on or near the star closest to the object you think matches the one in the frame, press the side button. If the match is correct, the object comes to life and its name appears beside it on the screen. If the match is not correct, you'll hear the Try Again Sound and will have to continue looking for the correct object.

When you find the object that matches the one in the frame, a new object appears in the frame for you to find. After you've found eight different objects in one environment, the Good Job Song plays. Now you can drive around in the environment for as long as you'd like, or move on to the next environment by guiding Lowly's Apple Car to the right side of the last scene. Remember, if you change your mind you can turn the Apple Car around by pushing the control stick left before he returns to the Game Map Screen.

Of course, you can change skill levels or environments or restart the game at the same skill level. For detailed information, see page 5. If you restart the game at the same skill level, there will be a different set of objects for you and Lowly to find.
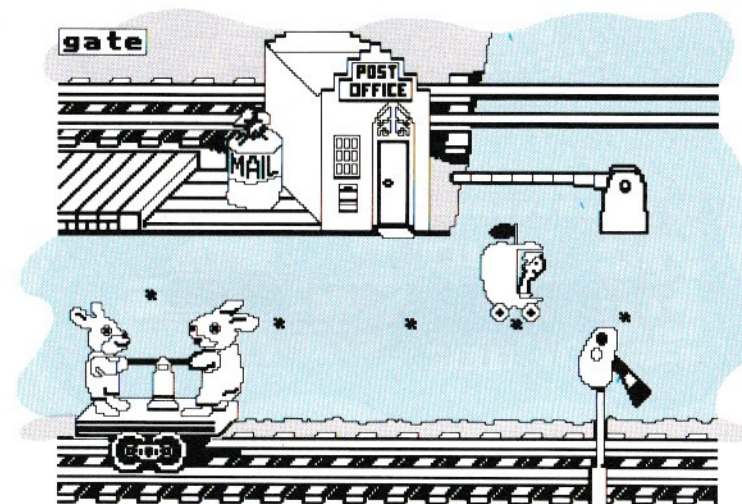

Skill Three: Railroad Environment

Skill Three

In Skill Three, a word appears in the upper left-hand corner of the screen. Can you help Lowly find the object that matches the word? You may have to look through all four scenes before you find it. When you do, the object comes to life and its name appears beside it on the screen.

Once you find the object, a new word appears in the corner of the screen. Play continues in the same way until you've matched eight different words and objects in one environment. After the Good Job Song plays, you can drive around for as long as you'd like or move on to the next environment.

As in other levels, you can get a different set of words to match by restarting the game at the same skill level. Or, change your skill level or environment. For detailed information, see page 5.
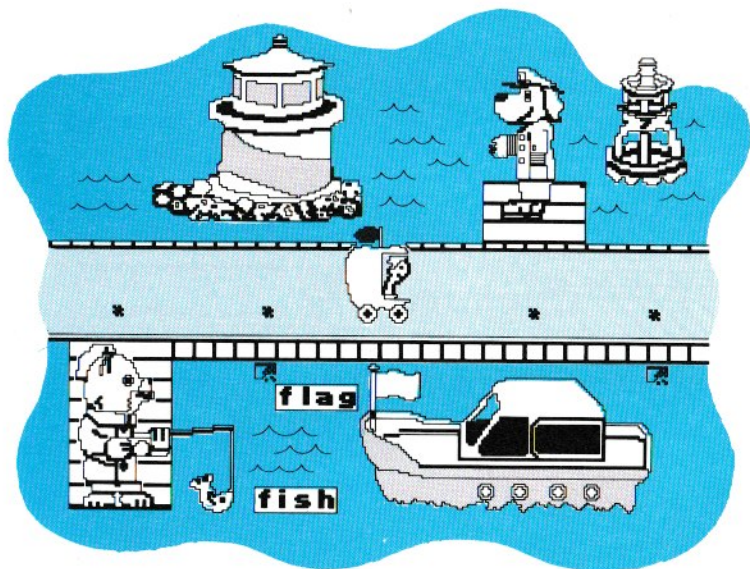
Skill Four: Harbor Environment

Skill Four

Skill Four is a scavenger hunt. A list of twelve words appears on the screen. Look it over and decide which objects you could find in the environment you're about to enter. Then make Lowly drive into the first scene of the environment you selected by pushing the control stick right. It's your job to help Lowly find the objects that match the words on the list.

You'll have to search high and low through every one of the six environments before you find all of them. Each time you find one of the objects, the corresponding word disappears from the list, until all the words are gone.

During the scavenger hunt, you do not have to go through the six environments in the order in which they appear on the Game Map. As in previous levels, you can switch environments at any time. Each time Lowly enters a new environment, he stops at the word list. Study it for a few moments, then push the control stick right to guide him into the first scene.

Once Lowly enters an environment, you may have trouble remembering which objects you're supposed to be looking for. If that happens, just push the control stick left and hold it in that position until Lowly arrives back at the word list.

Hold down * and press either side button at any time to see the words remaining in your scavenger hunt list. Hold down # and press either side button to go back to the Game Map Selection Screen to play in any environment you wish. After you've found all the objects, the game is over. You can start another scavenger hunt with a different list of objects to find at any time by switching to Skill Level 1, 2 or 3 and then returning to level 4.
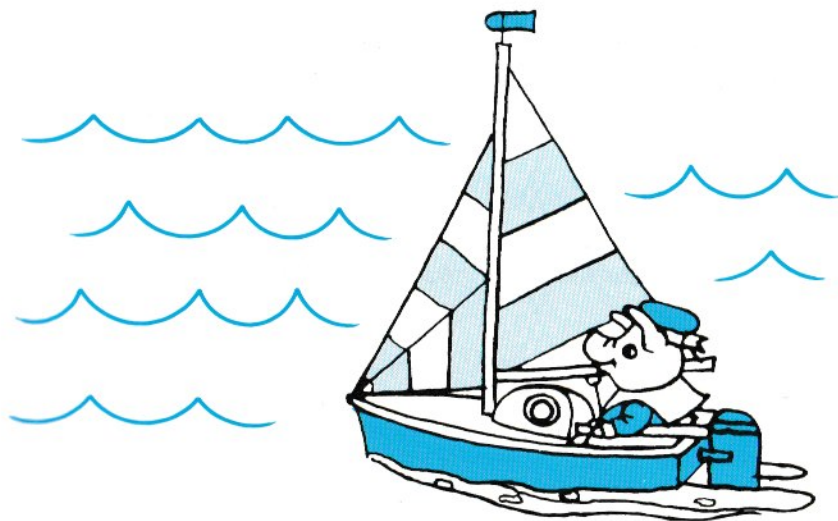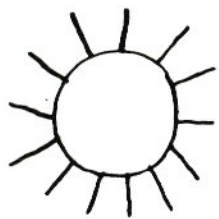
Summary of Controls

Control Stick

When the Game Map
Selection Screen appears,
use the control stick to move
the blue pointer over to the environ-
ment you want Lowly to explore first.
During a game, use the control stick to guide Lowly's Apple
Car along the road. Pushing the control stick right makes
Lowly move right. Pushing it left makes him move left.

To return to the Game Map, press the control stick right
until Lowly can go no farther. Release the control stick, then
press and hold it right until you return to the Map.
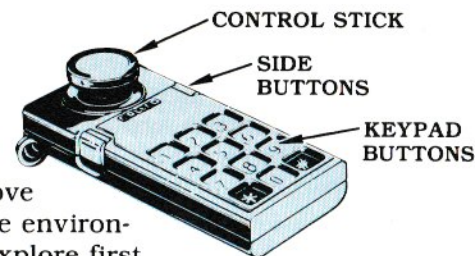
Side Buttons

Press either side button to
register your environment
selection from the Game Map
Selection Screen. To switch
environments during a game,
first hold down keypad button #,
then press either side button to return to the Game Map
Selection Screen. Now you can change environments by
pressing either side button while holding down keypad but-
ton 1,2,3,4,5 or 6. To change your skill level during a game,
press either side button while holding down keypad button
1,2,3, or 4.

CONTROL STICK

SIDE
BUTTONS
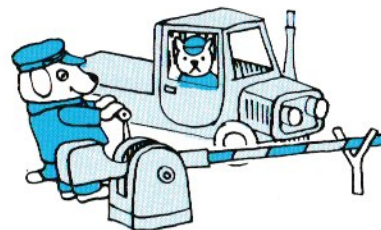
KEYPAD
BUTTONS

When Lowly's Apple Car is near one of the objects in a scene, press either side button to make that object animate and its name appear beside it on the screen.

At the end of a game, press either side button while holding down keypad button * to replay the game at the same skill level.

Keypad Buttons

When the Game Map Selection Screen appears, hold down keypad button 1,2,3,4,5, or 6, then press either side button to select an environment for Lowly to explore. When the Skill Selection Screen appears, press keypad button 1,2,3, or 4 to select a skill level for game play. During a game, hold down keypad button 1,2,3, or 4, then press either side button to change your skill level.

At the end of a game, hold down keypad button *, then press either side button to replay the game at the same skill level. During a game, hold down keypad button #, then press either side button to return to the Game Map Selection Screen where you can choose a new environment for Lowly to explore.

NOTE: ADAM is designed to be kind to your TV or monitor. However, to save wear and tear on your equipment and to conserve energy, we recommend that you turn off your equipment when it is not in use for more than one half hour.

COLECO