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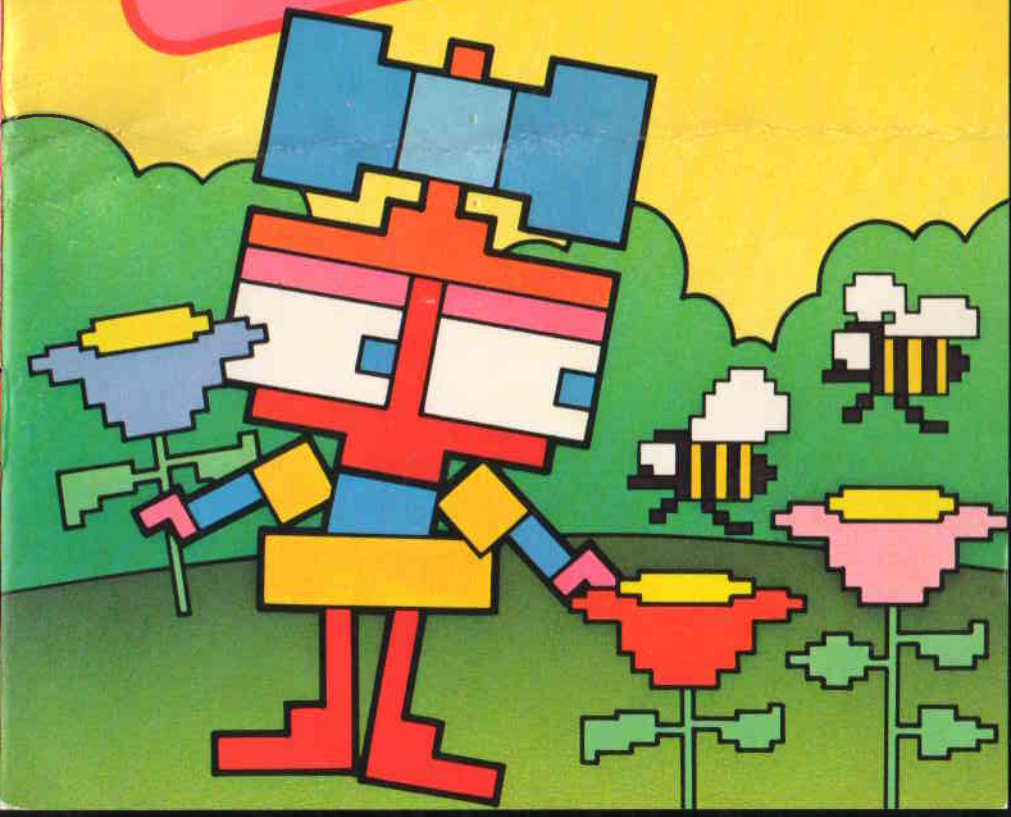
Games that teach
For ages 4 to 8

TINK!TONK!™ Tinka's Mazes

BY MERCER MAYER



Tinka's Mazes

BY MERCER MAYER

Designed and Developed by Angelsoft, Inc.

Congratulations on the purchase of your new Sprout software.

We hope you'll be pleased with the way this interactive adventure game teaches your child new skills while providing years of enjoyment.

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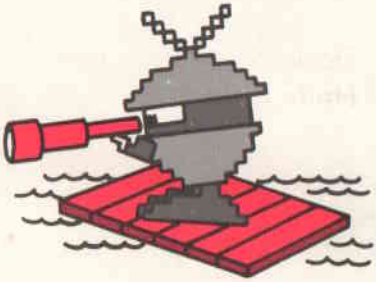
Meet the TinkTonks!

Imagine you have become a beam of light and are magically swept along inside your computer. Below you is a deep blue sea crisscrossed by a glowing grid. Above you is a peach-colored sky. On the horizon, little disk-shaped islands float in the air above the CrissCross Sea. You fly down for a closer look. On the islands are mountains and valleys, lakes and rivers, forests and fields. One island even has a little town with houses and streets. You have found TinkTonk Land, the home of the TinkTonks.

And here are the TinkTonks:



Tink is their trusty leader. He is good at helping all the TinkTonks.

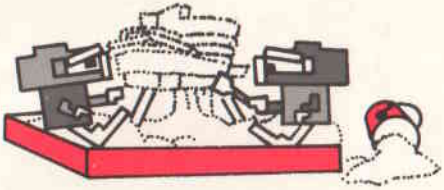
Tonk is Tink's best friend. He usually needs Tink's help, because he is good at getting into trouble.

Tuk tends the TinkTonk garden. He likes to watch his flowers grow.

Tinka is the best there is at Tonkerball.
She coaches the TinkTonk Team.

Zoomer is the speediest TinkTonk.
He is always in a big hurry.

Boomer is the biggest TinkTonk.
He is never in a hurry at all.



Teep and Beep are the little twin TinkTonks. You will find them in the sandbox.

The Great Gork is not a TinkTonk. He is a rascal who lives in a castle at the edge of the CrissCross Sea. He likes to make mischief in TinkTonk Land. Good thing Tink and Tonk know how to trip him up!

Now that you have met the TinkTonks, you can get to know them better in their computer programs and books. Have fun!

Introduction to Parents

Welcome to the world of Tink!Tonk! If you have not already done so, read Meet the TinkTonks! to your child and introduce the delightful characters in this software package. Now your child is ready to begin a fun-filled learning experience. Play *Tinka's Mazes* with your child, guiding him or her through the mazes and the math games in the program. (This is particularly important if your child has not yet begun to read.) After a little practice, your child should be able to pilot Tinka through the mazes and play the games independently.

Getting Started

What You Need

1. Color TV or monitor
2. 48K ATARI® computer or Commodore 64™ computer
3. Disk drive
4. Joystick (optional)

Loading Instructions for Atari Computer

1. Plug the joystick into Controller 1.
2. Turn on the TV or monitor.
3. Turn on the disk drive. Wait for it to stop whirring and the red, "busy" light to go off.
4. Hold the disk by the label. Carefully slide the disk into the disk drive. Close the disk drive door or latch.

5. Turn on the computer. The program will automatically load.

Loading Instructions for Commodore 64 Computer

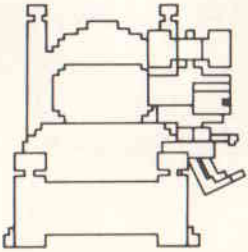
1. Plug the joystick into Control Port 2.
2. Turn on the TV or monitor.
3. Turn on the disk drive. Wait for it to stop whirring and the red, "busy" light to go off.
4. Turn on the computer.
5. Hold the disk by the label. Carefully slide the disk into the disk drive. Close the disk drive door.
6. Type LOAD "BOOT",8 and press [Return].
7. When you see READY, type RUN and press [Return].

   NOTE: Be sure that the [SHIFT/LOCK] key is up.

Care and Handling of Disks

To protect your disk, you should handle it carefully.

1. Always hold the disk by its label. Never touch the open oval part of the disk.
2. Never put your disk in the disk drive, or take it out, when the drive is making a whirring sound or when the red, "busy" light is on.
3. Always take your disk out of the disk drive before you turn off the drive.
4. When you're through using the disk, remove it from the disk drive and replace it in its protective sleeve.
5. Clean your disk drive often with material recommended by your computer dealer.



Playing Tinka's Mazes

MAIN MENU

After the program is loaded, Tinka walks onto the screen with Tinkypup and Tinkycat following behind. Press [Spacebar] twice to go to Tinka's bedroom. Tinka is still in bed, but it's time for School! Press [Spacebar] again to send Tinka on her way.

Should Tinka go directly to School? Or should she first travel through the Maze for some math fun? You decide. At the Main Menu, press [1] to go through the Maze. Press [2] to go to School.

Any time you want to go to the Main Menu, press [System Reset] if you have an Atari computer. Press [f1] if you have a Commodore 64 computer.

Difficulty Levels

Before going through the Maze or to School, you must first decide how hard you want the math problems to be. There are four levels of math problems:

Level 1: Less or more
Level 2: Counting
Level 3: Simple addition
Level 4: Arcade addition

Each difficulty level has its own section in this handbook. You can find more information about each level there.

Press the number of the level you want. Levels 1, 2, and 3 are on side one of the disk. Level 4 is on side two. To get Level 4 on side two, press [1] for Maze and then press [4] at the Level Menu. If side two is already in the drive, press [1] for Maze and then press [4].

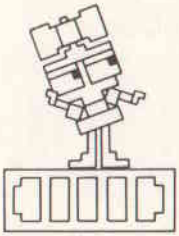
Piloting Tinka through the Maze

You can pilot Tinka through the Maze with either a joystick or the computer keyboard. If you use the keyboard, use these keys:

Special Movement Keys

(Atari computer)		(Commodore 64 computer)
[↑]	up	[I]
[↓]	down	[M]
[←]	left	[J]
[→]	right	[K]

NOTE: Press any key on the keyboard, except Special Movement Keys, to stop Tinka. Press a Special Movement Key to start Tinka again.



Level 1

MAZE

Using a joystick or the keyboard, pilot Tinka through the Maze to a gate. Make sure she stands over the gate and faces forward. (If you use a joystick, pull

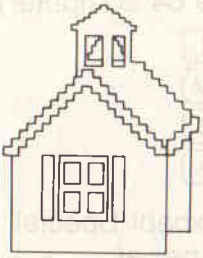
down on it to get a math problem on the screen.)

When Tinka's feet touch a gate, two separate groups of animals come onto the screen. One group has more animals than the other. An arrow moves from group to group. You are asked, WHICH IS MORE? or WHICH IS LESS? When the arrow points to the correct group, press [Spacebar].

If you are right, the gate opens and you can pilot Tinka to the next gate.

If you are wrong, you hear a low "beep" and can try again. You can try as many times as you like to give the right answer.

Tinka must pass through nine gates to reach School.

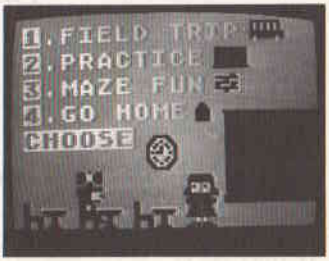


SCHOOL

At School, there is more math fun. You and Tinka can go on the Field Trip and play math games with the animals or stay in the classroom for some math Practice.

You can also pilot Tinka for some Maze Fun. Or you can send Tinka back Home.

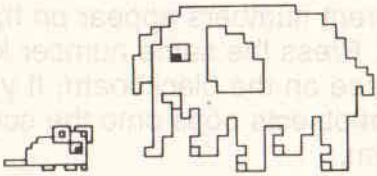
Press the number key of your choice.



Field Trip

You can play five animal games on the Field Trip:

1. Elephants
2. Mice
3. Bees
4. Crabs
5. Fish



Press the number key of your choice.
Then press (1) to play. For on-screen help, press (2).

Elephants: Two groups of elephants stomp onto the screen. One group is larger than the other. An arrow moves from group to group. You are asked, WHICH IS MORE? or WHICH IS LESS? When the arrow points to the correct group, press (Spacebar). If you are right, the elephants stomp to music for you!

If you are wrong, you hear a low "beep" and can try again. You can try as many times as you like to give the right answer.

Mice: You play this game the same way as the Elephants game. If you give the right answer, music plays and the mice eat the cheese!

Bees: Press any number key on the keyboard from 1 to 9. The number appears on the screen and that number of bees buzz in!

Crabs and **Fish:** These games are played the same way as the Bees game. Press any number key from 1 to 9 for the wave to wash up the crabs, or for the fish to swim in.

Practice
Tinka is ready for some math Practice. How about you?

Five different numbers appear on the blackboard, one at a time. Press the same number key on the keyboard that you see on the blackboard. If you are right, that number of objects pops onto the screen and you can count them.

Press [Spacebar] to go on to the next problem.

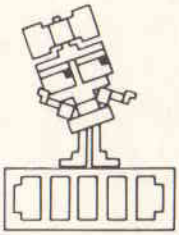
If you press a wrong number key, you hear a low "beep" and the teacher shakes her head. You can try as many times as you like to give the right answer.

At the end of Practice, the teacher dances to some music for you!

Maze Fun
Pilot Tinka through the Maze just for fun. At the end of the Maze, Tinka arrives back at School.

Go Home
When Tinka gets back Home, you can play Tinka's Mazes over again. Just press [Spacebar] for more math fun!

Level 2



MAZE

Using a joystick or the keyboard, pilot Tinka through the Maze to a gate. Make sure she stands over the gate and faces forward. (If you use a joystick, pull down on it to get an addition problem on the screen.)

When Tinka's feet touch a gate, some animals come onto the screen. You are asked, HOW MANY? Count the animals and press that number key on the keyboard. If you are right, you hear a high "beep" and the number appears on the screen. Then the gate opens and you can pilot Tinka to the next gate.

If you press a wrong number key, you hear a low "beep" and can try again. You have two tries to give the right answer. After a second wrong answer, the right answer appears on the screen and the gate opens.

Tinka must go through nine gates to reach School.

SCHOOL

At School, there is more addition fun. You and Tinka can go on the Field Trip and play math games with the animals or stay in the classroom for a counting Quiz.

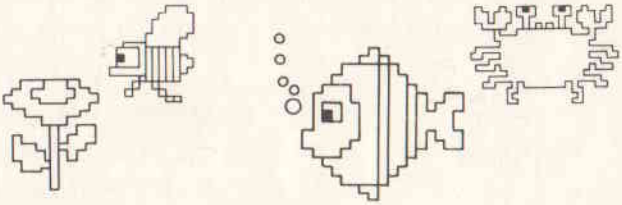
You can also pilot Tinka for some Maze Fun. Or you can send Tinka back Home.

Press the number key of your choice.

Field Trip

You can play five animal games on the Field Trip:

1. Elephants
2. Mice
3. Bees
4. Crabs
5. Fish



Press the number key of your choice.
Then press [1] to play. For on-screen help, press [2].

Elephants: Some elephants stomp onto the screen. The number of the elephants appears on the screen. You are asked, WHAT NUMBER COMES NEXT? Press the number key of the next number. If you are right, the number of the key you pressed appears on the screen. One more elephant is added to the group to show how many in all. Then music plays and the elephants join trunks and tails!

If you press a wrong number key, you hear a low "beep." You have two tries to give the right answer. After a second wrong answer, the right answer appears on the screen with that number of elephants.

Mice: Some mice scurry onto the screen. Count the mice and press that number key. If you are right, music plays and the cat scares the mice away!

If you press a wrong number key, you hear a low "beep." You have two tries to give the right answer. After a second wrong answer, the right answer appears on the screen and the mice eat the cheese.

Bees, Crabs, and **Fish:** These games are played the same way as the Elephants game. Count the animals and press the number key of the number that comes next. If you are right, music plays and the bees buzz in, the crabs wave their claws, and the fish blow bubbles!

Quiz

For a fun Quiz, count the objects above the blackboard and press that number key on the keyboard. You have 10 tries. At the bottom of the screen is a row of boxes. You hear a high "beep" for a right answer. Every right answer puts a star in a box, and makes the teacher dance a little jig!

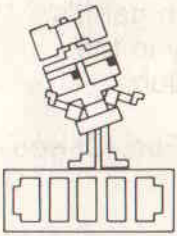
If you press a wrong number key, you hear a low "beep." A box disappears and the teacher shakes her head.

Can you give enough right answers to make the teacher jump into the air?

Maze Fun
Pilot Tinka through the Maze just for fun. At the end of the Maze, Tinka arrives back at School.

Go Home
When Tinka gets back Home, you can play Tinka's Mazes over again. Press [Spacebar] for more addition fun!

Level 3



MAZE

Using a joystick or the keyboard, pilot Tinka through the Maze to a gate. Make sure she stands over the gate and faces forward. (If you use a joystick, pull down on it to get an addition problem on the screen.)

When Tinka's feet touch a gate, some animals come onto the screen. You are asked, HOW MANY? Count the animals and press that number key. If you are right, you hear a high "beep" and the number appears on the screen.

Some more animals then appear and you are told how many more.

Next, you are asked, NOW HOW MANY? Add the number of animals on the screen and press that number key. If you are right, you hear a high "beep"

and the number appears on the screen. Then the gate opens and you can pilot Tinka to the next gate.

If you press a wrong number key, you hear a low "beep" and can try again. You have two tries to answer HOW MANY? After a second wrong answer, the right answer appears on the screen. Then you have two tries to answer NOW HOW MANY? After a second wrong answer, the right answer appears on the screen and the gate opens.

Tinka must go through nine gates to reach School.

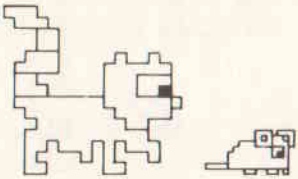
SCHOOL
At School, there is more addition fun. You and Tinka can go on the Field Trip and play math games with the animals or stay in the classroom for a math Quiz.

You can also pilot Tinka for some Maze Fun. Or you can send Tinka back Home.

Press the number key of your choice.

Field Trip
You can play five animal games on the Field Trip:

1. Elephants
2. Mice
3. Bees
4. Crabs
5. Fish



Press the number key of your choice.

Then press [1] to play. For on-screen help, press [2].

Elephants: Some elephants stomp onto the screen. You are asked, HOW MANY? Count the elephants and press that number key. Some more elephants then come onto the screen. You are asked, HOW MANY MORE? Press that number key. Finally, you are asked, HOW MANY IN ALL? Add together all the elephants and press that number key. If you are right, music plays and the elephants spout water!

If you press a wrong number key, you hear a low "beep" and can try again. You have two tries to give the right answer to each of the questions. After a second wrong answer, the right answer appears on the screen.

Mice, Bees, Crabs, and **Fish:** These games are played the same way as the Elephants game. If you answer the addition problems correctly, music plays and the mice eat the cheese, the bees flap their wings, the crabs wave their claws, and the fish blow bubbles!

Quiz

Above the blackboard is a group of objects, a plus (+) sign, and another group of objects. On the blackboard is an addition problem. Add up the numbers. (You may use the objects to help you.) Press the number key of the total.

You are given 10 addition problems to answer. At the bottom of the screen is a row of boxes. You hear a high "beep" for a right answer. Every right answer puts a star in a box, and makes the teacher dance a little jig!

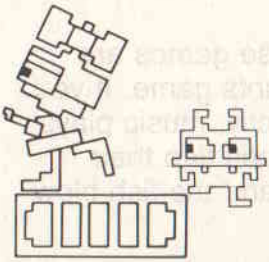
If you press a wrong number key, you hear a low "beep." A box disappears and the teacher shakes her head.

Can you give enough right answers to make the teacher flip her wig?

Maze Fun
Pilot Tinka through the Maze just for fun. At the end of the Maze, Tinka arrives back at School.

Go Home
When Tinka gets back Home, you can play Tinka's Mazes over again. Press Spacebar for more addition fun!

Level 4

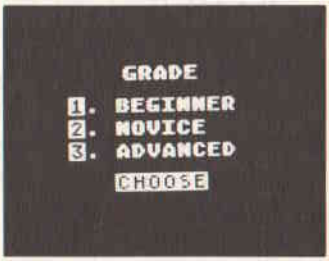


Are you ready for action? Level 4 tests your addition and your game-playing skills! Pilot Tinka to School through the Maze. Open each gate by answering addition problems. You win points for each correct answer.

But watch out! Mazers (Animals and Maze Meanies) run wild through the Maze. Hooky Bears guard Hooky Bear Land. Tinka must get to School before you run out of time. You can read more about Mazers and Hooky Bears on page 20.

GRADES

Before the action begins, first choose which Grade level you want to play. After you choose the Grade you want, you can see the Game Plan screen. This screen



gives you helpful hints on how to get Tinka to School with the most points. Press (Y) if you want help. Press (N) to get into the Maze.

Each Grade is different:

1. Beginner
   Single-digit addition problems
   The least amount of Animals (no Maze Meanies)
   As much time as you need to reach School
2. Novice
   Double-digit addition problems
   More Animals
   Some Maze Meanies
   14 minutes to reach School
3. Advanced
   If you choose this Grade, you have three choices to make:

   Math Problems
   1. Hard (single-digit addition problems)
   2. Harder (addition problems with one double-digit number)
   3. Hardest (addition problems with two double-digit numbers)

   NOTE: For double-digit addition problems, answer from right to left. The black answer box shows you where the numbers go.

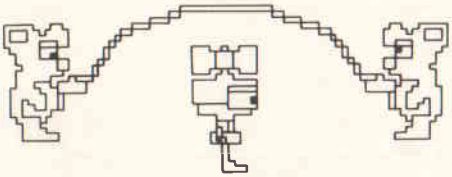
   Maze Time
   1. Lots of time (17 minutes)
   2. Medium time (14 minutes)
   3. Short time (12 minutes)

Number of Mazers
1. Not many Mazers
2. Some Mazers
3. Loads of Mazers

MAZERS

Animals: If an Animal touches Tinka, you lose five points.

Maze Meanies: Maze Meanies are only in the Novice and Advanced Grades, not in the Beginner. They run wild through the Maze. If a Meanie touches Tinka, she is sent to Hooky Bear Land.



Hooky Bears: Help Tinka find her way back into the Maze as fast as you can! You lose time here. Hooky Bears want Tinka to play hooky from School. If a Hooky Bear touches Tinka, she must jump rope with the Bears.

You can win bonus points by collecting school objects in Hooky Bear Land.

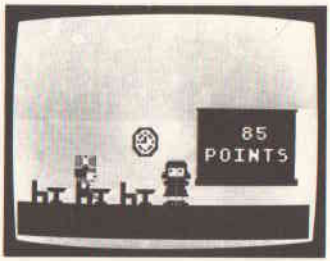
WARNING BELL

A bell rings at the beginning of the game. This tells you that Tinka is on her way to School. The bell rings again when you have two minutes left to get to School. If Tinka does not reach School before the end of the game, you lose all your points.

SCORING

You win five points for every addition problem you answer correctly. You win 15 points for objects you find in Hooky Bear Land. Points you win are added to

the ones you have. If an Animal touches Tinka, you lose five points.



To win the game, Tinka must reach School before time runs out. Tinka sits in any one of three chairs, depending on the number of points you get.

Each Grade is different:

Beginner

Over 100—Tinka graduates.
91–100—Tinka sits in the first chair.
81–90—Tinka sits in the second chair.
80 or less—Tinka sits in the third chair.

Novice

Over 125—Tinka graduates.
111–125—Tinka sits in the first chair.
91–110—Tinka sits in the second chair.
90 or less—Tinka sits in the third chair.

Advanced

Over 135—Tinka graduates.
121–135—Tinka sits in the first chair.
101–120—Tinka sits in the second chair.
100 or less—Tinka sits in the third chair.

Your score appears on the bottom of the screen. If Tinka arrives at School on time, your final score is on the blackboard. If Tinka is late for School, she sits at the back of the class and you lose all your points.

GAME PLAN

Here are some helpful hints on how to get to School on time with the most points:

Tinka should go down through the Maze, to the left.

Try to find your way to School first, and then go back and answer as many addition problems as you can. This way, Tinka usually gets to School on time.

Try to open all the gates on a row to win lots of points before moving down through the Maze.

Searching for school objects outside the Maze usually is not the best way to collect points. The objects are hard to find and you use up a lot of time.

Tinka cannot open gates going up. Try to leave gates open as escape routes for Tinka.

Dead ends are dangerous! Try not to go into them. If you get trapped in a dead end, there is no place for Tinka to run from a Mazer!

If a Mazer is chasing Tinka, run off the screen if you can. Usually Tinka will not have time to escape through an open gate.

When you hear the final warning bell, you have only two minutes to get Tinka to School on time!

When Tinka is late for School, she sits at the back of the class and you lose all your points.

Special Keys

Atari Computer

[System Reset] Takes you to the Main Menu.

[↑] Moves Tinka up through Maze.

[↓] Moves Tinka down through Maze.

[←] Moves Tinka left through Maze.

[→] Moves Tinka right through Maze.

[Spacebar] Sends Tinka to Main Menu from Home; chooses WHICH IS MORE and WHICH IS LESS; gives next problem in Practice or Quiz.

Commodore 64 Computer

[f1] Takes you to the Main Menu.

[I] Moves Tinka up through Maze.

[M] Moves Tinka down through Maze.

[J] Moves Tinka left through Maze.

[K] Moves Tinka right through Maze.

[Spacebar] Sends Tinka to Main Menu from Home; chooses WHICH IS MORE and WHICH IS LESS; gives next problem in Practice or Quiz.

Off-screen Activities

The following activities reinforce the skills your child has already practiced in *Tinka's Mazes*: distinguishing which is more and which is less; counting; simple, single-digit addition; more complex, double-digit addition.

More and Less: Place 12 to 15 small items such as crayons, marbles, or plastic playing chips in front of your child. Separate the items into two unequal groups, and ask your child, "Which is more?" and "Which is less?" Have your child estimate the answer just by looking, and then verify the answer by counting the number of items in each group.

Vary the difficulty level by increasing the total number of items and decreasing the difference between the two groups.

What Number Comes Next?: Place 9 small items such as crayons, marbles, or plastic playing chips in front of your child. Write the numbers 1 – 9 on individual index cards, and place them face-up beside the array of items. Hand one card to your child, and have him or her identify the number on it. Then ask your child to choose that number of items from the array. Ask, "What number comes next?" Have your child find that number card and add one more item to his or her array. Then help your child count the total number of items and tell you how many in all.

How Many In All?: Place a sheet of 8½ × 11″ construction paper in front of your child. Fold the paper into three equal sections. Print a single-digit number in the top section, a plus sign and another single-digit number in the middle section, and an equals bar along the second folded line. Have your child draw the corresponding number of objects to represent each of the numbers in this addition problem, and add the numbers to solve the equation. (Have your child count the number of objects to verify his or her answer.) Then ask your child to write the total and draw the corresponding number of objects in the bottom section of the paper.

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