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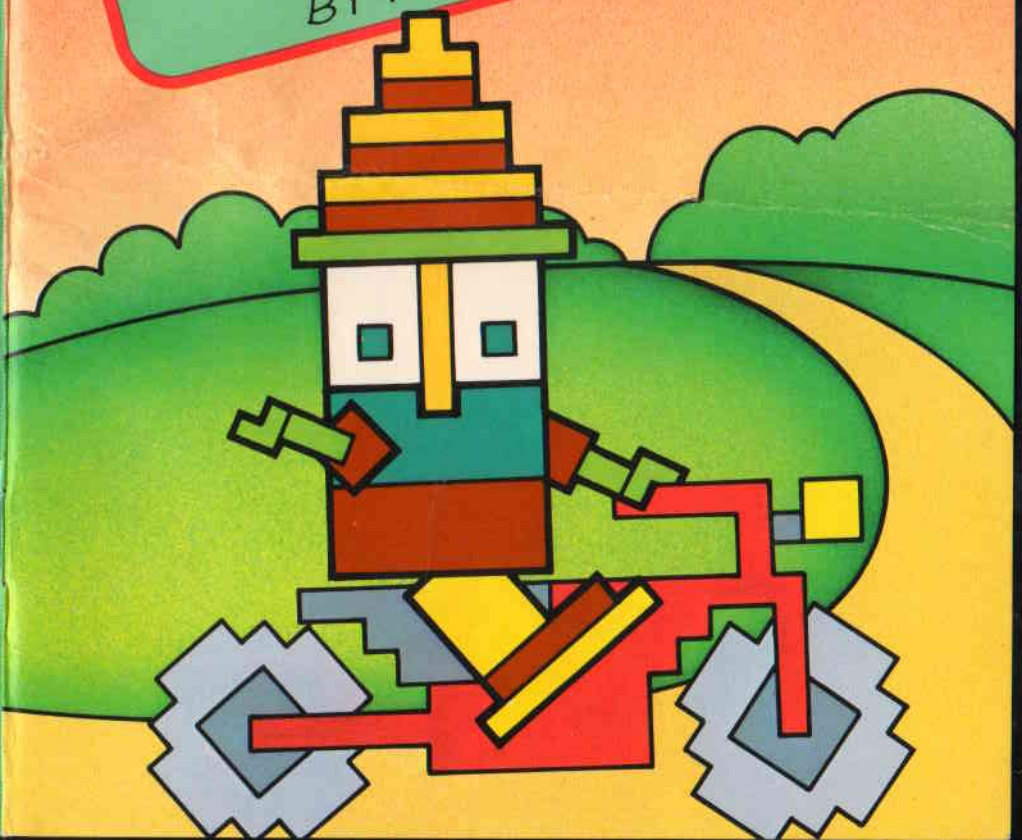
Games that teach
For ages 4 to 8

TINK!TONK!™ Tuk Goes to Town

BY MERCER MAYER



Tuk Goes to Town

BY MERCER MAYER

Designed and Developed by Angelsoft, Inc.

MINDSCAPE INC.

Table of Contents

Meet the TinkTonks! 4
Getting Started 6
What You Need 6
Loading Instructions 6
Care and Handling of Disks 6
Playing Tuk Goes to Town 7
Main Menu 7
Go to Town 8
Play a Game 11
Farm 12
Fair 13
Forest 14
Seashore 15
Toy Store 16
Market 17
Clothes Store 18
Special Keys 19

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.

This is only one of many software programs that provide the right balance between education and entertainment. All Sprout programs encourage creativity, stimulate a child's imagination, teach new skills, are challenging, and just plain fun.

You can depend on Sprout software for fun-learning games because it's from Mindscape, a subsidiary of SFN Companies. SFN is the country's #1 elementary and high school textbook publisher—they've been helping the nation learn for more than 100 years. This same commitment and dedication to quality education is behind Mindscape software. Mindscape stands for the very best in entertaining, educational software.

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Manufactured in U.S.A.

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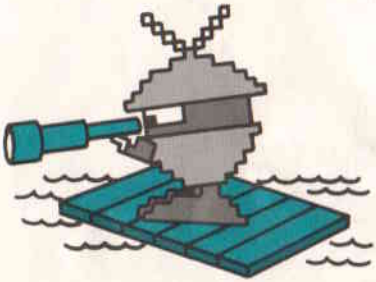
Meet the TinkTonks!

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.

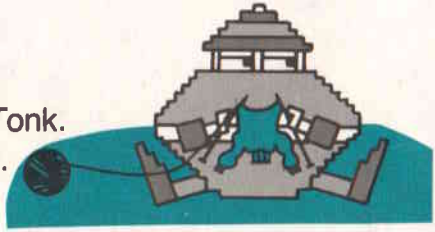
Tonk is Tink's best friend. He usually needs Tink's help, because he is good at getting into trouble.

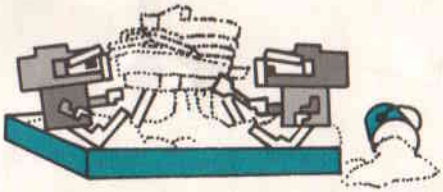
Tuk tends the TinkTonk garden. He likes to watch his flowers grow.

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!

Getting Started

What You Need

1. Color TV or monitor
2. 48K ATARI® computer or Commodore 64™ computer
3. Disk drive

Loading Instructions for Atari Computer

1. Turn on the TV or monitor.
2. Turn on the disk drive. Wait for it to stop whirring and the red, "busy" light to go off.
3. Hold the disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
4. Turn on the computer. The program will automatically load.

Loading Instructions for Commodore 64 Computer

1. Turn on the TV or monitor.
2. Turn on the disk drive. Wait for it to stop whirring and the red, "busy" light to go off.
3. Turn on the computer.
4. Hold the disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door.
5. Type LOAD "*",8 and press [Return] .
6. 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.

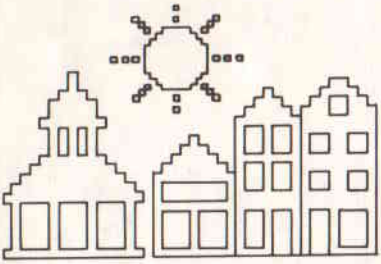
Playing Tuk Goes to Town

MAIN MENU

After the program is loaded, Tuk's music begins and he walks out of his house. Press [Spacebar] twice to go to the Main Menu.

There are two choices on the Main Menu. Press [1] if you want to go to town with Tuk. Press [2] if you want to go to the Game Menu to choose a game.

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.



Go to Town

The sun is shining in TinkTonk Land. It is a perfect day for Tuk to go to town. How should Tuk travel? Should he ride on his motorcycle or take the train? Will he travel through the forest or pass along the seashore? Tuk needs your help to decide.

First, choose how Tuk should travel. There are eight choices:

1. **Car**
2. **Truck**
3. **Bus**
4. **Train**
5. **Motorcycle**
6. **Tugboat**
7. **Speedboat**
8. **Raft**

Tuk can travel in one vehicle each trip to town. Press the number of your choice.

Next, choose which places you would like Tuk to travel through on his way to town. There are four places to choose from:

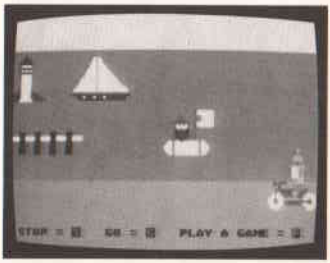
1. **Farm**
2. **Fair**
3. **Forest**
4. **Seashore**

Tuk can travel through two different places each trip to town. Press the numbers of your choices. Or Tuk can travel through the same place twice. Press the same number two times.

The scenery changes each trip to town. So watch for fun and surprises!

On the way to town, you can stop Tuk, make him go faster, or play a game.

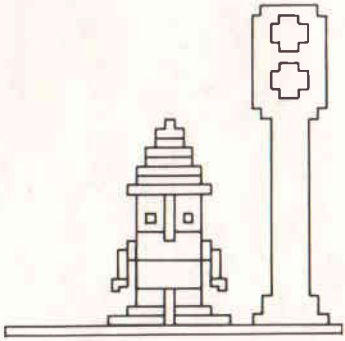
Press [S] to stop Tuk. Press [G] to make Tuk go faster, or to start Tuk moving again after [S] is pressed. Press [P] to play a game.



At the end of a game, you can play again or continue to town.

Press [1] to play again.

Press [2] to go to town.



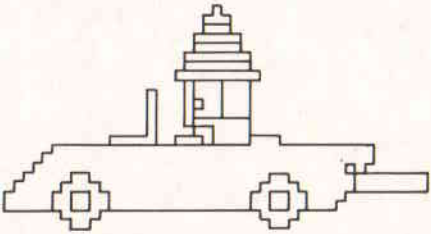
When Tuk gets to town, he needs your help to cross the busy street. Press [Spacebar] to change the traffic light from red to green so Tuk can cross.

There are three stores to visit in town—Toy Store, Clothes Store, and Market—and there is a game to play in each store.

Press [G] to make Tuk faster when he is in town.

There is a lot to see and do when Tuk goes to town.

Have a good trip!



Play a Game

You can play a game on the way to town. Or you can go straight to the Game Menu by pressing [2] at the Main Menu. There are seven games to choose from:

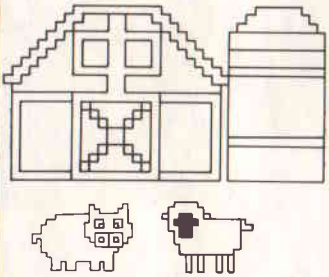
1. **Farm**
2. **Fair**
3. **Forest**
4. **Seashore**
5. **Toy Store**
6. **Market**
7. **Clothes Store**

Press the number of the game you want to play.

You can play again at the end of a game.

Press [1] to play again.
Press [2] to go to the Main Menu.

Press [ESC] to stop playing a game if you have an Atari computer. Press [RUN/STOP] if you have a Commodore 64 computer.



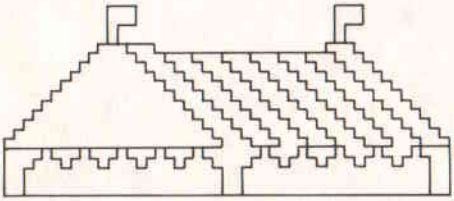
1. Farm

This game helps you practice spelling and build your vocabulary. The letters of an animal name or a farm word are scrambled on the screen. Unscramble and spell the animal name to pen the animals, or unscramble and spell the farm word to bale the hay.

Press [1] or [2]. Animal Names is easier to play than Farm Words.

1. Animal Names: Pictures of the animal whose name you will unscramble and spell appear on the screen. Each correct keypress makes an animal jump into the pen. This word list is shorter than the list for Farm Words.

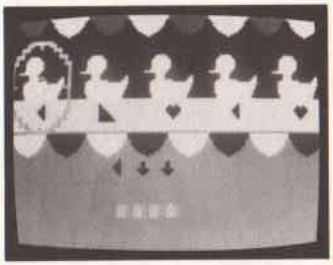
2. Farm Words: There are no pictures to help you unscramble and spell the farm word. Pictures of haystacks appear on the screen. Each correct keypress bales the hay. This word list is longer than the list for Animal Names.



2. Fair

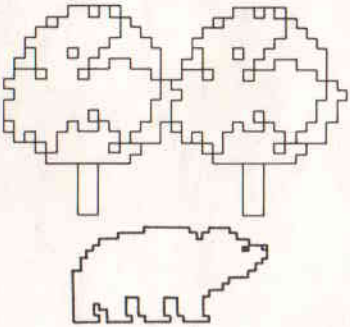
This arcade-type game is just for fun.

At the top of the screen is a row of ducks. The duck at the far left is framed in a sight. Below the ducks, different shapes move across the screen. The shapes can move either slow or fast. Some shapes also line up across the center of the screen. Bullets line up below the shapes in the center.



To play the game, match and shoot the shapes from left to right. Press [Return] when you see the shape in the sight that matches the shape in the center. You lose a bullet if you don't match the shape.

Press [←] or [→] to move the sight to another duck if you have an Atari computer. Press [J] or [K] if you have a Commodore 64 computer. Can you shoot down all five ducks?



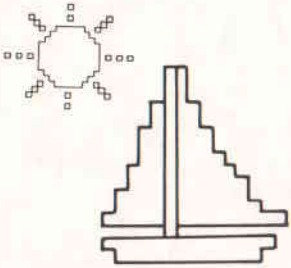
3. Forest

This game tests your concentration and memory. Different shapes or letters are hidden in the forest. Press keys [1] through [9] to find where the shapes or letters are hiding. The number in the lower, right-hand corner of the screen tells you how many tries you have to find them. Each keypress counts as a try. Press [P] for "peek" for one free try to see where all the shapes or letters are hiding.

Press [1] or [2]. Hidden Shapes is easier to play than Hidden Letters.

1. Hidden Shapes: Different shapes are shown at the bottom of the screen. Matching shapes are hidden in the forest. Find the shapes in the forest to match the ones at the bottom of the screen.

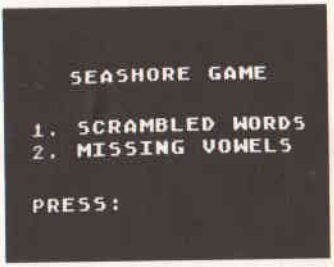
2. Hidden Letters: Letters are hidden in the forest. The forest word to spell is shown at the bottom of the screen. Find the letters in the forest to spell the word.



4. Seashore

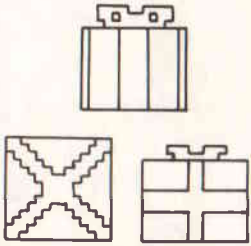
This game gives you more practice with spelling and building your vocabulary. The letters of a seashore word are scrambled on the screen, or the vowels of a seashore word are missing. Unscramble and spell the seashore word, or type in the missing vowels, to help Tuk win a boat race. You can choose the wind speed to be Fast or Faster. The Fast wind speed gives you more time to spell the word or type in missing vowels.

Press [1] or [2]. Scrambled Words is easier to play than Missing Vowels.



1. Scrambled Words: A scrambled seashore word is shown at the bottom of the screen. Two boats race from the left side of the screen to the right side. Each correct keypress moves Tuk's boat forward. Spell the word fast enough for Tuk to win the race, and you will see a picture of the seashore word you spelled. The word list for this game is shorter than for Missing Vowels.

2. Missing Vowels: A seashore word is spelled at the bottom of the screen, but all the vowels are missing. Each correct keypress moves Tuk's boat forward. The word list for this game is longer than for Scrambled Words.



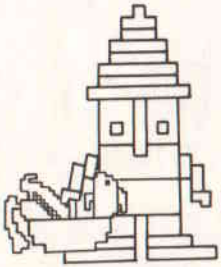
5. Toy Store

This game gives you practice looking at shapes and patterns. It also helps you practice spelling and build your vocabulary. Eight packages appear on the screen. Each package has a letter below it. One package is different from the others. Press the letter key of the different package. The eight packages will then change. Find the different package again and press its key. Keep doing this until you spell a toy-store word.

Press [1] or [2]. Which One is Different is easier to play than Not Like the Others.

1. Which One is Different: When you finish spelling the toy-store word, you will see a picture of it on the screen. The word list for this game is shorter than for Not Like the Others.

2. Not Like the Others: In this game, one package is different from the others, but it is harder to find. You can try to spell the word when you think you know it. Press [Return] to tell the computer you want to spell the word. An arrow will appear on the screen to show you where to type in a letter. If you spell the word wrong, you will have another chance to spell it again from the beginning. The word list for this game is longer than for Which One is Different.



6. Market

This game gives you more practice with shapes, and helps you practice spelling and build your vocabulary. Different shapes sit on the left side of a scale. More shapes are below the scale. The shapes below the scale have letters in them. Press the letter key of the shapes below the scale that match the shapes on the left side of the scale. Each correct keypress puts a matching shape on the right side of the scale. When the market word is completely spelled, the scale balances.

Press [1] or [2]. Match the Shapes is easier to play than Find the Word.

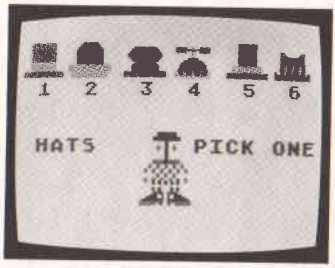
1. Match the Shapes: You have as many tries as you want to spell the market word. A wrong keypress moves the right side of the scale all the way down. When you completely spell the word, you will see a picture of the what you spelled. The word list for this game is shorter than for Find the Word.

2. Find the Word: You see only half of the shapes on the left side of the scale. This gives you a clue of what shapes to match below the scale. A wrong keypress moves the

right side of the scale all the way down. You can press a wrong key twice. If you don't spell the word before you use up your tries, the scale will balance and the computer will spell the word for you. The word list for this game is longer than for Match the Shapes.

7. Clothes Store

This game is just for fun! Tuk is in the Clothes Store and and can try on some new clothes. At the top of the screen is a row of shirts. Press the number key of the shirt you would like Tuk to try on. Then do the same for a pair of pants, shoes, and a hat. You can dress Tuk any way you want.



Special Keys

Atari Computer

[System Reset] Takes you to the Main Menu.

[ESC] Stops a game.

[S] Stops Tuk during trip to town.

[G] Starts Tuk moving again after [S] is pressed, or speeds Tuk along.

[P] Takes you to a game during trip to town; allows one free peek during Forest Game.

[←] Moves sight left in Fair Game.

[→] Moves sight right in Fair Game.

[Return] Shoots down ducks in Fair Game; signals computer you want to spell a word in Toy Store Game.

[Spacebar] Advances program to next screen.

Special Keys

Commodore 64 Computer

f1	Takes you to the Main Menu.
RUN/STOP	Stops a game.
S	Stops Tuk during trip to town.
G	Starts Tuk moving again after S is pressed, or speeds Tuk along.
P	Takes you to a game during trip to town; allows one free peek during Forest game.
J	Moves sight left in Fair Game.
K	Moves sight right in Fair Game.
Return	Shoots down ducks in Fair Game; signals computer you want to spell a word in Toy Store Game.
Spacebar	Advances program to next screen.

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