Education – Ages 4-8

Spelling with the Tink Tonks™

(Formerly Tuk Goes to Town)

By Mercer Mayer

Designed and developed by Angelsoft, Inc.

Educational Benefits

Helps children:

- Strengthen visual discrimination skills
- Practice spelling and build vocabulary
- Improve critical thinking skills
- Become comfortable with the computer

Features

- Challenging for ages 4 to 8
- Interactive story and five multilevel educational activities
- Bold, high-resolution graphics
- Clear, on-screen instructions
- Lively animation
- Original music throughout

"Primary teachers often struggle to make vocabulary and spelling lessons interesting. This program appropriately teaches these skills through a variety of games."– Teaching and Computers, *October, 1985.*

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THUNDER MOUNTAIN
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Northbrook, IL 60065-1167

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Atari® 48K
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THUNDER
MOUNTAIN

Spelling with the TinkTonks™

By Mercer Mayer

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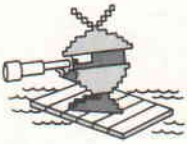
Meet the TinkTonks!

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 Criss-Cross 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.

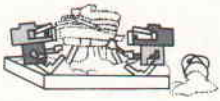
Tonk is Tink's best friend. He usually needs Tink's help, because he is good at getting into trouble.

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 the software package. Now your child is ready to begin a fun-filled learning experience. Play *Spelling with the TinkTonks* with your child, guiding him or her through the adventures and 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 Tuk through the Land of Buddy-Bots and play the games independently.

Getting Started

What You Need

- Commodore 64™ or 128™ (in 64 mode); Atari® 800™, 800XL™, 65XE™ or 130XE™ (48K minimum); Apple® II+, IIe or IIc (64K minimum); or IBM® PC, PCjr™, Tandy® 1000 family, or 100% IBM compatible computer (128K minimum)
- Color monitor or TV
- Single disk drive

Loading Instructions

Follow the instructions below for your computer type. Keep your eyes open for special instructions in the rest of the manual for your type of computer.

Commodore

1. Turn on the monitor or TV.
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**.

Atari

1. Turn on the monitor or TV.
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.

Apple

Note: Be sure that the *Caps/Lock* key is down.

1. Turn on the monitor or TV.
2. Hold the disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
3. Turn on the computer. The program will automatically load.

IBM

1. Turn on the monitor or TV.
2. Hold the disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
3. Turn on the computer. The program will automatically load.
4. When you see the Display Choice screen, choose RGB, composite, or TV. The program will then advance to the title screen. (This applies to IBM PC and some compatibles only.)

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.

IBM

Using the Red and White Bars

Simple on-screen directions and other important information appear in text windows at the bottom of the screen. Sometimes, you will need to "cycle through" several text windows to read all the information on a screen. Here's how you "cycle through":

1. Look at the bottom of the screen.
2. If you see a single red bar, follow the directions on the screen.
3. If you see a single red bar with one or more white bars, press Ins. Each time you press Ins the red bar moves to the right. When the red bar covers the last white bar, you have finished reading or "cycling through" the information. If you want to "cycle through" the information again, keep pressing Ins.

NOTE: If you don't want to "cycle through," press F1 once. This overrides Ins and allows you to play the games without reading all the information on each screen.

Playing Tuk Goes to Town

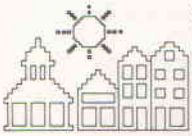
MAIN MENU

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.

Apple and IBM users: If you would like to hear music during Tuk's travels, press **Y** (for Yes) when you're asked the question. If you don't want to hear music, press **N**.

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 computer. If you have an Apple, hold down the **Control** key and press **Reset**. If you have an IBM PC, hold down the **Ctrl** key and press **Break**. If you have a PCjr, hold down the **Fn** key and press **Break**.



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.

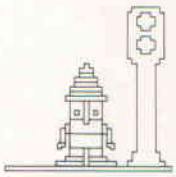
The scenery changes each trip to town. So watch for fun and surprises!

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:

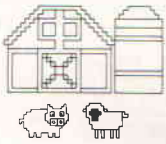
1. **Farm**
2. **Fair**
3. **Forest**
4. **Seashore**
5. **Toy Store**
6. **Market**
7. **Clothes Store**

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, Apple or IBM computer. Press **RUN/STOP** if you have a Commodore computer.



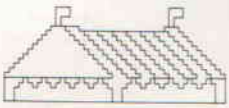
1. Farm

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.



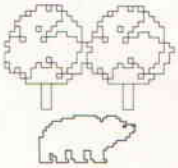
2. Fair

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** or **Enter** 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, Apple or IBM computer. Press **J** or **K** if you have a Commodore computer. Can you shoot down all five ducks?



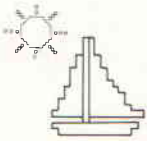
3. Forest

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.



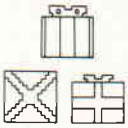
4. Seashore

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** or **Enter** 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.

Commodore 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.

Apple Computer

Control plus 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.

IBM Computer

Fn plus Break / Ctrl plus Break — 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.

Enter (↵) — 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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