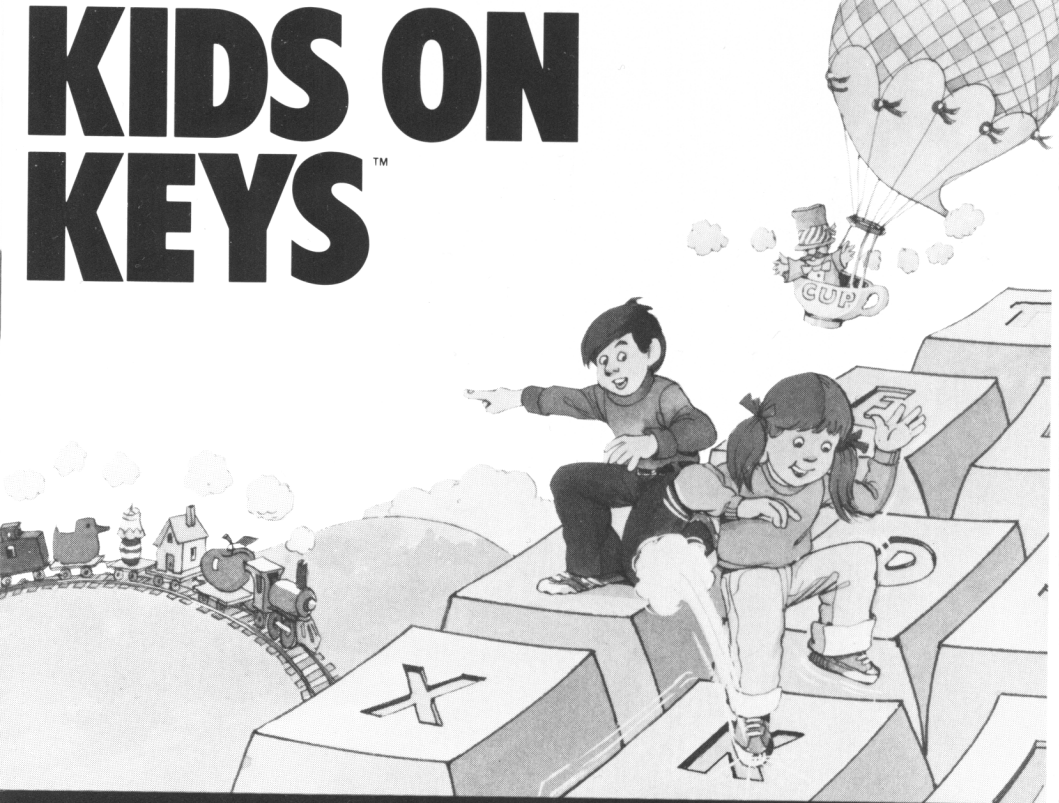
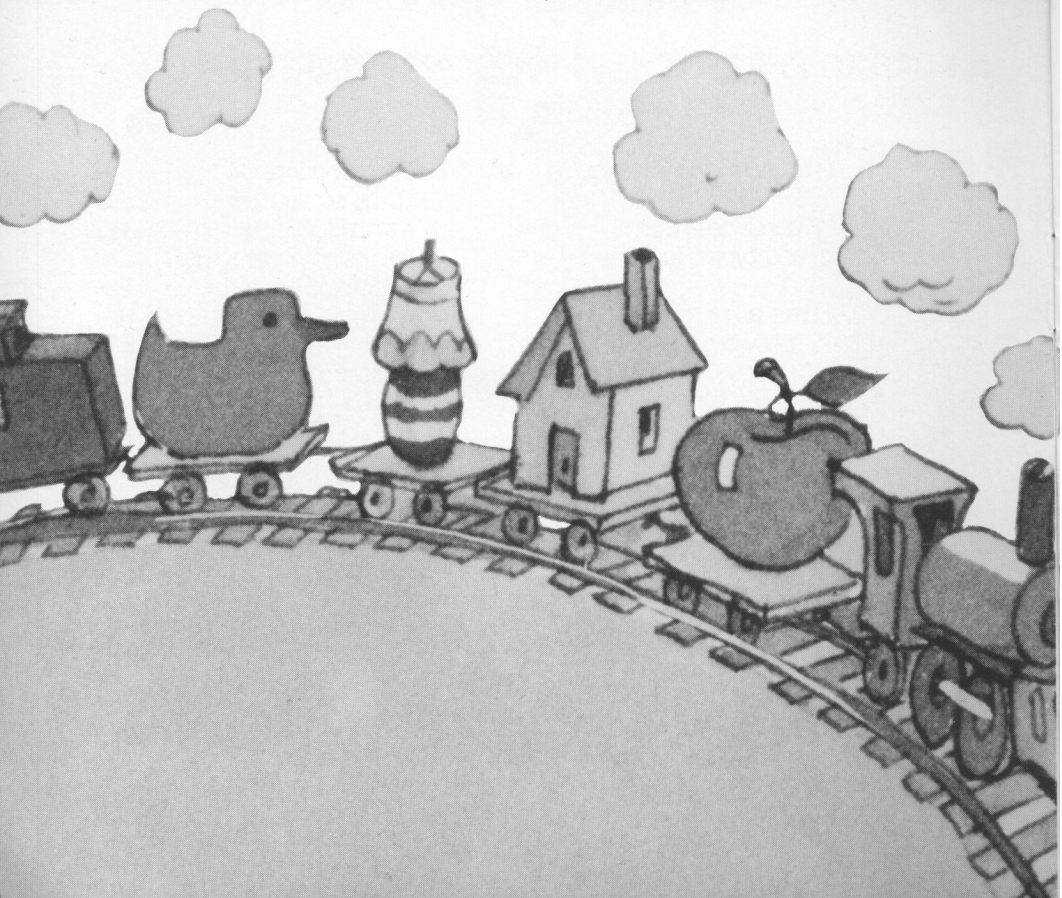


KIDS ON KEYS™





A NOTE TO PARENTS

Any child 3 to 9 years old will enjoy this game.

KIDS ON KEYS combines letters, numbers, words, and typing in three playful ways.

In Game 1, letters and numbers float down the screen, followed by a balloon with a word in it. The child has to find the matching keys and then type in the correct word quickly – before the images disappear. Game 2 has the child type in the word that matches the colorful picture moving down the screen. And in Game 3, children choose the word that correctly identifies the picture they see.

Bright colors and lively music will captivate and delight the child who plays these games.

KIDS ON KEYS introduces children to the computer keyboard while they learn to identify numbers, letters, and words.

This program will provide children with hours of fun.

GETTING STARTED

Atari® and Commodore 64™

1. Turn off the computer.
2. Put the cartridge in the cartridge slot (if you are using an Atari 800 computer, place the cartridge in the left hand slot.)
3. Turn the computer on. The opening title will shortly appear on the screen.

NOTE: TURN OFF THE COMPUTER BEFORE REMOVING THE CARTRIDGE.

When you put KIDS ON KEYS into the computer, the following main menu will appear:

GAME 1
LEVEL 1

You will choose one of three games and four levels you want to play.

PLAYING WITH THE ATARI® COMPUTERS:

Press the **option** key to move the indicator.

Press the **select** key to choose the level and game.

Press the **start** key to begin to play.

Press the **space bar** if you want to erase.

To return to the main menu, press

select.

PLAYING WITH THE COMMODORE 64™:

Press the **f1** key to move the indicator.

Press the **f3** key to choose the level and game.

Press the **f7** key to begin to play.

Press the **space bar** if you want to erase.

To return to the main menu press **f3**.





GAME

1

Type in the letters and numbers that float down the screen. After 15

letters and numbers a balloon carrying a boy and displaying a word will appear. Type in the word on the balloon to score extra points.

Increase the level to make the letters and numbers fall faster. Levels 1 and 2 use three letter words on the balloon. Levels 3 and 4 use four letter words.

GAME 2

As a picture moves down the screen type in the word that identifies it.

There is only one word to match each picture.

You have three tries to type the correct word. The points decrease with each of the three tries.

There is a bonus round where only part of a picture is shown. Gain bonus points by typing in the word that identifies the partial picture.

In Level 1 only the first letter of the word is required. In Levels 2, 3, and 4, the speed that the word moves down the screen increases, and you have to type the entire word before the picture disappears.

GAME 3

Each round in this game shows pictures that are numbered 1 to 5.

A word will appear on the screen and you will have to type in the number that identifies it before the word disappears.

You have three tries to type the correct answer. The points decrease with each of the three tries.

There is a bonus round in which you can gain extra points by correctly identifying a picture that only partially appears on the screen.

Frieda Lekkerkerker is a teacher and programmer who specializes in the development of learning games for young children.

Package and Instruction Booklet
Illustration: Bill Morrison

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