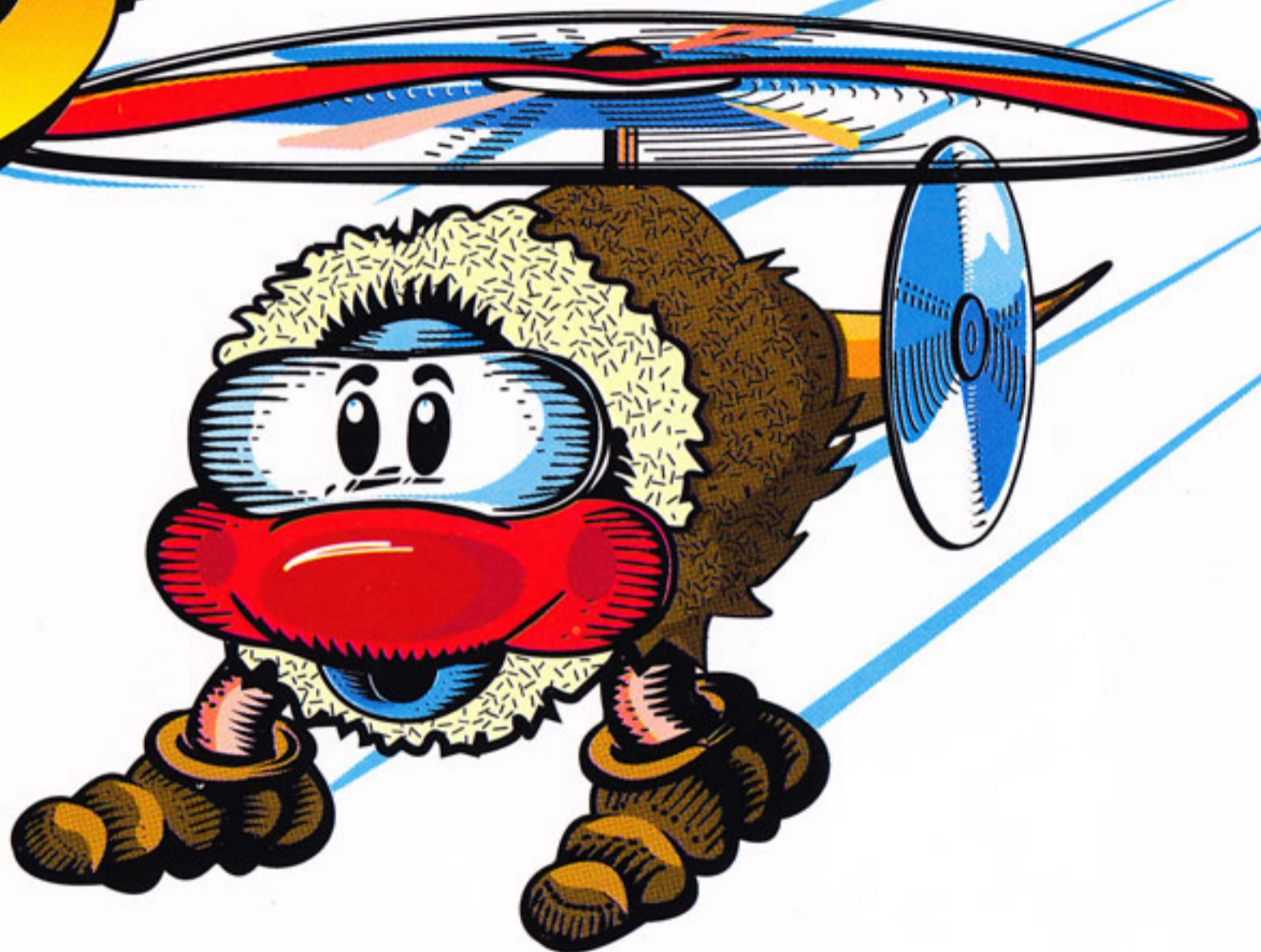


SPELLBOUND!



User Guide



That's Great
*Edutainment*TM

SPELLBOUND!

User Guide



LANDER

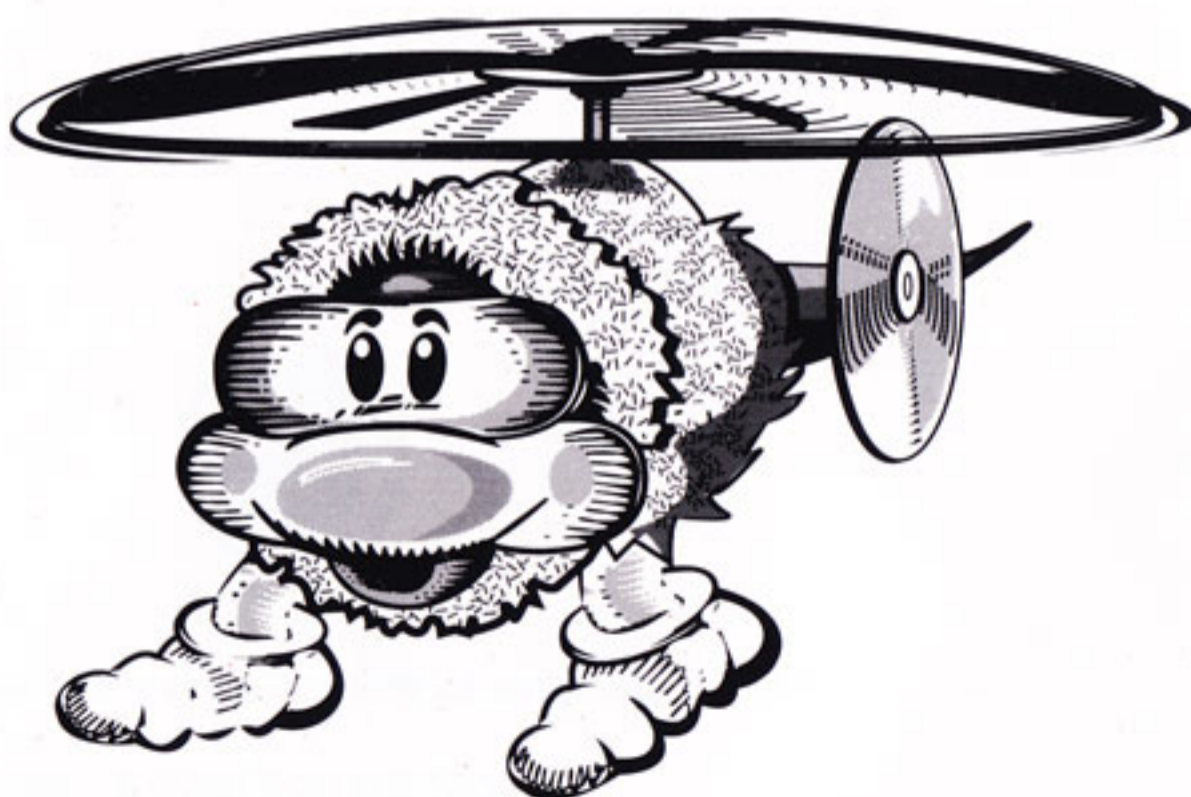
An original program by William Cochrane and Donald Anderson

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SPELLBOUND!

WELCOME to ***SPELLBOUND!*** and to the new world of computer **edutainment**.

In case you haven't heard of "**edutainment**" before, it is a form of software somewhat removed from the type normally produced by educational publishers. It has a much greater game element and, consequently, a much increased entertainment value. However, although its primary object is fun and excitement, educational relevance and content have not been forgotten. *That's Edutainment!*

We suggest you take a few minutes to study these notes. In particular, we refer you to **Terminology** on page 4. If you want to start right away, go to **Getting Started** on page 9.

Keeping ahead

Research has shown that children who are ahead in the early years of their schooling are likely to remain ahead throughout their academic careers. Early access to a computer can, undoubtedly, provide a significant, added advantage. It is an extremely powerful tool which can be used with great effect right across the curriculum. It is, however, never too late to start.

SPELLBOUND! is suitable for all ages and most abilities. It is flexible, effective and fabulous fun!

Good practice ... some suggestions

Your computer is both a valuable and vulnerable piece of equipment. It is sensible to keep food and drink well away from it. Clean the disc heads occasionally in accordance with the manufacturer's instructions.

Our software is supplied on discs and cassettes which are extremely reliable. In certain circumstances however, they may be affected by static electricity and stray magnetic fields. Seek advice if static appears to be a problem.

Always keep discs and cassettes well away from magnets and devices which contain them (such as electric motors and loudspeakers). When not being used, place discs and cassettes in their sleeves and boxes to protect them. Do not leave them lying about.

Terminology

We use bold letters inside chevron brackets < > for single keys such as <Space>, <Enter> or <Return>.

<Enter> refers to the keys marked ↵, Enter or Return.

A hyphen means that you press two keys together: ie, <Ctrl-T> means “while holding down <Ctrl>, press and release <T>”.

<Ctrl> refers to the keys marked Ctrl or Control.

Before you start - README

Most of our programs supplied on disc have README files which may contain tips, suggestions, ideas and information on changes etc made after the documentation was printed. Please refer to the *Quick-Start Guide* (page 10) for your computer before loading the program.

About SPELLBOUND!

SPELLBOUND! is an exciting arcade type adventure game with a significant difference.

Not only does it provide hours of fun and amusement for all users, it also helps develop and improve logic, memory, spelling, spatial awareness, judgement, tenacity and co-ordination skills. No-one is too young or too old to benefit!

Unlike ordinary computer games, you are encouraged to succeed by tackling each game at a level of difficulty which suits *you* (see pages 6-8).



fig 1 Meet HAL on the title screen



SPELLBOUND! features:

- **Five exciting adventures:**
 - Dungeon delirium (rares in the caves)
 - Submarine insanity (steep in the deep)
 - Manhattan madness (*fig 2*: scare in the air)
 - Alaskan ice scream (snow help at all)
 - Spaceship frenzy (no bars on Mars)
- **Control section:** Set difficulty and customise for each user
- **High score table:** Encourage performance and competition (*fig 3*)
- **Great flexibility:** Avoid repetition - edit/replace words, focus on specific homework lists
- **Stunning graphics and exciting sound effects**

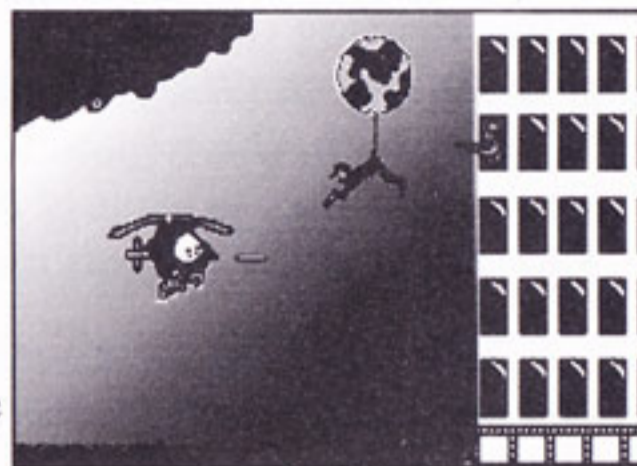


fig 2 Manhattan madness

Name	Score	Keys
William	1000	55
Don	900	55
Liz	700	44
Richard	800	44
Sobby	700	44
Ron	600	44
bob	400	40
Richard	400	44
Michael	300	33
Peter	200	22

fig 3 High Score Table

The story

HAL is Henrietta's American cousin (if you don't know who Henrietta is yet, you had better find out about our best-selling program *HENRIETTA'S BOOK of SPELLS*). She has asked him for help because of on-going difficulties with that most wicked of witches, Morgana the Morbid.

Morgana has entrusted her magic wand to that twisted genius, Professor Grime, who has concealed it in a secret location under lock and key —*five locks and five keys, to be precise*.

Your task is to find and win the five keys from the Prof as quickly and efficiently as possible and remove Morgana's wand to prevent further misuse (*fig 4*). You do this by collecting letters and words, whilst defending yourself against all kinds of cleverly disguised robots from the mad Prof's laboratory.

The more difficult you make your task, the more points you earn. A minimum of 50 points are awarded each time a robot is destroyed. A High Score Table adds to the excitement and records best results.



fig 4 Success!

Control Section

After loading the program and entering the correct password (please refer to your **Quick-Start Guide**) a screen with Hal will appear. Press any key to continue. The next screen is the one from which you either start the games running or access the Control Section (*fig 5*). To access it, point and click with your left mouse button on the “Control Section”.

You will then see a screen like this:

Unless stated otherwise, to alter a setting, point and click your left mouse button on the box alongside the appropriate icon. For detailed help, point and click on HELP!

Number of “lives”:

This determines the number of times your helicopter etc can be destroyed without ending the game. Set from 3 (very difficult) to 15 (relatively easy).

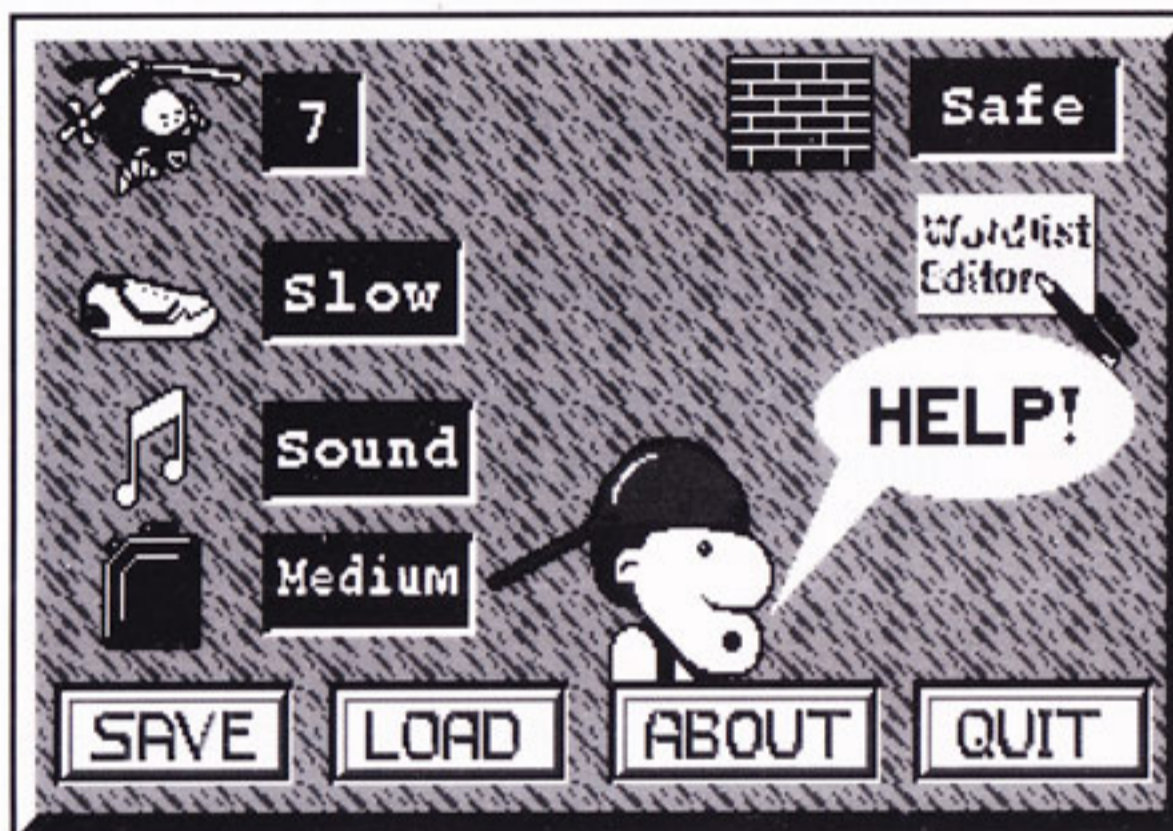


fig 5 Control Section

Speed:

Alter the speed of Professor Grime’s robots.

Choose between Low, Medium and High. You get 100 extra points for destroying a robot on High, 50 extra on Medium, none on Low.

Music:

Choose between music or sound effects. If your computer runs short of memory (RAM), it will default to sound effects only.

Fuel:

Start with Low, Medium or High quantities of fuel. You get 100 extra points for destroying a robot on Low, 50 extra on Medium, none on High.

Walls:

You can run the program with walls “Safe” or “Deadly”. If set to “Safe”, you will not be penalised for hitting an obstacle other than a robot. When set to “Deadly”, hitting a wall means losing a life. You get single points for destroying a robot on Safe, double for Deadly.

Word list editor: This lets you edit all or any of the words supplied by us. You can also add new words up to 11 letters long. See below for further details.

If ***SPELLBOUND!*** is to be used by a younger child, it should be set up initially by an adult. Some guidance will be appreciated at first. But you will be amazed how little adult involvement will be required. In no time at all, a child's skill usually exceeds that of the average parent. *You have been warned!*

Word list editor

You can easily edit the words supplied by us on disc and create new, personalised word lists. You can create as many different lists as disc space will allow and each can have from a minimum of 10 words up to a maximum of 75. Each word may have from 1 - 11 letters and mixed sizes in each list are fine.

At the Control Section, select the "pencil and slate" icon (*fig 7*) or the appropriate number/letter. Then select the HELP button for step-by-step guidance.



fig 7 "Pencil & slate icon"

Hints on gameplay

1 Defaults: Start off with the defaults set by us. These are:



**Number
of lives**

7



Speed

Slow



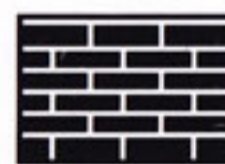
Music

Sound



Fuel

Medium



Walls

Safe

With these settings, you will have a fair chance of getting through the first level or two at your first attempt. More experienced players may get through more.

- 2 Control your helicopter, submarine and spacecraft in the usual way with a suitable joystick.* You shoot by pressing the "fire" button.
- 3 Each time you destroy a robot, a letter will appear. Collect the letters in the correct order to spell a target word displayed at the beginning of each level. If you accidentally pick up a wrong letter (or if you want to pick it up and leave it somewhere more convenient), simply move your helicopter etc to where you want to drop the letter and press **<Delete>**.

Note that you can drop a letter anywhere (on that particular level) but with this restriction: you can only have 1 letter and 1 robot or 2 letters and no robots on a screen at any one time.

Judicious movement of letters can improve the speed of your game considerably. *Time saved = fuel saved = bonus points.*

- 4 You may be offered letters which you do not want. Ignore or remove them to where they do not affect your task.
- 5 Some robots are particularly difficult to avoid, others are difficult to destroy. There is, of course, always a way. *Persevere until you find it!*
- 6 Remember, points are awarded not only for every robot destroyed, but also for fuel saved. Sometimes it could be worth missing a target.
- 7 If you forget the target word at any time, help is available by pressing a single key (see the **Quick-Start Guide** for your computer). *Each time you do this, points are deducted (equal to those awarded for destroying a robot at the then, current setting). Concentration pays dividends!*
- 8 Once you have found all five keys and captured Morgana's wand, or have run out of lives, an animated screen appears followed by a high-score table. Enter your name for posterity if you have scored enough.
- 9 If you find the initial program (default) settings too difficult, increase the number of lives (up to 15) and or change the fuel setting to High. Once you have completed all five games successfully, speed up the action, reduce the fuel and, eventually, make the walls "**Deadly**". Your earlier confidence will be shaken, but it will provide lots of fun and excitement.
- 10 You can edit the word list supplied and use words up to 11 characters long. You can even insert foreign words (although accents may cause a problem). For full details, see **Word list editor** on page 7.

* AMIGA and ST; PCs can use keyboard also.

National Curriculum

The program deals with several important aspects of the National Curriculum. (The National Curriculum applies to England & Wales only. However, Scotland, Ireland and many other countries have broadly similar standards and requirements.)

It will help in developing and improving logic, memory, spatial awareness, judgement, spelling, tenacity and co-ordination skills.

As ***SPELLBOUND!*** permits the use of words of varying lengths and difficulty, it can be used with an unusually wide range of students.

SPELLBOUND! can be used as successfully on a one-to-one basis as it can by a small group (children and/or adults). It can become a focal point for animated debate. This helps develop essential social skills such as communication, understanding and co-operation.

However, you should remember that spelling and language work are not the principal objects of ***SPELLBOUND!***

For more intensive work (although great fun also), we recommend ***HENRIETTA'S BOOK of SPELLS.***

Loading instructions

Before using this program for the first time, please spend a few minutes studying the ***Quick-Start Guide*** for your computer (page 10). It gives essential information to ensure trouble-free operation.

Getting started

An important feature of ***SPELLBOUND!*** is the ease with which it may be configured to suit any user. If you wish to customise the program now, after loading the program, go to the **Control Section** (see page 6). You can then view and alter various important settings. On-screen help will guide you.

We suggest however, that in the first instance, you run the program using the defaults set by us. Do this by following the instructions for your computer in the ***Quick-Start Guide.***

Quick-Start Guides

We know you are anxious to get started, but please spare just a few minutes to study the following notes for your computer. It could save time and frustration later!

Please ensure you have read and understand the Conditions of Licence on page 14.

Note that to use ***SPELLBOUND!*** on the AMIGA and ST, a joystick is required. It is not essential (but desirable) on a PC.

Now turn to the page number shown against your computer (see below). If your computer is not listed here, please refer to the separate ***Quick-Start Guide*** supplied with the program.

IBM PCs and compatibles – page 10

Commodore AMIGA and Atari ST– page 12

IBM PCs and compatibles

Before you start - README

Your master program disc has a **README** file which may contain tips, suggestions, ideas and information on changes etc made after the documentation was printed. Check this file before running the program or making a working copy.

Do it this way:

- 1 Insert your ***SPELLBOUND!*** master disc into a disc drive.
- 2 Make this the current drive.
- 3 Type `readme` then press **<Enter>**.
- 4 To print out the contents of the **README** file,
type `copy readme.txt prn` then press **<Enter>**.

Making a working copy

Your program is protected in a special way which permits maximum flexibility with the minimum of fuss. You can make working copies of all discs in the usual way, something which we strongly recommend. If in doubt, please refer to your computer manual.

If you have a hard disc, create a suitable directory and copy all files from your **SPELLBOUND!** master discs to this directory.

Each time you want to run the program, you must follow the appropriate procedure set out below.

Loading instructions

Loading from a floppy disc:

- 1 Insert your **SPELLBOUND!** working master program disc into a disc drive.
- 2 Make this the current drive.
- 3 Type `sb` then press **<Enter>** to load the program.
- 4 When the Validation Screen appears, it will ask you to enter a password which the computer has chosen at random from this Guide.
- 5 Locate the password, type it and then press **<Enter>**.
The program will now run.

***NB:** Whilst the program is running, you may be given on-screen instructions to change discs. When this happens, remove the current disc and insert a copy of the disc requested.*

Loading from a hard disc:

- 1 Make the **SPELLBOUND!** directory your current directory.
- 2 Type `sb` then press **<Enter>** to load the program.
- 3 When the Validation Screen appears, it will ask you to enter a password which the computer has chosen at random from this Guide.
- 4 Locate the password, type it and then press **<Enter>**.
The program will now run.

***NB:** When searching for a password, count only words and headings printed in black. Disregard all coloured words (if any).*

Control Section

To access this section, press **<Ctrl-T>** at the **Control Screen** or point and click your left mouse button on the **<Control Section>** box. You can then view and alter various settings by pressing the appropriate number or letter or by using your mouse. Press **<F1>** or click on **HELP!** for assistance.

Quitting the program

- 1 Return to the **Control Screen** by using **<Esc>**.
- 2 Press **<Shift-Q>**. You will exit the program and return to DOS.
Note that if <Caps Lock> is "on", you must press only <Q>.

Commodore AMIGA and Atari ST

Before you start - README

Your master disc has a **README** file which may contain tips, suggestions, ideas and information on changes etc made after the documentation was printed.

Check this file before running the program or making a working copy.

Do it this way:

AMIGA

- 1 Load the program following the instructions below.
- 2 Press <F1> at the loading screen to view the **README** file.

ST

- 1 When at GEM, insert your **SPELLBOUND!** master program disc in drive <A>.
- 2 Double click on <A>.
- 3 Double click on <README>.
- 4 Click on 'SHOW' to view document or 'PRINT' to print it out.

Making a working copy

Your program is protected in a special way which permits maximum flexibility with the minimum of fuss. You can make working copies of all discs in the usual way, something which we strongly recommend. If in doubt, please refer to your computer manual. However, each time you want to run the program, you must follow the procedure set out below.

Loading instructions

- 1 Insert your **SPELLBOUND!** working master program disc into the disc drive.
- 2 Reset your computer and the program will load. When the Validation Screen appears, it will ask you to enter a password which the computer has chosen at random from this Guide.
- 3 Locate the password, type it and then press <Enter>.
The program will now run.

Note: Whilst the program is running, you may be given on-screen instructions to change discs. When this happens, remove the current disc and insert a copy of the disc requested.

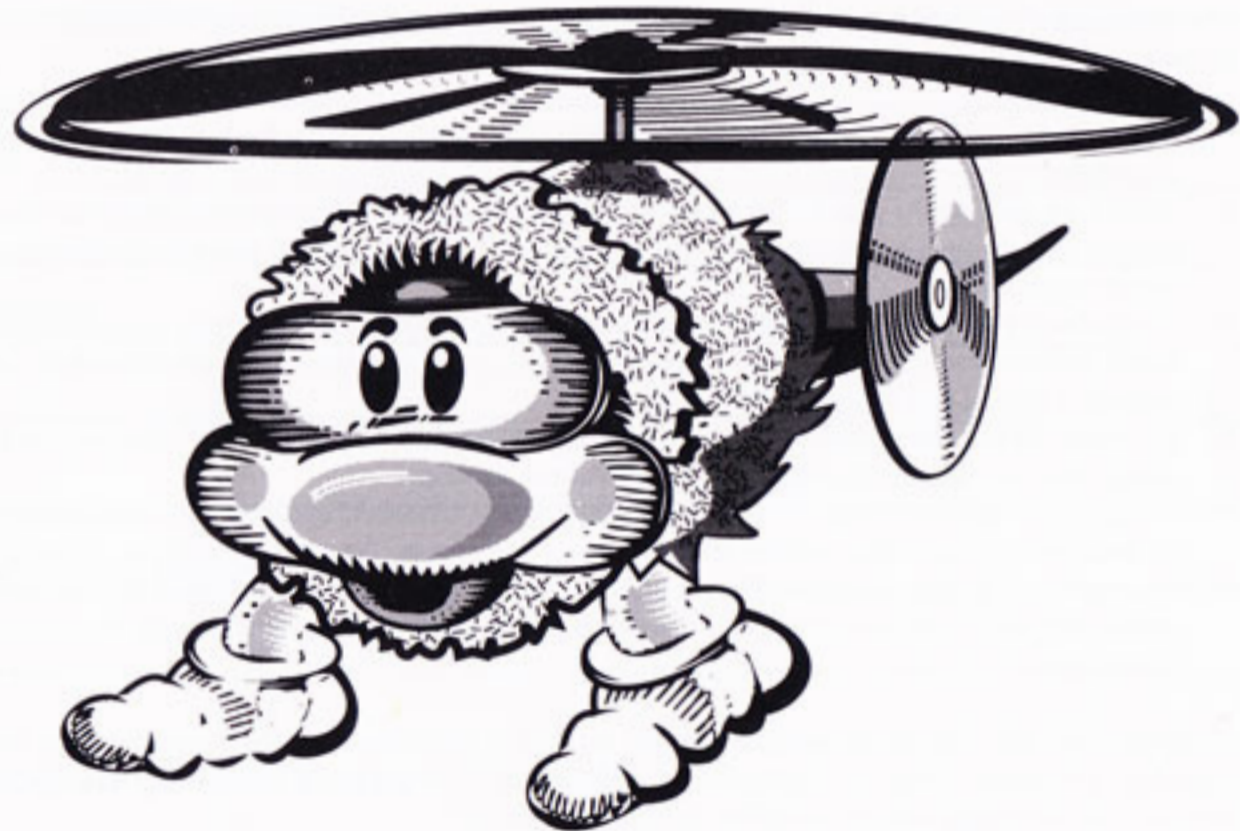
NB: When searching for a password, count only words and headings printed in black. Disregard all coloured words.

Control Section

To access this section, at the **Control Screen**, point and click your left mouse button on the <**Control Section**> box. You can then view and alter various parameters by pressing the appropriate number or letter or by using your mouse. Click on **HELP!** for assistance.

Quitting the program

Remove your **SPELLBOUND!** disc and switch off or reboot your computer.



Helpline

If you encounter a problem with this program, please do not hesitate to contact our Customer Service Department.

You can write, 'phone or fax. Whichever method you choose, we promise a prompt, friendly and helpful response.

***About* LANDER SOFTWARE**

LANDER SOFTWARE is a trading name of Scetlander Limited which was formed in early 1986 as an innovative partnership between education and industry. It has become one of the fastest growing companies producing and publishing quality software for education, training and now, edutainment.

All our programs are created in close collaboration with leading experts in their field and many have been translated into other languages. They are used throughout the world by children and adults of all ages and abilities.

Our reputation for quality and after-sales support is your guarantee of complete satisfaction.

Conditions of Licence

We, Scetlander Limited ("Scetlander") retain proprietary rights in the content of all discs/cassettes ("the Software") and its documentation which is licensed to you on the following conditions:

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**Published by: LANDER SOFTWARE, 74 Victoria Crescent Road, Glasgow G12 9JN, UK
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Software Registration

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Please print using BLOCK CAPITALS throughout

Name _____

Address _____

Post Code _____ Country _____

 (day) _____

Program title _____

Computer _____

Purchased from _____

Address _____

Which computer magazines do you read? _____

Please tick areas of particular interest:

Pre-school/early primary Upper primary/lower secondary

Upper secondary/college

Subject: English Languages Maths

Science Technology Business/Vocational

Geography/History Computing Other _____



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