

DLM
Educational
Software

THE

WRITING ADVENTURE

The Exciting Way to Develop Writing Skills



User's
Guide

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THE WRITING ADVENTURE

Panda Learning Systems, Inc.

INTRODUCTION

The Writing Adventure uses captivating pictures and story ideas to encourage creative writing. Young writers progress through a series of adventure scenes to gather information for their own stories. Notes about each adventure can be recorded on the computer notecards and used when writing a story. Numerous pathways leading to different adventures offer story variety.

The Writing Adventure enhances composition skills by directing the writer through the planning, drafting, and editing stages of writing. The program's word-processing capabilities enable writers to compose, proofread, and print their stories. A special Proofing Aid is included to scan stories for possible errors.

The Writing Adventure contains two color-coded disks: STORY STARTER (blue) and STORY WRITER (orange). STORY STARTER presents the adventure scenes, brief scene descriptions, notecards, and prompting questions that help generate ideas about each scene.

After completing an adventure, the writer uses STORY WRITER's word-processing capabilities to draft, edit, and print a story. The program's Proofing Aid helps the writer proofread a story by providing certain rules for grammar, usage, punctuation, and style.

With *The Writing Adventure*, students apply and practice these important skills:

- Observing details
- Note-taking
- Problem solving
- Drafting a story
- Editing a story
- Completing a story

FEATURES

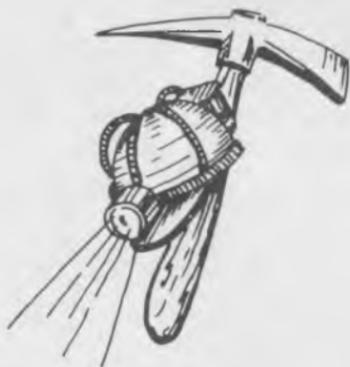
The Writing Adventure offers young writers:

- colorful graphics that enhance creativity
- many exciting adventures to use as story lines
- word-processing capabilities for writing notes and stories
- proofing aid that checks for common writing errors
- print option to print notes and stories

COMPONENTS

The Writing Adventure package contains:

- **STORY WRITER** disk—used to start the program. Writers use it to start or continue an adventure, begin or continue writing a story, proofread a story, and print notecards and stories.
- **STORY STARTER** disk—includes the adventure scenes, text, notecards, and questions used to generate story ideas.
- **User's Guide**—used to explain the program's functions.
- **Quick Reference Guide**—explains the steps to complete program activities.



It is strongly recommended that each writer using The Writing Adventure have a separate data disk (not included) to save and store notes and stories. This separate data storage disk is particularly important in a classroom or home setting if more than one person will be using the program. (See Creating a Data Storage Disk.)

Adventure Strategy

In each adventure, the writer directs the main character through a dark cave in search of a safe exit. The writer's first tasks are to observe each scene and to read the brief description. Each new scene presents information about other people lost in the cave, hidden treasures, or dangers ahead. Objects that may be useful to the main character during the journey are scattered along the paths.

After observations are made, notes describing the scene are typed on the notecards provided. The writer can read prompting questions to help gain additional ideas to add to the notecards.

After notes are recorded, the writer can move to the next scene. Different passageways are presented to enhance story variety. The notecards for each scene are saved automatically on the program disk.

The adventure continues until the main character reaches the final scene. There, the main character becomes trapped. The writer is challenged to write a story describing the main character's escape.

Teachers and Parents

As a teacher or parent, you know the importance of positive learning experiences. Your purchase of this educational software demonstrates your commitment to the enhancement of good writing skills. Before introducing the program to young writers, take time to become familiar with the many activities and features of *The Writing Adventure*.

Prepare young writers before they begin the program. Be sure they understand which activities are contained on each disk and what keys are used to complete different tasks. In addition, instruct them on how to use the data storage disk to save their notes and stories.

Changing Preset Program Options

Before beginning the program, a teacher or parent can change certain preset options within the program that affect the typing and printing of notes and stories. These options include the sound of keyclick when typing, the number of words required to complete each notecard, and the use of the linefeed option on the printer.

The screen containing these options does not appear automatically in the program. To see the Change Program Setup screen, follow these steps.

Steps to View the Change Program Setup Screen

1. Follow the procedures for loading the program. (See GETTING STARTED.)
2. The Title screen appears first, followed by the Copyright screen.
3. When the Copyright screen appears, press and hold the **C** key until the Change Program Setup screen appears. (The computer will sound a beep to signal when the **C** key should be pressed.)



CHANGE PROGRAM SETUP		
1	Keyclick	OFF
2	Required number of words per notecard	25
3	Printer set for linefeed	NO
4	Run program	
5	Quit	

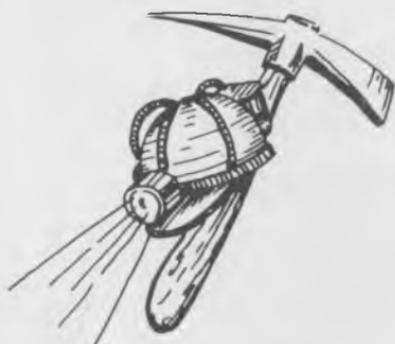
ENTER CHOICE

To change a preset option listed on the Change Program Setup screen, press:

- **1** to turn the sound of keyclick on or off. (Keyclick is the sound heard as a letter appears on the screen.)
- **2** to change the number of words required to complete each notecard. The preset number of words required is 25. The number of words required can range from 0 to 50. To change the preset number, simply press **2**, then type the desired number and press **RETURN**. To delete the number, press **2** to repeat the process. The selected number is saved on the disk and remains in effect until another number is selected.
- **3** to turn the linefeed printing option on or off. If you don't know if the printer is set for linefeed printing, trial and error may be your easiest recourse.
- **4** to go to THE WRITING ADVENTURE OPTIONS screen to begin the program.
- **5** to quit the program.

GETTING STARTED

The Writing Adventure requires a Commodore* 64 or 128 computer, a disk drive, and a monitor or TV. Because of the vivid colors used in the program, a color monitor or TV is recommended. Be sure the **SHIFT LOCK** key is in the up (off) position when using this program.



Do not use any type of fast loading disk, cartridge, or device that is designed to increase the speed of the Commodore disk drive. Such devices cannot be used with this program and may damage your diskettes.

Commodore 64 Loading Instructions

1. Turn on the disk drive, monitor or TV, and computer.
2. Hold the STORY WRITER disk by the label. Place the diskette in the disk drive (label up) and close the door.
3. At the blue POWER UP screen, a ready prompt with a flashing cursor appears. Type **LOAD"**,8,1** and press **RETURN**. The program will load.
4. After the Title and Copyright screens, THE WRITING ADVENTURE OPTIONS screen appears.

*Commodore is the trademark of Commodore Business Machines, Inc.

Commodore 128 Loading Instructions

1. Turn on the disk drive and monitor.
2. Hold the STORY WRITER disk by the label. Place the diskette in the disk drive (label up) and close the door on the drive.
3. Press and hold the **C** key while turning on the computer. When the blue POWER UP screen appears, release the **C** key.
4. At the flashing cursor, type **LOAD""8,1** and press **RE-TURN**. The program will load.

Check Points

Proper use of the computer and program diskettes ensure smooth performance. However, if you encounter a "disk error" screen message while using the program, check your Commodore disk drive for the following:

1. Is the correct disk in the disk drive?
2. Is the disk drive door closed?
3. Is the disk drive turned on?
4. Is there any visible damage to the disk?

Once you have identified and corrected the problem, press **C** to continue the program.

The Writing Adventure Options

The Writing Adventure offers writers five different program activities. These activities are contained on THE WRITING ADVENTURE OPTIONS screen.

The Writing Adventure

THE WRITING ADVENTURE OPTIONS

- 1 Instructions
- 2 STORY STARTER options
- 3 STORY WRITER options
- 4 PRINT options
- 5 DISK options
- 6 Quit THE WRITING ADVENTURE

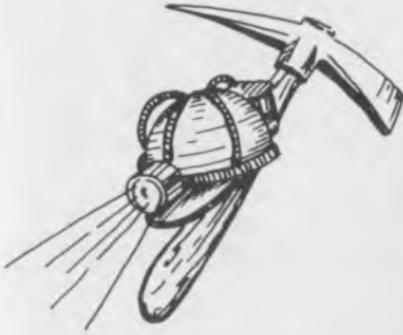
ENTER CHOICE

To make a selection, press:

- **1** to see instructions explaining each option.
- **2** to begin a new adventure or to continue one already started and saved on a data storage disk.
- **3** to begin or continue writing a story after an adventure or to proofread a completed story.
- **4** to print notecards or a story.
- **5** to create a data storage disk. Other disk options include cataloging (listing) all story files saved on the data storage disk, renaming story files, and deleting story files from the data storage disk.
- **6** to quit *The Writing Adventure*.

Creating a Data Storage Disk

Even though the program automatically saves a writer's notes and story, each writer should have a separate data disk to store notes and stories.



The use of a separate data storage disk is essential. Each time a writer begins a new adventure, the notes and story about the previous adventure saved on the STORY STARTER or STORY WRITER disks are erased. The data storage disks are particularly important in a school or home setting if more than one person will be using the program.

Steps for Creating a Data Storage Disk

1. Press **5** for DISK options on THE WRITING ADVENTURE OPTIONS screen.
2. When the DISK OPTIONS screen appears, press **2** for Create a DATA DISK.
3. Remove the STORY WRITER disk from the disk drive and insert a blank disk. Press the **spacebar**.
4. When the disk is formatted, the DISK OPTIONS screen appears. Press **6** to see THE WRITING ADVENTURE OPTIONS screen. When prompted, replace the STORY WRITER disk in the disk drive and press the **spacebar**.
5. Label the data storage disk.

THE ADVENTURE

BEGINNING AN ADVENTURE

To begin an adventure, press **2** for STORY STARTER options on THE WRITING ADVENTURE OPTIONS screen. When the STORY STARTER OPTIONS screen appears, press **2** for Begin an adventure.

Selecting a Main Character and Point of View

Select a main character and point of view before beginning each adventure. When the screen prompts "Will this adventure be about: (Y)ou or (A)nother character?" the writer can—

- press **Y** if the writer's story is to have a first person point of view. Although "you" will appear in the adventure scene text, the writer should use the pronoun "I" when writing notes or a story.
- press **A** if the story is to have a third person point of view with another person as the main character. Next, type the name of the main character. Names can have a maximum of eight letters with no spaces between letters. Identify the character as male or female.

Using the STORY STARTER Disk

The adventure scenes, related text, and notecards are contained on the STORY STARTER disk.

Steps to Begin an Adventure

1. After selecting a main character, remove the STORY WRITER disk and insert the STORY STARTER disk.
2. Press the **spacebar**. After the program loads, the first adventure scene appears.

GATHERING STORY INFORMATION

The writer observes each adventure scene and reads the description to gather information for a story. Different scene options are available to help the writer add facts to the story. After observations are made, the writer types notes on the notecards provided.



**You discover the entrance to a cave.
You enter the cave hoping to find
adventure and excitement.**

Guidelines for Gathering Information

- Look at the adventure scene.
- Read the text that briefly describes the scene.
- Read the questions about the scene by pressing **f3**. These questions are available to help spark story ideas.
- Look at the objects included in many of the adventure scenes. The main characters can pick up and carry these useful objects. A maximum of three objects can be carried at any time.

USING SCENE OPTIONS

Each adventure scene has two sets of options. These options are called SCENE OPTIONS and MORE OPTIONS. They appear below the adventure scene. The **f1** key is used to move back and forth between these two sets of options.

Scene Options

The first set of options, SCENE OPTIONS, appears after the scene text. The following is a list of the SCENE OPTIONS and their functions.

- **f1 FOR MORE OPTIONS**—displays the list of MORE OPTIONS.
- **f3 FOR QUESTIONS**—displays prompting questions about the scene. The questions can help the writer develop a plot for his or her story. Continue pressing **f3** until all of the questions have been displayed.
- **(E)NTER NOTES**—displays a notecard for recording story ideas and scene observations.
- **(M)OVE ON**—enables the writer to move on to the next scene only after notes are recorded on the notecards.

More Options

The second set of options, MORE OPTIONS, appears when the writer presses **f1** on the SCENE OPTIONS screen. These options enable the main character to see, pick up, drop, and inventory scene objects. Several of the objects are essential for gaining access to certain passageways in the adventure.

The following is a list of MORE OPTIONS and their functions.

- **f1 FOR SCENE OPTIONS**—displays the SCENE OPTIONS.
- **(R)EAD SCENE TEXT**—displays the scene text.
- **(I)NVENTORY**—displays a list of all the objects the main character has picked up during the adventure.
- **(L)OOK AT OBJECT**—displays a brief description of each selected scene object.
- **(P)ICK UP OBJECT**—enables the main character to pick up an object that may be helpful during the journey. The main character will need some of these objects to go through certain passageways.
- **(D)ROP AN OBJECT**—enables the main character to drop an object that is no longer needed.

USING NOTECARDS

After observing the scene, the writer begins recording ideas on the program's notecards. Notes must be recorded before the writer can move on to the next scene. (No notes need to be recorded if the required number of words per notecard was set at zero on the Change Program Setup screen.) To access a notecard, the writer presses **E** on the SCENE OPTIONS screen. A blank notecard appears displaying the name of the scene. This name helps the writer keep track of the notes when scanning the cards on the screen or when the cards have been printed.

NOTECARD

Entrance

f1 FOR SCENE f5 FOR HELP OPTIONS
f3 FOR QUESTIONS

The functions of the Notecard options are:

- **f1 FOR SCENE**—displays the adventure scene.
- **f3 FOR QUESTIONS**—displays prompting questions about the scene. These questions can help generate new story ideas.
- **f5 FOR HELP OPTIONS**—displays options to assist the writer when recording notes. One of the Help Options enables the writer to quit the adventure. (See QUITTING AN ADVENTURE.)

Guidelines for Writing Notes

Follow these guidelines to record scene and story ideas on the notecards.

- Type notes on the NOTECARD screen. To erase, use the **DEL** key or the **left arrow** key located in the upper left corner of the keyboard.
- If more story ideas are needed, press **f3** to read questions about the scene. These are the same questions that were available earlier when making scene observations. (See USING SCENE OPTIONS.)
- Each card can hold as many as 14 lines of type. When the writer reaches the end of the notecard, another line appears automatically. The writer can continue writing until the "end of notecard" message appears.
- When notes are complete, press **f1** to go to the scene.

Editing Notes

Editing notecards is a simple procedure. To edit, use the **arrow** keys to position the cursor on the item to be changed. Type in the change. Use the **DEL** key or **left arrow** key to erase unwanted characters or words. Use the **HOME** key to return to the beginning of the story.

Notecard Help Options

The writer can review helpful information while typing notes by pressing **f5** to see the HELP OPTIONS screen. The writer also uses the Help Options to quit an adventure.

HELP OPTIONS

HELP OPTIONS

1 Key words

2 Enter/delete text

3 Cursor control keys

4 Quit adventure

f1 RETURN TO NOTECARD
ENTER CHOICE

To select a Help Option, press the number corresponding to that option. These options include the following:

- **1 Key words**—displays terms used in the adventure scene. To select a term, press the letter that corresponds to it. The term appears below the notecard for easy reference.
- **2 Enter/delete text**—displays instructions for typing notes.
- **3 Cursor control keys**—identifies the keys used to move the cursor when editing notes. Use the **arrow** keys located in the lower right corner of the keyboard to move the cursor around the screen. Press the **HOME** key to move the cursor to the beginning of the notecard.
- **4 Quit adventure**—enables the writer to quit the adventure and exit the STORY STARTER disk. Follow screen instructions to save notes on a data storage disk or the STORY WRITER disk.

MOVING THROUGH AN ADVENTURE

The writer can advance to the next scene after notes have been recorded. (No notes need to be recorded if the required number of words per notecard was set at zero on the Change Program Setup screen.) The writer can select different passageways to enhance story variety, making each adventure unique.

Steps to Move to the Next Scene

1. When notes are complete, press **f1** to return to the adventure scene.
2. Press **M** to move on to the next scene. At the first adventure scene, the writer sees only one passageway choice—to enter the cave. However, at other scenes there are several choices.
3. Select a passageway by pressing the number that corresponds to it. The program automatically saves the notes from the last scene and loads the new scene.

NOTE: Several of the passageways throughout the adventure require the main character to have a specific object to gain access. A screen message prompts the writer if the passageway selected cannot be entered.

COMPLETING AN ADVENTURE

The writer continues the adventure until he or she reaches the final scene. There, the main character becomes trapped. The writer is then challenged to write a story explaining the main character's escape.

Steps to Complete an Adventure

1. Observe the final scene and take notes.
2. When notes are complete, press **f5** for HELP OPTIONS.
3. On the HELP OPTIONS screen, press **4** to Quit adventure.
4. When the message "QUITTING ADVENTURE ARE YOU SURE? Y/N" appears, press **Y**. (Pressing **N** returns the program to the HELP OPTIONS screen.)
5. Follow screen instructions to insert the data storage disk or STORY WRITER disk into the disk drive and press the **spacebar**. Although the notes are saved on the STORY STARTER disk, *it is strongly recommended that notes be saved on a data storage disk before ending the adventure. If not, the notes will be erased from the STORY STARTER disk when a new adventure is begun.*
6. Once the notes are saved, follow screen instructions. THE WRITING ADVENTURE OPTIONS screen appears.

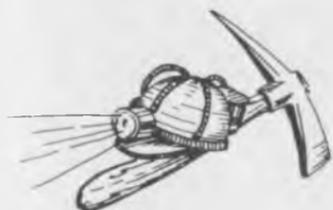
QUITTING AN ADVENTURE

The writer can stop at any time during an adventure, save the notes and adventure information, and continue later at the same scene. The notes and adventure information should be saved on a data storage disk for safekeeping.

Steps to Quit an Adventure

1. Press **f5** for HELP OPTIONS on the NOTECARD screen.
2. On the HELP OPTIONS screen, press **4** to Quit adventure. The program automatically saves the notes and adventure information. Then verify your choice to quit the adventure when prompted by the screen.

3. To save the adventure on a data storage disk, follow screen instructions to insert the data storage disk into the disk drive and press the **spacebar**.



It is strongly recommended that notes be saved on a data storage disk before ending the adventure. If not, the notes will be erased from the STORY STARTER disk when a new adventure is begun.

4. Once the notes and information are saved, follow screen instructions to insert the STORY WRITER into the disk drive and press the **spacebar**.
5. When THE WRITING ADVENTURE OPTIONS screen appears, press **6** to quit. Remove the STORY WRITER disk and turn off the disk drive, computer, and monitor or TV.

CONTINUING AN ADVENTURE

The writer can continue an adventure by selecting this option on the Story Starter options screen located on the STORY WRITER disk. The writer follows screen instructions to load the notes and story information saved on another disk. Once loaded, the adventure resumes at the same scene where the writer stopped.

Steps to Continue an Adventure

1. Insert the STORY WRITER disk and follow the program's loading procedure. (See GETTING STARTED.)
2. On THE WRITING ADVENTURE OPTIONS screen, press **2** for STORY STARTER options.
3. On the STORY STARTER OPTIONS screen, press **3** for Continue an adventure.
4. Remove the STORY WRITER disk and insert the STORY STARTER disk. Press the **spacebar**.
5. When prompted, insert the disk on which the adventure was saved (data storage disk, STORY WRITER, or STORY STARTER disk.) Press the **spacebar**. The adventure scene appears.

WRITING A STORY

WRITING A STORY

The writer can begin writing a story at any time during or after an adventure. The word-processing capabilities for writing, proof-reading, and printing a story are contained on the STORY WRITER disk. This disk also enables the writer to review notes, save stories, and print notecards or stories.

Steps to Begin Writing a Story

1. Place the STORY WRITER disk in the disk drive and follow the program's loading procedures. (See GETTING STARTED.)
2. On THE WRITING ADVENTURE OPTIONS screen, press **3** for STORY WRITER options. When the STORY WRITER OPTIONS screen appears, select and read the instructions.
3. Press **2** for Write a story, then press the **spacebar**. The STORY screen appears. The story is typed on this screen.

Loading Notecards

Before writing a story, the writer should have the adventure notes handy for easy reference. The notes can be reviewed by loading them from the disk where the notes were saved. By loading the notes into the computer, the writer can choose to review the notecards on the screen while typing a story. The notecards appear on the computer screen below the wording of the story. Follow these instructions to load the notecards before beginning a story.

Steps to Load Notecards

1. Before writing a story, press **f5** on the STORY screen to see the HELP OPTIONS.
2. On the HELP OPTIONS screen, press **2** for Load notecards.
3. Follow screen instructions to insert the disk containing the saved notecards. Press the **spacebar**.
4. Follow screen instructions to insert the STORY WRITER disk. Press the **spacebar**.
5. The first notecard appears on a divided computer screen below the space where the story is to be typed. Press **f1** to move the cursor from the notecard to the top of the screen where the story is to be typed. The notecard remains on the screen until **f1** is pressed again to see a full writing screen.

BEGINNING A STORY

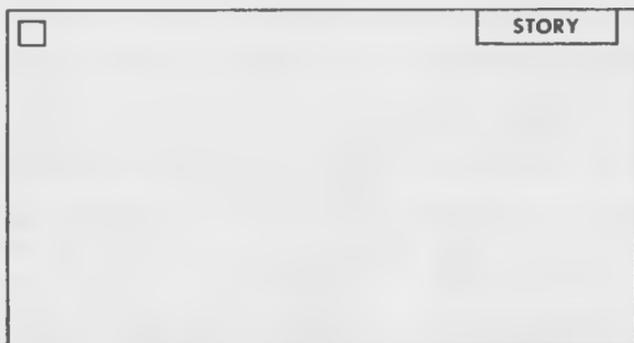
Once notes have been loaded, the writer is ready to write a story. Follow these guidelines to write a story.

Guidelines for Writing a Story

- Type the story on the STORY screen at the site of the flashing cursor. The program allows four double-spaced printed pages for each story.
- The story can be typed either on a full screen or on the top few lines.
- Use the **DEL** or **left arrow** keys to erase text while typing. Use the **HOME** key to return to the beginning of the story.
- To gain story ideas, the writer can review notecards on the screen. The notecards must be loaded into the computer before they can be reviewed.
- After writing a story, check the text for errors.
- Use the Proofing Aid to scan the story for potential errors.
- When a story is complete, go to the HELP OPTIONS screen and select the Save story file option. Follow screen instructions to save a story on the data storage disk or STORY WRITER disk.
- To quit a writing session, go to the HELP OPTIONS screen. *First, save the story on the data storage disk.* Then, select the Quit STORY WRITER option.

STORY WRITING OPTION SCREEN

The writer types a story on the **STORY** screen. When typing a story, the writer can select several options.



f1 FULL SCREEN
f3 REVIEW NOTECARDS

f5 HELP OPTIONS
f7 PROOFING AID

*The function of the **STORY** screen options are as follows:*

- **f1 FULL SCREEN**—removes the Help Options or notecard from the screen, allowing a full screen to type a story.
- **f3 REVIEW NOTECARDS**—displays a notecard on the bottom half of the screen. The writer can scan all of the notecards to find ideas.
- **f5 HELP OPTIONS**—displays a list of options that include instructions on how to use the **STORY WRITER** disk, load notecards, load a story file, save a story, and quit a writing session.
- **f7 PROOFING AID**—proves a story for possible errors.

REVIEWING NOTECARDS

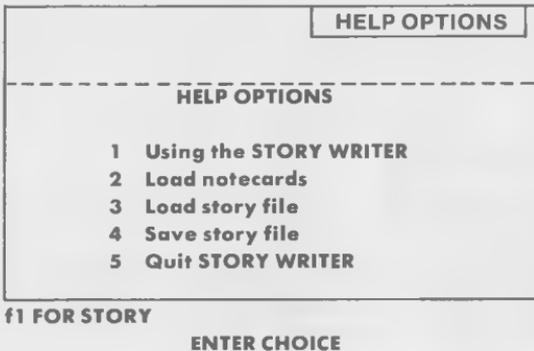
The writer can scan notecards on the screen at any time while writing a story. This option enables the writer to see the ideas he or she recorded during the adventure. Reviewing notes is an essential step to organizing a story.

Steps to Review Notecards

1. Follow the instructions for loading notecards. (See Loading Notecards.)
2. Press **f3** on the STORY screen to see the first notecard. The cursor is positioned on the first character of the notecard.
3. To scan the notecard, press the up and down **arrow** keys. Press **f3** to see the previous notecard, or press **f5** to see the next notecard. *Wording on the notecards cannot be changed.*
4. To resume writing the story, press **f1** to move the cursor from the notecard to the end of the story. Continue typing the story. The notecard remains on the screen for easy reference. Press **f1** if a full writing screen is desired.

USING THE HELP OPTIONS

The writer can refer to the HELP OPTIONS at any time while writing a story. To see the HELP OPTIONS, the writer presses **f5**. A list of five options appears below the story. To select a HELP OPTION, the writer presses the number key corresponding to the option. Follow screen instructions to complete each procedure. Press **f1** to resume writing the story.



The HELP OPTIONS include the following:

- **1 Using the STORY WRITER**—displays instructions for typing and erasing story text, using the cursor control keys, loading and reviewing notecards, scanning and selecting notecards, and using the Proofing Aid.
- **2 Load notecards**—displays instructions for loading notes. Once the notes are loaded, the writer can review them on the computer screen while writing a story.
- **3 Load story file**—displays instructions for loading a story previously written and saved on another disk.
- **4 Save story file**—displays instructions for saving a story that is presently being written.
- **5 Quit STORY WRITER**—enables the writer to end a story writing session.

EDITING A STORY

The writer can edit a story at any time during the writing session. The **DEL** and **left arrow** keys are used to erase text. Use the **HOME** key to return to the beginning of the story.

An additional editing feature, the insert text feature, has been added to the STORY WRITER disk that was not on the STORY STARTER disk. Inserting text can be helpful when the writer wants to add information or reword a story.

The writer can insert text at any point in the story except for the last line. The writer cannot insert text to a story that has reached the allotted four page limit. To insert text, follow the steps listed here.

Steps to Insert Text

1. Use the **arrow** keys to move the cursor to the place where the insert is to be made.
2. When the cursor is in place, press **SHIFT/INST**. The wording to the right of the cursor drops down one line allowing space for the new text to be added.
3. Type the new text. Then, press **SHIFT/CLR** to complete the procedure and reformat the story.

Note: To insert more than one line of text, press **SHIFT/INST** up to three times. The writer can insert no more than three lines of type at a time. (A beeping sound is heard if the **SHIFT/INST** is pressed more than three times.) Once the new lines of text are added, the writer can continue inserting up to three lines of type as necessary.

PROOFREADING A STORY

The Proofing Aid searches the story for potential errors in grammar, punctuation, and style. The Proofing Aid highlights a possible error and displays a rule and examples that relate to it. The writer reads the information and decides whether the highlighted item is used incorrectly. The Proofing Aid does not make changes automatically. Instead, the writer initiates any changes.

To see the PROOFING AID screen, press **f7** on the STORY screen.

PROOFING AID	

THE PROOFING AID WILL SEARCH FOR THE FOLLOWING POTENTIAL ERRORS:	
1	Style
2	Commonly misused words
3	Words often confused
4	Troublesome verbs
5	Troublesome adjectives and adverbs
6	Troublesome pronouns
7	Punctuation
8	All of the above

f1 FOR STORY

ENTER CHOICE

Steps for Proofing a Story

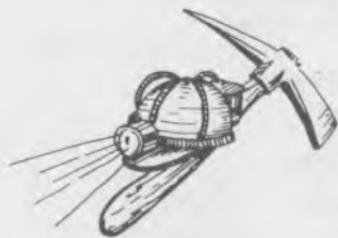
1. Press the number corresponding to the type of search you want the program to perform. An arrow appears next to the selection as the program scans the story.
2. When a potential error is found, it is highlighted. The grammar rule and examples relating to the item are displayed on the screen.
3. Read the information and decide if the highlighted item is correctly used.
4. If the item is correct, press the **spacebar** to continue the search.
5. If the item is incorrect, press **f1**. Type the correction when the cursor is on the highlighted item. Use the insert mode to add text when necessary. (See Steps to Insert Text.)
6. To continue the search, press **f7** to see the Proofing Aid screen. Then, press the **spacebar** to continue. The screen prompts when the search is complete.

SAVING A STORY

Each complete or incomplete story must be saved to either a data storage disk or the STORY WRITER disk before ending the writing session. Once saved, the story can be printed or continued at a later date.

Steps to Save a Story

1. On the STORY screen, press **f5** for HELP OPTIONS.
2. On the HELP OPTIONS screen, press **4** for Save story file.
3. Follow screen instructions to save the story on either a data storage disk or the STORY WRITER disk.



Remember, any story saved on the STORY WRITER disk will be erased when another story is written.

4. When saving a story on a data storage disk, select a letter (a-l) to identify the story file on the catalog. Then, type a name (eight characters or less) for the story file and press **RETURN**.
5. Follow screen instructions to complete the procedure. The program returns to the STORY screen.

QUITTING A WRITING SESSION

A story can be stopped at any time. The story must be saved on a data storage disk or the STORY WRITER disk before ending a writing session.

Steps to Quit a Writing Session

1. After saving the story, press **f5** for HELP OPTIONS.
2. When the HELP OPTIONS screen appears, press **5** for Quit STORY WRITER. (Be sure to save the story before quitting the writing session.)
3. Press **Y** when prompted "ARE YOU SURE?" Follow screen instructions.
4. When THE WRITING ADVENTURE OPTIONS screen appears, press **6** to quit. Confirm the choice.

CONTINUING A STORY

Incomplete stories that have been saved either on a data storage disk or the STORY WRITER disk can be loaded and continued. The story must be loaded before work can be resumed. In order to review notes during the writing session, the writer should load the notecards before continuing the story. (See Steps to Load Notecards.) Follow instructions listed below to load the story.

Steps to Load a Story

1. Place the STORY WRITER disk in the disk drive and follow the program's loading procedures. (See GETTING STARTED.)
2. When THE WRITING ADVENTURE OPTIONS screen appears, press **3** for STORY WRITER options. Next, press **2** on the STORY WRITER OPTIONS screen for Write a story. Press the **spacebar**.
3. When the blank STORY screen appears, press **f5** for HELP OPTIONS. Then, press **3** for Load story file.
4. Follow screen instructions to insert the disk containing the story. Press the **spacebar**.
5. If the story was saved on a data storage disk, select the story file when prompted. Follow screen instructions to insert the STORY WRITER disk.
6. Load the notecards. (See Steps to Load the Notecards.)

Continue Writing a Story

After the story and notes are loaded, the story appears at the top of the screen with the first notecard positioned below it. The cursor is positioned on the first character of the notecard. Follow the instructions listed below to continue writing the story.

Steps to Continue Writing a Story

1. Press **f1** to move the cursor from the notecard to the first character of the story.
2. Use the **arrow** keys to move the cursor to the end of the story.
3. Continue writing the story.

PRINTING A STORY OR NOTECARDS

Printing a story or notecards requires the use of an 80-column printer. In addition, the story or notecards to be printed must first be saved on the data storage disk or STORY WRITER disk.

Steps to Printing

1. Follow the instructions for saving a story. (See SAVING A STORY or COMPLETING AN ADVENTURE.)
2. After the story is saved, follow instructions to quit an adventure or story. (See QUITTING AN ADVENTURE or QUITTING A WRITING SESSION.) Return to THE WRITING ADVENTURE OPTIONS screen on the STORY WRITER disk.
3. On THE WRITING ADVENTURE OPTIONS screen, press **4** for PRINT options.
4. On the PRINT OPTIONS screen, press either **2** to print notecards or **3** to print a story.
5. When prompted by the screen, insert the disk that contains the saved notecards or story. Press the **spacebar**.
6. Turn on the printer. Press the **spacebar** to begin printing.

RELATED ACTIVITIES

Teachers or parents can help young writers gain the most from *The Writing Adventure* by considering these related activities.

1. Develop the concept of co-authoring by having the writers work in pairs.
2. Sponsor an adventure story contest and have the writers vote on the best story. Award a prize to the winner.
3. Have the writers develop a play based on the winning adventure story.
4. Encourage the writers to submit their stories to their school or local newspapers for publication.
5. Have the writers swap adventure stories with other writers from another class or school. Writers could exchange stories with pen pals from other parts of the country.
6. Ask the writers to illustrate their stories, then bind them into a book. Present the book to a children's hospital, day care center, or other children's organizations.
7. Ask writers to illustrate their stories to give as gifts to relatives or friends.

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Boppie's Great Word Chase

Arcademic Skill Builders In Language Arts

Spelling Wiz
Verb Viper
Word Invasion
Word Man
Word Master
Word Radar

READING

Construct-A-Word I & II
Hint And Hunt I & II
Syllasearch I, II, III, IV

WRITING

The Writing Adventure
Create with GARFIELD!

GEOGRAPHY

U.S. Atlas Action
World Atlas Action

EARLY CHILDHOOD

Alphabet Circus
Animal Photo Fun
Comparison Kitchen
Fish Scales
Number Farm
Shape and Color Rodeo

MATH/PROBLEM SOLVING

Fraction Fuel-Up
Freddy's Puzzling Adventures

Arcademic Skill Builders In Math

Alien Addition
Alligator Mix
Demolition Division
Dragon Mix
Meteor Multiplication
Minus Mission

COMPUTER LITERACY

Getting Started With Basic
Getting Started With Logo
Turtle Tutor: A First Course in Logo

CREATE YOUR OWN CONTENT

Arcademic Drill Builders

Alien Action
Alligator Alley
Idea Invasion
Make-A-Match
Meteor Mission
Wiz Works