

ANIMAL KINGDOM™

MANUAL



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A Note to Parents and Teachers

Animal Kingdom will provide children with hour upon hour of educational fun because of its variety of learning games. We suggest that you read all the instructions carefully and run through each of the six modules, before introducing children to them.

Beginning readers will need an adult to help them read the descriptions in ALL ABOUT ANIMALS. Since all the other modules are dependent upon information included in this one, it is very important that the child understand all the information included here. Older children should be encouraged to read all the descriptions themselves before trying any of the other activities.

Learning Objectives

- 1) To introduce young children to the various animal families and the world of nature.
- 2) To develop language arts skills in the areas of reading comprehension, spelling and anagramming.
- 3) To encourage logic development through the use of anagrams and discrimination.
- 4) To build memory skills through the use of an interactive concentration game.

Program Modules and Skills Developed

ALL ABOUT ANIMALS—Reading Comprehension, Science Knowledge and Categorization

ANIMAL SPELLS—Spelling and Memory

ANIMALGRAMS—Anagramming, Logic, Pattern Recognition and Spelling

WHAT'S DIFFERENT—Discrimination, Logic and Memory

WHO AM I?—Reading Comprehension, Logic and Science Knowledge

MEMORY GAME—Concentration and Memory

Once children have become familiar with all the features of each of the modules, they will be able to use Animal Kingdom with ease. They will especially enjoy the interaction of the 1-4 player memory game.

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Commodore 64

Loading Instructions

1. Make sure your computer is off.
2. Open the door to the disk drive. Turn on the drive.
3. When the disk's busy light goes out, insert the Animal Kingdom diskette and close the drive's door.
4. Turn on the computer and monitor or television.
5. Type Load "Unicorn", 8 and press RETURN.
6. When Ready appears, type RUN.

*PLEASE NOTE THAT THE DISK IS ACCESSED BY THE COMPUTER DURING ENTIRE USE OF THE PROGRAM. DO NOT REMOVE IT FROM THE DRIVE WHILE THE PROGRAM IS BEING USED.

Please Note the Following

1. To turn off the sound during the program's use, adjust the volume control on your monitor or television.
2. Pressing the Left Arrow Key during any of the learning games will permit you to escape from that game, back to the Main Menu.
3. Follow the on-screen instructions for entering your name.

Main Menu Options

Animal Kingdom features six learning games.

ALL ABOUT ANIMALS
ANIMAL SPELLS

ANIMALGRAMS WHO AM I? WHAT'S DIFFERENT MEMORY GAME

Press F1 to select the option desired. This will move the little elephant on the left of the screen next to the game you wish to play. Press RETURN once you have made your selection.

When the Main Menu is displayed you may press the F7 key. This will allow you to return to the screen in which you enter your name. This should be done if a different player is using the program.

All About Animals

It is important to note that young children and beginning readers will need help reading the descriptions included in this program module. Once they have become familiar with all the animals in the program's library, they can enjoy the other 5 games with minimal supervision.

All About Animals is an introduction to the various animal groups and some of their characteristics. It presents a sampling of members from each of the groups included in the program's graphic library.

Select the category desired from those appearing on the screen by entering its corresponding letter and pressing RETURN. After seeing a description of the category itself, six animals belonging to that category will be introduced. Press RETURN to continue from animal to animal.

Each category in this module should be covered thoroughly since the rest of the games in the program depend upon its data.

Animal Spells

Follow the on-screen instructions for selecting the category of your choice.

The object of Animal Spells is to identify the animal appearing on the screen and properly spell its name.

You will be shown an animal in its natural habitat. One dash will appear for each letter in its name. Type the name of the animal, letter by letter. DO NOT press the Return key after each letter. If you have typed the correct letter, the arrow under the dash will move one position to the right until the word is complete. If the letter typed is incorrect, it will disappear and the arrow will remain in the same place.

Pressing the ? (question mark) key will give you a hint. Three hints per animal are permitted.

If the F7 key is pressed, the computer will display the answer.

After spelling the names of all 6 animals the score will be shown. Each correct answer earns one point. If the F7 key was pressed to get an answer, that will be scored as incorrect. A perfect score is 6.

After seeing the score you will be asked if you want to play the same game again. Typing 'N' for no will return control to the Main Menu. Typing 'Y' for yes will return control to the Animal Spells category menu.

Animalgrams

The object of this game is to unscramble the names of all the animals within a chosen category. You will be shown the animal's habitat and its name all scrambled up. Enter the letters that correctly spell the animal's name one by one.

DO NOT press Return after typing a letter. If the letter typed is correct the arrow will move one position to the right until all the letters are positioned correctly.

If you need a hint, press the ? (question mark) key. Three hints are permitted. The first hint will reveal the animal's picture. The next 2 hints will show the first and second letters of the animal's name.

Pressing the F7 key will display the correct answer.

After anagramming the names of all 6 animals the score will be shown. Each correct answer earns one point. If the F7 key was pressed, that will be scored as incorrect. Any animal that had 2 incorrect letters will be scored as incorrect. A perfect score is 6.

Who Am I?

Six animals will appear. A brief explanation of one of the animals will be displayed at the bottom of the screen. Enter the number corresponding to that animal's description.

If the answer is correct another explanation will appear. If the answer is incorrect, try again. After a second incorrect response, the correct answer will be shown. After 2 sets of animals the score will be displayed.

What's Different?

The object of this game is to choose the animal that doesn't belong to the same family as the rest. Eight sets of 6 pictures each will be displayed. Five pictures belong to the same category, while one does not. Type the number of the animal that's different, and then press RETURN.

Within each set, after 2 incorrect answers, the computer will display the correct answer along with an explanation. After completing all 8 sets, type 'Y' to play again or 'N' to quit.

Memory Game

This is a 1 to 4 player matching game designed to develop memory building and concentration skills. Enter the number of players from 1 to 4 and each player's name.

Six pictures will appear. Study them carefully and press the RETURN key. The pictures will then be hidden behind numbered boxes. The player whose turn it is will be asked to find a specific animal. Type the number corresponding to the box that contains the animal. Correct answers earn the right to go again. The computer will automatically reveal the last remaining box.

After completing three sets of 6 pictures, the score will be shown. Type 'Y' to continue playing or 'N' to quit.



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