

# SHIPS AHOY™

## COMMODORE 64®

### LOADING INSTRUCTIONS

1. Make sure your computer is off.
  2. Open your door to the disk drive. Turn on the drive.
  3. When the disk's busy light goes out, insert the Ships Ahoy program diskette and close the drive's door.
  4. Turn on the computer and monitor or television.
  5. Type Load "UNICORN", 8
  6. When Ready appears, type RUN.
  7. Plug a joystick into joyport #2.
- ★ 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.

### PROGRAM INSTRUCTIONS

#### The Main Menu

After the title screens appear, the main menu will be displayed on the screen. Simply type the number corresponding to the choice desired. To return to the main menu, at any time during the program, PRESS the Left Arrow key when the computer is waiting for a response.

Note: Pressing "F1" when the main menu appears will cause the message "NO PICTURES" to be displayed on the screen. Pressing "F1" again will cause this message to disappear. If you choose the NO PICTURES option, the hi-res screens preceding each menu selection will not be displayed and loading will be faster. If this option is not selected, and the menu is left as is, loading will be slower and you will get to view the wonderful hi-res screens by Maurine Y. Starkey.

#### Ships Ahoy

This program includes on-screen instructions. If you'd like to see them, press a "Y" when asked if you need instructions.

The computer will then ask you to set up the parameters for the math problems it will generate. Just follow the on-screen instructions, selecting the choice of operation (add, subtract, multiply, divide or a variety), level of difficulty and timer option. If the beginner level is selected, the computer will ask if you would like to practice a specific table. This option is extremely useful for young learners in practicing their math facts. Please note that the return key must be pressed after each answer. To change an answer before the return key is pressed, use the DELETE/INSERT key.

After 5 and 10 correct answers, a turtle or goldfish will cross the screen. After 10 correct answers the computer will generate a graphic reward and show the score. There will be a brief delay and the computer will ask if you want to play again. A "no" answer will return you to the Main Menu.

Three incorrect answers will cause the mine to explode and the ship to sink. After the score is shown the computer will ask if you want to play again.

To return to the main menu press Left Arrow when the computer is waiting for an answer, and to turn the background music off or on, PRESS "F3".



## Mine Sweeper

Follow the on-screen instructions to establish the parameters for the math problems the computer will generate. Select these as you did in Ships Ahoy. There is no timer option in this module.

Move your joystick to the mine that contains the correct answer to the math problem displayed on the top of the screen. Once you have selected your answer, press the trigger button on the joystick. Sailor Sam will check the answer. After three incorrect choices the computer will tell you the correct answer. You must type the correct answer to continue. After 10 correct answers, the computer will generate a graphic reward, the score will be shown, and the computer will ask you to play again. To return to the main menu press Left Arrow when the computer is waiting for an answer, and to turn the background music off or on PRESS "F3".

## Treasure Hunt

Follow the simple on-screen instructions and use your joystick to move around the maze. The maze is randomly generated and is different each time. The computer will then return to the main menu.

## Sailing Sketch

Make sure the joystick is plugged into joyport #2. Press the keys 1, 2 or 3 to select the color desired. The ship becomes the selected color. Keep the trigger button depressed to draw. Press "F" to fill in the desired area of the drawing with the selected color. To erase just part of a line, press the number 0 key and draw over the part to be erased. Press "C" to clear the screen. PRESS "F3" to turn sound off and on. PRESS Left Arrow to return to the main menu.

## A NOTE TO PARENTS AND TEACHERS

The educational value of Ships Ahoy lies in the program's flexibility. Usually, about twenty minutes of math drill is optimum for improving skills. At that point children are ready for a diversion. Treasure Hunt and Sailing Sketch are included on the Ships Ahoy diskette for that purpose. After 5 or 10 minutes of "game time," children are ready and willing to return to their math.

Ships Ahoy and Mine Sweeper provide for the selection of a specific table, at the beginning level. This has proven to be an effective method for learning math facts.

Using Ships Ahoy will help the child to become comfortable with computer menus, develop keyboard familiarity and hand-eye coordination.

**PROGRAM DESIGN** by June Stark, founder and director of The Computer Learning Center for Children. She is a math teacher, programmer and a former systems analyst for major corporations, and has served as an Associate Officer of the United Nations in New York. Ships Ahoy has been extensively field tested at CLCC for the past year.

**PROGRAMMED** by Nick Ingegneri and Ricky Tavano  
Package art and design by Maurine Y. Starkey