

Tales From The Arabian Nights™

MANUAL



UNICORN™
EDUCATIONAL SOFTWARE

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A Note to Parents and Teachers

This program was designed with several learning objectives in mind. It aims to develop reading comprehension skills, improve vocabulary, encourage creative writing, teach word processing, file creation and management, and build memory and concentration skills.

Each of the three stories contains its own glossary. Children who need help in comprehending what they read, often read quite well but have trouble understanding the meaning of words. They are negligent in asking an adult what the words mean and often are lazy and will not use a dictionary. Instead, they simply skip over the words they don't understand and hope they get the gist of the story anyway.

Each story's glossary can be accessed by simply pressing the "G" key and children should be urged to look up words that may be unfamiliar to them. The glossaries are organized in alphabetical sequence and ideally, their use will carry over to the student's use of a pocket dictionary when reading books for pleasure.

All vocabulary questions are based on the data contained in the glossaries. Synonym and antonym questions test the meaning of words, while the fill-in's test knowledge of the use of words in context, utilizing the cloze method of vocabulary development.

Reading comprehension questions are based on the child's knowledge of facts remembered from each story. Many questions are included so the program can be used over and over without questions being repeated. After each set of questions, the scores will be shown. The child should be told to call his parent or teacher over to monitor his score.

The word-processor and extensive editing and quiz-making options included in the fourth module, serve not only to encourage creative writing, but also to help the child understand the basics of file creation, storage and retrieval. The editor can be used to create stories and quizzes on any subject matter. Once a child has mastered all the features of the editing system, he will understand the power and intrigue of the computer.

Children will delight in seeing their own stories appear on the screen in exactly the same format as those included in the program. They will develop a thorough understanding of data storage and retrieval in learning how to use all the features included in the editor. They will enjoy creating their own quizzes for their friends, classmates and teachers. Teachers can also use this feature to create tests on any subject matter for their students to supplement classroom activities.

The last option, the concentration game, is designed to build memory skills. Often, children who have problems in understanding what they read have difficulty concentrating on the subject matter. We have included stunning graphics in our stories to help stimulate interest and have included graphic images from all the stories in the concentration game. Children will also enjoy the two-player capability.

Unicorn's development team has devoted an entire year to this project before bringing it to market. We know that we have filled a void that existed for quality language arts and computer literacy software. We aim for long-term use for each of our products and strive to enrich the mind.

Important Note About the Use of Speech in Arabian Nights

Digitized speech requires a huge amount of disk storage capacity. Due to space limitations because of the graphics and activities in this program, there was only enough room on disk to include speech as an extra stimulus to keep the child's interest.

Speech has been utilized mainly for prompting directions, rewarding correct answers and making the child aware of his mistakes. For any incorrect responses, the speech doesn't necessarily correspond to the message on the screen, but simply serves as a friendly reminder for the child to check his error.

When the program is "talking", the computer cannot accept any keyboard or mouse input. Be sure to wait until the speech has finished before entering information.

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APPLE IIGS®

You may wish to set the options on the Apple IIGS control panel prior to loading the program. Pressing the ESC, Open Apple and Control Keys simultaneously will access the desk accessories menu. Use the arrow key to select CONTROL PANEL and press RETURN.

If you press ESC while the Arabian Nights Main Menu screen is displayed, you will be returned to your IIGS operating system.

Control Panel Menu

SOUND — Selecting sound permits you to adjust the volume and pitch to your liking. FOR NO SOUND OR SPEECH AT ALL in ARABIAN NIGHTS, move the volume star all the way to the left. If you wish no music or speech you must adjust the sound option as detailed above, before loading the program.

SYSTEM SPEED — We suggest your system speed be set at FAST.

SLOTS — If your 3 1/2" floppy disk drive is not already assigned as your usual start-up device, then change the start-up slot to 5 on the slot menu.

PRINTER PORT — If you plan to use the Tale Maker module included in Arabian Nights to print your own stories or quizzes, you will have to select the "ADD LF after CR" option (add line feed after carriage return). Use the left or right arrow to select.

RAM DISK — This program requires 768K to operate. If some of this memory is currently allocated for RAM disk, you must de-allocate it. Select RAM disk from the Control Panel menu. Set both minimum and maximum on RAM DISK sizes to ØK (zero K).

Loading Procedures

Please read all prior instructions concerning the Control Panel. If you have one 3 1/2" drive, insert the Arabian Nights Disk #1 in the drive and re-boot the computer by either powering off and on or preferably, by pressing the Control, Open Apple and Reset keys simultaneously. The program will automatically load. On-screen instructions will prompt you when to swap disks and insert Arabian Nights Disk #2.

If you have two 3 1/2" drives, you can place Arabian Nights Disk #2 in the second drive.

Throughout the use of the program, please be sure to follow all on-screen instructions for swapping Disks #1 and #2. If you have ignored prompts to swap disks, the program will instruct you to insert the proper disk.

Instructions

After viewing the Unicorn Software title page, the program credits are shown and an introductory story screen appears. Press any key or click the mouse to continue.

The Main Menu

Use the arrow icon to point to either the 3 tales: Aladdin's Lamp, The Ebony Horse, Ali Baba or the Tale Maker (which includes the Question Creator), or the Arabian Match Game. Click the mouse button to select.

NOTE:

Pressing the ESC Key at any time while the program is waiting for an answer will result in returning to the Main Menu.

Directions for Aladdin's Lamp, The Ebony Horse and Ali Baba

Begin by selecting whether to Read the Tale or Answer Questions. Click on OK after your selection has been made.

Reading the Tale

Press any key or click the mouse to continue reading the tale from screen to screen. If you wish to return to the menu, simply press the ESC key. To return to the Main Menu, press ESC again. Each tale

contains its own glossary. All words that are unfamiliar should be “looked up” in the glossary. At the end of the tale, follow the on-screen instructions to either answer questions or return to the Main Menu.

Please note that when the computer is loading new pictures into its memory, there will be a brief delay after you have clicked the mouse or pressed Return.

Glossary Use

Press the “G” Key to access each tale’s glossary and any key or click the mouse to continue from one glossary screen to the next and back to the tale.

Answering Questions

Point and click on OK to select either one or two players. Enter names and press Return. Use the Delete key to erase any errors before pressing return. Next, select either Reading Skills or Vocabulary Building by pointing and clicking. Click on OK to continue.

Setting the Parameters for Reading Questions

Reading questions are based upon each of the three stories. You can select the question format you wish by pointing and clicking on either:

Multiple Choice or

Fill-In the Blanks

Click on OK to continue.

Setting the Parameters for Vocabulary Questions

All vocabulary questions are based upon each tale’s glossary. Each glossary will be displayed prior to all vocabulary questions. Select the question format you wish by pointing and clicking on either:

Fill-In

Synonym

Antonym

Click on OK to continue.

Directions for Answering Questions

Use the mouse to move the icon and the Genie's arm to the answer you choose and click. Click again to register your answer. Remember, first you click to move the arm to the answer you want and then click again. Incorrect answers will be shown the correct response by the correct answer being highlighted. Press any key or click the mouse to continue.

After a set of 10 questions or if you've pressed the ESC Key you will be asked to play again. Click on 'Yes' or 'No' accordingly and then click on OK. If you click on 'No', the score will be shown. Press any key or click the mouse button to return to the Main Menu.

Tale Maker

PLEASE FAMILIARIZE YOURSELF WITH THE APPLE IIGS USER'S GUIDE SO THAT YOU WILL KNOW HOW TO OPEN, CLOSE AND READ DATA FILES. SEE THE CHAPTER ON THE PROGRAM LAUNCHER.

REQUIRED MATERIALS: A blank data disk that has been formatted. (See the Apple IIGS System Utilities Disk.)

Details on how to use this editor have been included on Arabian Nights Disk #1 for your convenience. To access all this information (which is included in this documentation booklet), select the CREATE/EDIT A TALE OPTION, Load the README.DOC file and press the OPT and P keys simultaneously. This will print all documentation to the printer. NOTE: Please make sure your printer is turned on.

Important — Please be sure to read the following directions so that you will be familiar with all the commands needed to operate the Tale Maker module.

Use the mouse to select from the following options:

- Create/Edit a tale
- Create/Edit questions
- Read a tale
- Answer the questions
- Exit the Tale Maker

Option 1 — Create/Edit a Tale

This module is a mini-word processor designed specifically for use within the Arabian Nights program, so that stories will appear on the screen in exactly the same format as Aladdin's Lamp, The Ebony Horse and Ali Baba. It was not designed to be used as a formal word processor in that it has 38 column capabilities to correspond directly to the program's screen layout, therefore, it does not contain word-wrap capabilities.

Because your tale will appear exactly as formatted on the screen, the RETURN Key must be pressed after typing each line. Make sure that words are not broken up from one line to another. When creating a tale and you are at the end of a line and realize that a word will be broken up, simply press the Delete key to delete those letters, then press RETURN. That will put you at the start of the next line.

A tale template has been included in this package for your convenience. You can make as many copies as you wish. You can write your stories on the template before entering them into the computer. Teachers will find this especially useful.

Legal Editing/Word Processing Commands

- ↑ - move up one line
- ↓ - move down one line.
- - go right one space.
- ← - go left one space.
- - backup and erase one space.
- <ESC> - quit the word processor/question creator.
(When you press ESC you will be asked to save your workspace.
Enter 'Y' or 'N' accordingly. If you have already saved your questions or stories, you'll want to type 'N'.)
- <OPT T> - move to the beginning.
- <OPT U> - move up one page.
- <OPT D> - move down one page.
- <OPT C> - clear the workspace.
- <OPT Z> - delete a line.

- <OPT I> - insert a blank line.
- <OPT L> - load a file.
- <OPT S> - save a file.
- <OPT H> - display the help screen.
- <OPT P> - print the document. Please sure that your printer is turned on if you are using this option or your system may crash.

You may type up to 38 characters per line and you have 299 lines to work with. When read as a tale, the document will be displayed as 22 line pages.

After the Arabian Nights Editor Commands screen is displayed and you press any key, a blank screen will appear with a rectangular cursor in the upper left hand corner. This designates that you are ready to begin writing you own tale.

To quit the mini-word processor, remember to press the ESC key. The computer will ask if you are sure you want to exit the editor. Answer accordingly. To save your tale press the OPT and S keys simultaneously.

You will be shown the file selection screen with a default name of STORY 01 . MYTH. **Be sure to put your previously formatted data disk in the drive at this time.** Move the arrow icon to the DISK button and click. Enter your file name. File names are limited to 12 characters. Press Return or click on the Save button. (You can also click on the Cancel button if you change your mind and don't want to save on a data disk.)

After your file has been saved you will be returned to the editor. You may choose to clear the screen/workplace (OPT C), ESC to quit the word processor, or any other Arabian Nights Editor command. Please follow any on-screen instructions for swapping disks.

Create/Edit Questions

Please see the legal editing/word processing commands above, as they are identical in this module. After the Arabian Nights Editing Command screen appears, you will see a blank screen with the cursor in the upper left as detailed previously.

When entering questions, the following must be observed:

- 1) All questions must be 5 lines in length - 2 question lines and 3 answer lines.
- 2) Question lines may be up to 38 characters in length.
- 3) Answer lines can be no longer than 13 characters — if they are, the program will truncate them down to the maximum allowed.
- 4) The second question line may be left blank.
- 5) The first answer line is assumed to be the correct answer. The program will take care of making the answers random.
- 6) No blank lines should be left between the individual questions.
- 7) **You must have twenty-one questions entered. If not, the program will tell you that you don't have enough questions when you try to play the game.**
- 8) You can have a maximum of 59 questions per file.

Once you have entered a minimum of 21 questions and wish to save your file, type the OPT and S keys simultaneously.

A question creator template has been provided in this package for classroom or personal use. You may reproduce the template as needed. For editing ease, we suggest each question begin with its number followed by a period and a space. Questions and quizzes can be written on the templates prior to entering them in the computer. Once they've been entered and saved, you may print them out.

Procedures for Editing Questions

To edit previously saved questions, press the OPT and L keys simultaneously. You will see a file selection screen. Now insert your formatted data disk. Click on the disk button. Load in the file of your choice. Your questions and answers will appear on the screen ready to be edited as desired. When done, press the Option and S keys simultaneously to save. You will be prompted to swap disks as appropriate. Follow the on-screen instructions.

Read a Tale

You will see a file selection screen. Now put your data disk in the drive. Click on the disk button. Select your file. The tale will be displayed a page at a time. Press any key or click the mouse to go from

page to page. After the tale is finished, you will be returned to the Tale Maker Menu. To escape from the story, press the ESC key. You will be prompted to swap disks as necessary.

Answer the Questions

Follow the on-screen instructions to enter the number of players and their names. You will then see a file selection screen. Insert your data disk. Press the disk button. Make your file selection. The file will load. If there are less than 21 questions, you will see a message stating that there are not enough questions in this file. The menu selection screen will appear and you should select another file or cancel. You may wish to select the Create/Edit Question option and add more questions to the file.

Answer the questions as detailed previously. When you exit this option, the score will be displayed. You can play again if you wish or press the ESC key to quit.

Exit

This option returns you to the Main Menu.

Arabian Match Game

Objective

This is a 1 or 2 player concentration game designed for building memory skills. Pictures relating to the three tale are hidden behind lettered boxes on the screen. The object is to test your memory by seeing how many matches you can make.

Game Play

Enter the number of players and their names. The name of the player whose turn it is will appear on the bottom of the screen. Type either the two letters of the boxes you wish to view, or use the arrow icon and click on the two boxes you want to see. The computer will display what is hidden behind these boxes and indicate whether or not you have made a match. Click or press any key to continue. Once all the boxes have been revealed or the ESC Key has been pressed, you will be asked whether or not you wish to play again. If you select 'No', the score(s) will be shown. Press any key or click to return to the Main Menu.

Programmed by Stanley Brewster • **Designed & Created** by June Stark
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