

CREATIVE SOFTWARE FOR EDUCATION

HENRIETTA'S BOOK OF SPELLS



FUN with **WORDS**

FOR 7-14 YEAR OLDS

Spectrum version

Henrietta's Book of Spells

WELCOME to **HENRIETTA's BOOK of SPELLS** and to the world of computer assisted learning.

If this is your first program from **Scetlander**, we suggest you take a few minutes to study these notes. They will help you get the very best from your computer and software.

If you are an experienced user, you may prefer to skip what follows and start at *About the program*.

Why educational software?

Parents often ask about the ideal time to introduce children to educational software. Many have been impressed at how easily their youngsters took to using exciting games on a computer. While these can play a useful role in developing keyboard skills and co-ordination, for example, most are very restricted in their educational value and are of little or no assistance in helping with school work.

Nevertheless, the best of educational software need not be dull. Indeed, if such programs are to maintain the user's interest for long periods of time, they must provide constantly changing problems at just the right levels of difficulty to gently stretch - but not strain - the student's abilities.

Scetlander programs can bring otherwise boring exercises and lessons to life. They command attention, yet never lose patience. They challenge students of all abilities - from the most academically gifted to those with severe learning difficulties. And by using special keyboards and switches, almost no-one is too young or too disabled to benefit from the magic of our computer-assisted learning programs.

For younger children particularly, colourful animations, sound effects and a game element can often add to the motivation. And with regular practice, results will improve.

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!
HENRIETTA's BOOK of SPELLS improves everyone's language capability.

Try it yourself! It's effective and it's 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 cassette or disc heads occasionally in accordance with the manufacturer's instructions.

Scetlander software is supplied on cassettes and discs 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 cassettes and discs well away from magnets and devices which contain them (such as electric motors and loudspeakers). When not being used, store cassettes and discs in their boxes to protect them. Do not leave them lying about.

About the program



HENRIETTA's BOOK of SPELLS helps improve spelling and language skills. It provides varied and stimulating practice with words for a wide range of abilities.

The program incorporates exercises in **five different sections**, with **two skill levels** ('7 -10' and '11 - 14') and a **choice of words from five to nine letters**. This ensures an ideal starting point for every user. A clever **help system** provides assistance when required.



Exercises are linked to an **absorbing storyline** featuring Henrietta, Hopeless Henry, Cedric the Skeleton and Morgana the Morbid. The level of challenge can be adjusted (up or down) after each set of exercises is completed.

Although there is **no time limit** to complete each exercise, a clock on each screen shows the actual time taken plus penalty time for clues requested. A **high score table** enables friends or colleagues to join in the challenge and adds to the fun (low time = high score; high time = low score).

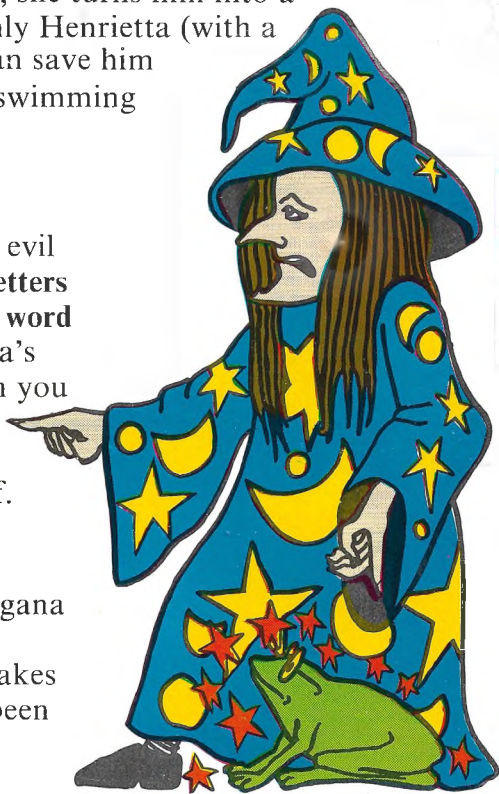
We suggest this program be set up initially by an adult to ensure that the user understands exactly what needs to be done. Some gentle guidance can be greatly appreciated at first. Once the principles are understood, you will be amazed how little has to be done and how long the program will hold attention. The generous supply of randomly generated problems guarantees boredom-free practice. The results will speak for themselves.

The story so far . . .

Henrietta and Hopeless Henry were recently married. But alas, their happiness is short-lived. You see, Henry attracts trouble like a magnet attracts pins. While out for a stroll, he stumbles upon Castle Spellalot, home of Morgana the Morbid, an evil and nasty witch. She simply hates happy people! So to make Henry miserable, she turns him into a frolicking, fat frog! Only Henrietta (with a little help from you) can save him from a life of leaping, swimming and croaking.

To undo Morgana's evil work, find the **magic letters** which make the **magic word** (something in Morgana's garden). Only then can you reverse the spell and return Henry to his normal, handsome self.

But remember: Morgana the Morbid will take advantage of any mistakes you make. You have been warned!



Loading instructions

cassette version

- 1 Place the HENRIETTA's BOOK of SPELLS cassette in your cassette player and rewind to start of the tape.
- 2 To load the '7 - 10' version:
type **LOAD "spells1"** then press **<ENTER>**
To load the '11 - 14' version:
type **LOAD "spells2"** then press **<ENTER>**
To load the word list editor:
type **LOAD "editor"** then press **<ENTER>**
NB: Each side of the cassette contains both versions. They have, however, been recorded in a different order. On side A the '7 - 10' version is recorded first and on side B the '11 - 14' version is first. Also included at the end of each side is a program which allows you to create new word lists. To use, load and follow on-screen instructions.
- 3 Press **<PLAY>** on the cassette player. The program will begin to load. You will see the SCETLANDER title screen whilst this is happening. When loading is complete (approximately 4½ minutes), you should stop the tape. Go now to *Getting started*.

+3 disc version

- 1 Insert the HENRIETTA's BOOK of SPELLS disc in your disc drive.
- 2 Reset your computer by pressing the **<RESET>** button on its left hand side. A menu will appear with the 'Loader' option highlighted.
- 3 Press **<ENTER>**. A screen will appear asking which version you wish to use:
Press **<1>** to load the '7 - 10' version, **<2>** to load the '11 - 14' version (or **<3>** to load the word list editor - follow on-screen instructions to change the word lists). The appropriate program will begin to load. You will see the SCETLANDER title screen whilst this is happening. When loading is complete (approximately 30 seconds), go to *Getting started*.

Getting started

After loading "spells1" or "spells2" (see above), a screen will appear asking if you want to load a new set of words. Follow on-screen instructions to do this or press <N> to continue.

A screen will appear outlining your task and asking you to select a starting level.

Do this by typing a number from 5 (relatively easy) to 9 (relatively difficult), then press <ENTER>. The first page of the book will open.

Select one of the five exercises by pressing <SPACE>, then press <ENTER>.

Follow on-screen instructions. If you require clues or help, press<0> when it is displayed (the zero key, not the letter 'O'). Try to answer each question but don't worry if you get some wrong. After an incorrect attempt, the correct answer is always given. Press <SPACE> and the next question appears.

As you complete each exercise successfully, you will be rewarded with a magic letter. Find all five magic letters and arrange them to spell a magic word to transform Henry from frog to man.

Your session finishes either when you complete this final task or when you use <SHIFT-Q> to return to the screen referred to in step 2 above.

If you have scored highly enough, on-screen prompts will enable you to record your name and results on the high score table. If you don't manage first time, you can start again at the same or a less difficult level.

NOTE: You can quit from the current exercise at any time by pressing <SHIFT-Q>.

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 and helpful response.

About Scetlander

Scetlander was formed in early 1986 as an innovative partnership between education and industry. The world renowned success of the Scottish Council for Educational Technology (SCET) in computers in education and the creative business expertise of Scotlander plc were combined to form what has become one of the fastest growing companies in its field.

All our programs are created in close collaboration with leading educationalists 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.

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