

LEARNING WITH LEEPER

Learning with Leeper is a collection of four award-winning games developed for pre-readers. No adult supervision is required and basic skill focus includes shape matching, counting, eye-hand coordination and creative play.

TITLE SCREEN

When you have loaded Learning with Leeper you will be at the title screen. To go to the menu press key marked **1** on your keyboard. This will take you to the selection screen. Using the movement keys on your joystick move Leeper over the game you wish to play and press key marked **N**. You will then be taken to the selected game. By pressing **1** at any time during the game you will be returned to the title screen.

DOG COUNT

In Dog Count the child has to feed the dogs that appear on the left hand side of the screen with the bones on the right. Use Leeper to select the correct amount of bones to feed the dogs. If the child is successful then the dogs will stand and wag their tails. Move Leeper up and down using keys **Q** and **Z**. Pressing the letter **N** will select the amount of bones to be fed to the dogs.

BALLOON POPS

Your child will be in control of a balloon to lift crates with letters on them up to a ledge to match with another crate. Lift crate by hooking it with the balloon and guiding it up to the ledge. If your child gets it right then a tune will play and the balloon will sail away with the letter. If not successful the computer will let them know.

LEAPFROG

Move the little green frog around the different mazes and avoid being caught by the chasing centipede. The animated characters will keep the child amused for a very long time.

PAINT BOX

Use your computer as a paint box without all the mess of mixing paint and spilling water. Draw houses, flowers, trees or anything they want. The only limit is the child's imagination. Very colourful and creative.

An example of a house is shown, why not fill in the areas with colour. Use cursor keys to select colour or mode. Place the sight square over the coloured square you want to paint with and press key marked **N** on your Spectrum (or button on your joystick). The border will now change to the colour you will paint with. To draw lines choose the square marked **/** in the same way as before move sight to the place you want to start drawing and press and hold down the **N** key. Move around the screen to where you want to be and press the **N** key again, simple isn't it? To erase the last thing drawn, select the very end box that doesn't contain anything and press the **N** key . . . caution . . . If you press this key twice at this point it will erase all of your picture. Happy Drawing.

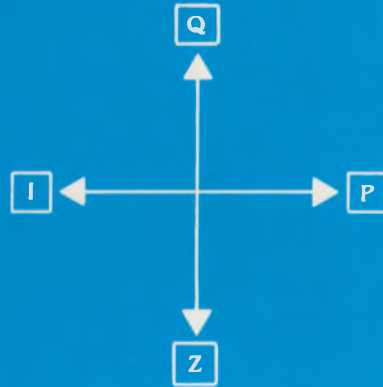
LEARNING WITH LEEPER

LOADING INSTRUCTIONS SPECTRUM 48K

1. Connect lead to ear socket of Spectrum from ear socket on recorder.
2. Rewind tape to beginning.
3. Set Volume Control to the required level.
4. Type LOAD""
5. Press key marked enter on your Spectrum.
6. Press play on your cassette recorder.
7. Your program will now load.

If the program does not load first time, repeat instructions but try a different volume setting.

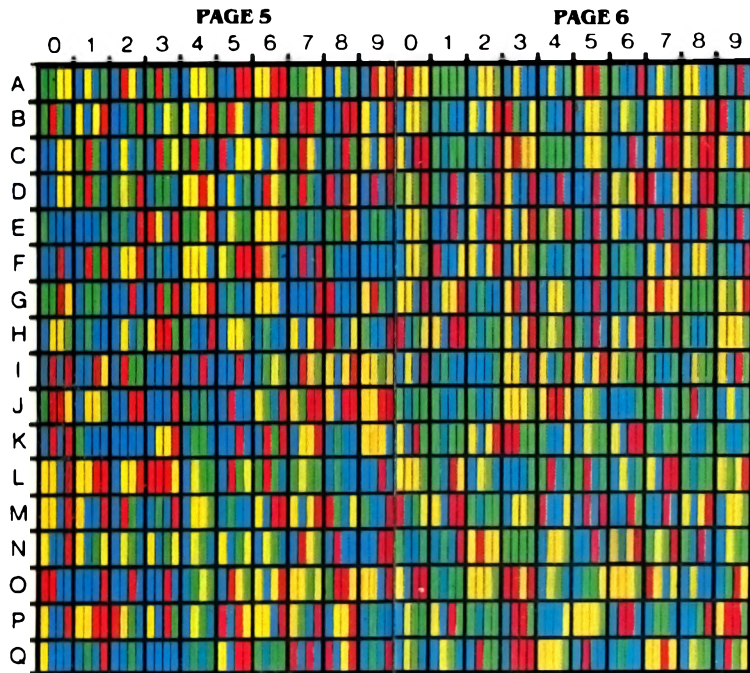
TO MOVE USE KEYS:



N = SELECT
I = RETURN TO TITLE SCREEN



CAN BE PLAYED USING KEMPSTON, RAM TURBO OR INTERFACE 2
JOYSTICK INTERFACES



This card is a part of a Software Protection scheme and is important. **DO NOT LOSE** as replacement cards will not be issued. This card is needed in conjunction with the program you have purchased, you need only to refer to it when you first run the program. Load game as normal. When the program has loaded you will be prompted with 'Enter code at location' a location will then be printed on the screen. If asked for location L2 then you will see that this square contains 4 colours, Yellow Green Blue Red, in that order, so for location L2 you would type 4231 then press Enter and the game will then run.

If you make a mistake typing the numbers in, the computer will give you another location to type in. If you type the second one incorrectly the computer will reset and the program will have to be loaded in once again from the beginning.

RED = 1
 GREEN = 2
 BLUE = 3
 YELLOW = 4

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**LEARNING
 WITH
 LEEPER
 48K SPECTRUM**

**SOFTWARE
 PROTECTION
 CARD**

