

# LEARNING FUN II

FOR 1 OR 2 PLAYERS

INSTRUCTIONS

## LEARNING FUN II

Turn POWER switch off and insert LEARNING FUN cartridge. Turn power on and press RESET. Press any KEY or the DISC.

Select WORD ROCKETS, WORD HUNT, CROSSWORDS, or MEMORY FUN by pressing 1, 2, 3, or 4.

# WORD ROCKETS

## TO BEGIN

The WORD ROCKETS title screen appears. Press the **DISC** to begin.

## OBJECT OF THE GAME

One or two players try to complete flying words! Load vowels on your wagon and launch them at the incomplete words in the sky. In a one-player game, player tries to beat his or her best time at completing 25 words. In a two-player game, first player to complete 25 words wins.

## GAME PLAY

As an incomplete word sails across the sky, press the left or right of the **DISC** to move your wagon over one of the vowels that will complete the word. The left hand controller moves the red wagon and the right hand controller moves the yellow wagon.

Once you are over a letter that will complete the word, press any **SIDE ACTION KEY** to load the letter on the wagon. Using the **DISC** again, position the wagon for launching. Take the speed and height of the word into account when lining up the wagon. Press the **SIDE ACTION KEY** again to launch!

Launch a correct vowel, hit the word, and score a point! The screen flashes and the word changes to either red or yellow, matching the color of the wagon that launched it. (Note: In a two player game, if both players hit the word with a correct vowel at the same time, the word will turn yellow, but both players will score a point.)

If the vowel will not correctly complete the word, it will bounce off.

**Note:** As soon as you launch a vowel, another one will appear in its place. You can't load another vowel until the last one you launched is off the screen. If no vowel on screen will complete the current word, launch one and hope one you need appears.

## SCORING

The score for the red wagon appears in the upper left corner, the score for the yellow wagon appears in the upper right. A clock is at top center to time yourself when playing alone — how fast can you complete 25 words?

## END OF GAME

Game ends when a player scores 25 points (25 words completed). Press **RESET** to play another game.

# WORD HUNT

## TO BEGIN

The **WORD HUNT** title screen appears. Press the **DISC**. You are asked for the number of players. On the left hand controller, press 1 to play by yourself, 2 to play against a friend. Press **ENTER** to start the game.

## OBJECT OF GAME

Control a monkey to pick up letters to spell 3 words of up to 8 letters each. Think fast! The player with the highest score at the end of five 3-minute turns wins!

## GAME PLAY

15 letters are scattered on screen. The clock at top center starts to count down from 3 minutes. The left hand controller controls the blue monkey. In a two player game, the right hand controller controls the white monkey.

Use the **DISC** to move your monkey. Stop the monkey covering a letter you want to pick up and press any **SIDE ACTION KEY**. Your monkey picks up the letter with its tail. Move the monkey and letter out of the jungle to your half of the scoring area at the bottom of the screen. Drop the letter by again pressing any **SIDE ACTION KEY**, then run back into the jungle for another letter.

Pick up letters, in order, to spell any word of eight letters or less. As you drop the letters, they automatically line up. When you finish the word, press **ENTER**. (If the word is 8 letters long, you don't need to press **ENTER**.)

You can make corrections by pressing **CLEAR** to erase the last letter. You can press **CLEAR** as many times as needed.

If you accidentally pick up a letter you don't need, quickly dump it in the trash can located at the bottom center of the jungle. Move you monkey to cover the trash can, then press any **SIDE ACTION KEY**.

In a two player game, you can cause trouble by watching what your opponent is trying to spell — then grabbing the letters first and throwing them away! Careful — two can play at that game!

When time runs out (3 minutes) or both players complete 3 words, it's time to check the words. An arrow points to the first word on the left. If the white player (on the right) wishes to challenge the word, check in the dictionary. If the word is not correctly spelled, the blue player must press his own **CLEAR** button (notice that the OK? on screen shows yes and no in the colors of the players who must answer). The word is erased from the screen and does not count toward the blue player's score. If the word is not challenged, or if is checked and found to be correct, blue player presses **ENTER** and 1 point is added to the blue player's score

Green may now **ACCEPT** or **CHALLENGE** Tan's word. To accept, Green presses **ENTER** and Tan receives 1 point per letter in the word. (For the example "BEAR," Tan receives 4 points.)

If Green challenges, the word is looked up in a dictionary. If the word is spelled correctly, Green presses **ENTER** and Tan receives the points. If the word is spelled incorrectly, Tan must press **CLEAR** repeatedly, removing the word from the board, and then **ENTER** to pass the turn to Green. Green presses **ENTER**, then it's his or her turn to place a word on the grid following the three steps above. (Note the color of the reminder line at top to see who has the option of pressing **ENTER**.)

The second word on the grid and each word thereafter must connect to a word already on the grid. For example, if Green had the letters OCHQYBG, he or she could spell the word "HOBBY" using the B already on the grid (worth 5 points):

	H				
	O				
	B	E	A	R	
	B				
	Y				

If a word does not connect to a previous word when **ENTER** is pressed, the buzzer sounds and the word is automatically cleared. Try again.

If you add a word to the grid that extends a word already on the grid, you get points both for the word you add **AND** the extended word. For example, Tan adds "SUN" to the grid:

	H				
	O				
	B	E	A	R	S
	B				U
	Y				N

This makes a new word: "BEARS". Tan gets 3 points for "SUN" and 5 points for "BEARS". Look for ways to extend the beginning and end of words: "NOT" can become "NOTE" and "HOE" can become "SHOE".

for each letter in the word. When playing by yourself, check your own words, pressing **ENTER** (correct) or **CLEAR**(wrong)

In a two-player game, after blue player's words are verified, repeat for the white player's words. After all words have been verified, there is a pause and another 3-minute turn starts. There are 5 turns in a game. To play another game, press **RESET**.

## CROSSWORDS

### TO BEGIN

The **CROSSWORDS** title screen appears. Press the **DISC**.

### GAME PLAY

Two players take turns spelling words on the grid. Each word must connect to another. Highest score after 20 moves wins.

At the beginning of the game, 7 letters are selected at random for each player. The letters for the left player (Tan) appear in a column at the left of the screen; the letters for the right player (Green) appear in a column at the right.

Tan looks for a word that can be spelled from the letters in his or her column. Not all letters have to be used, but each letter can only be used once. For example, if the letters in the column are **R X E A K W B**, the word "BEAR" could be spelled.

To place a word on the grid takes three steps:

1. Press the hand controller **DISC** to select where the word will start on the grid. As you press the **DISC**, squares on the grid will light up. When the square you want the first letter to go is lighted, release the **DISC**.

2. Press 1 if you want the word to be spelled from the lighted square to the right. Press 2 if you want it spelled from the lighted square down. At the top of the grid is a reminder: 1 for right, 2 for down. You can also press 3 to *pass* when you cannot spell a word from the letters you have. The reminder is shown in the color of the player whose turn it is.

3. Press the numbers on the hand controller that are next to the letters that spell the word, then press **ENTER**. For example, to spell "BEAR" from the letters above, you would press 7 then 3 then 4 then 1 then **ENTER**. (If you change your mind or press the wrong number, you can correct it if you haven't pressed **ENTER** yet: press **CLEAR** to take back the last letter placed on the grid. You can press **CLEAR** repeatedly to take back as many letters as you need; press it enough times and you can return to step 2.) At the top of the screen is a reminder that you can press 1 through 7 (1-7), **CLEAR** (c), or **ENTER** (e). Again, the reminder is shown in the color of the player whose turn it is.

When you place letters, EVERY new word formed must be a real word, otherwise NONE of them will be allowed. For example, Green adds the word "NET":

H				
O	N			
B	E	A	R	S
B	T			U
Y				N

This also forms "ON" and "BT". Tan can challenge since "BT" is not a real word. Green would have to clear the letters and it would become Tan's turn.

## NEW LETTERS

At the end of your turn, new letters fill in the blanks left by letters used. If you cannot spell a word from the letters in your column, you can get 7 new letters by pressing 3. The penalty for doing this is losing your turn.

## END OF GAME

The highest score at the end of 20 moves wins the game. Tan's score appears in the upper left corner, Green's in the upper right. The current move is shown at lower left.

# MEMORY FUN

## TO BEGIN

The MEMORY FUN title screen appears. Press the **DISC**. You are asked for the level number you want to play at. Using the left hand controller, answer from 1 (easiest) to 44 (hardest), then press **ENTER**. You are then asked for the number of players. Press 1 to play by yourself or 2 to play against a friend, then press **ENTER**. If you answered 2 players, you will then be asked if you want to take turns (press 1, then **ENTER**) or play at the same time (press 2, then **ENTER**).

## OBJECT OF THE GAME

Uncover letters hidden by squares on the grid, looking for pairs that match. Players compete for the highest number of matches.

## GAME PLAY

Using the **DISC**, point your arrow to a square on the grid (the left hand controller moves the red arrow; in a two-player game, the right hand controller moves the blue arrow). Press any **SIDE ACTION KEY**. The letter underneath the square is revealed. Select another square and again press any **SIDE ACTION KEY**. If the letters match, you score a point. If they don't, they are covered again and you keep searching.

Some squares have no letters underneath. These squares match with nothing, not even another empty square.

## TWO PLAYERS

Two players either take turns or play at the same time. When taking turns, only one arrow (red or blue) appears on screen at a time.

If both play at the same time, the game becomes one not only of memory, but also speed, strategy, and dexterity! Keep track not only of the letters you reveal, but also those of your opponent. Your opponent may uncover a letter that's the same as one you've uncovered — but since letters appear in the players' colors and only letters of the same color can match, you'll have to wait until the letters are covered again. Then it's a race to see who can get to them first! Think ahead — you can block your opponent's match by uncovering a letter he or she was going to uncover!

## END OF GAME

The game ends when all letters have been matched. How well both players did is displayed in their colors:

Score — Number of matches made.

Turns — Number of pairs revealed.

Percentage right — Percentage of pairs revealed that were matches.

Time — Total time of the game.

Average time per score — Time of game divided by number of matches player made.

Player with higher score wins. If playing by yourself, work on increasing your percentage right while decreasing your average time per score.

Press **RESET** to play another game.

# **IntelliVision™**

Intelligent Television

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