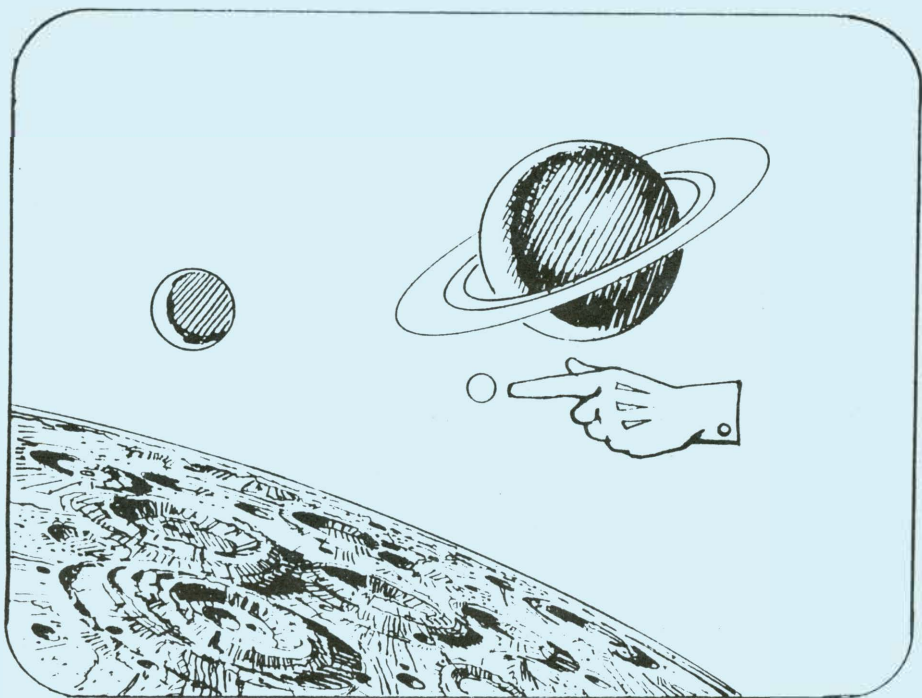


Star Gazer I, II & III



MINIMUM REQUIREMENTS

- TI 99/4A Home Computer

STAR GAZER I,II and III

STAR GAZER I,II and III are three educational programs in one module! designed for grades 2 to adult. Each program consists of Five activities which teach ten constellations which adds to the learning process and a built-in score book tracks the scores for each activity. Using Star Gazer one can:

- o Develop visual memory skills while learning about constellations
- o Practice skills in recognizing star patterns and names
- o Play different levels with different goals
- o Enjoy colorful graphics
- o Hear reinforcing sound effects
- o Use either the keyboard or the joystick

DESCRIPTION - Star Gazer guides progress through five different activities, by a helping White Glove. Constellations will be displayed, names will be given, a help screen will appear to describe the constellations. Questions are asked to match or guess constellation names. Accurate scores are kept to mark progress.

SELECTING AN ACTIVITY - When the STAR GAZER title screen appears, press key 1,2 or 3 to select the desired program, then press any key or the joystick fire button to advance to that option select screen. Six options will be displayed:

Meet the Stars	Special Note: All selections of the Start Gazer
Com/Sci Match	activities and the functions within the activities
Sci/Com Match	can be selected using the joystick. The use of the
Common Guess	keyboard is not necessary if you have at least one
Scientific Guess	joystick. If you have two, either one may be used.
Score Screen	

MOVING THE GLOVE

<u>PRESS KEY</u>	or	<u>MOVE JOYSICK</u>	<u>TO:</u>	
E, I		UP	Move glove up	Note: move the White Glove to the desired option. and select it. The screen clears and the selected activity will start
X, M		DOWN	Move glove down	
Q, Y, V, ". "		FIRE BUTTON	Select activiyy	

THE JINGLE PROMPT

At various points in the program, a 3-note jingle will sound. This sound is a signal to press a key or the joystick fire button in order to continue.

ACTIVITY DESCRIPTIONS

Meet the Stars - This activity introduces the constellations by name and description. By responding to the jingle, the stars that form the constellations, their common and proper names, and a short description will be shone. When all constellations have been shown, Star Gazer will return to the option select screen. See the section on **Moving the Glove** for an explanation on how to select the appropriate answer.

ACTIVITY DESCRIPTIONS (Continued)

Common Name to Scientific Name Match - Match the scientific name of the constellation to the displayed common name. Four answers are displayed in the text window. Choose the correct answer.

Scientific Name to Common Name Match - Match the common name of the constellation to the displayed scientific name. Four answers are displayed in the text window. Choose the correct answer.

Common Name Guess - Guess the common name of the constellation displayed. Four answers are displayed in the text window. Choose the correct answer.

Scientific Name Guess - Guess the scientific name of the constellation displayed. Four answers are displayed in the text window. Your Choose the correct answer.

THE ACTIVITY SCREEN

The game screen consists of several sections. The largest section is the constellation window, located in the center of the screen. The constellations will be displayed here. If activity other than Meet the Stars or the Score Screen is chosen, then two score windows flank the constellation window. The left window displays all the correct answers while the right window displays the incorrect answers.

Directly under the constellation window is the question/answer line. This line displays the names of the constellations to match or the answer to a constellation name request.

The description/option window, located at the bottom of the screen, displays the four constellation names. Only one name is the correct answer. This window is also used to display the descriptions of the constellations.

THE GLOVE KNOWS ALL! Two chances are given to correctly match/guess the constellation. When a constellation is displayed, the stars that form that constellation are shown. If an incorrect guess is made, a bad response tone sounds. The glove makes a "NO-NO" gesture and lines are drawn between the stars. A second chance is given. If the second guess is incorrect then two incorrect response tones are issued, the glove gestures again, the correct answer is displayed, and one is added to the incorrect score window. The description of the constellation is then displayed for reinforcement. Continue after the jingle.

If the guess is correct, the glove applauds and one is added to the correct score window. The correct answer is displayed to reinforce the response and a new constellation is displayed.

Ten constellations are displayed in each activity. When all ten constellations have been displayed, the jingle sounds. A key press will return Star Gazer to the option select screen.

THE SCORE SCREEN - To display the progress, select the score screen option. This screen will display the correct and incorrect guesses made for each of the four activities. If the same activity is played twice, the last score will replace the previous score.

LIMITED WARRANTY

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We think this policy is fair to you and and us, please abide by it. We will not tolerate distribution of this product by any other means.

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