PURPOSE

DON'T FALL is designed to make learning a list of words an exciting and enjoyable experience.

OPERATION

1. Type RUN and press "Return". The little man begins to walk to the edge of the cliff. He falls, starts over, and falls again, until someone presses one of the keys on the keyboard. After a key has been pressed, the man still walks to the edge and falls before the game actually begins.
2. The computer asks for your name. Type your first name and press "Return".
3. Next you are asked, "How Difficult?" Your answer does not determine what kind of word will be chosen, but where the man will start on the ledge. If you type 1 (for EASY), the man will start at the far left of the ledge and will take 13 steps before he falls. If you type 2 (for NORMAL), the man will start in the middle and will have 7 steps before he falls. If you type 3 (for HARD), he will only have 4 steps before he falls! Type the number and press "Return".
4. You are asked if you are playing against the computer.
   A. If you type NO, you will be asked whether you want to enter the word yourself or let the computer choose the word. That means, do you and a friend want to put words in to try to stump each other? Or do you want the computer to simply choose the word for you? Type the number (1 or 2) and press "Return".

   B. If you type YES the computer will choose a word for you to guess. Later you will get to give the computer a word and watch it try to figure it out.

   Answer the question. Type YES or NO and press "Return".
5. The man appears at the place you chose for him. The length of the word will be indicated by dashes in the bottom left corner of the screen. The computer invites you to "Guess a Letter."
6. Type a letter (always press "Return" afterwards). If the letter belongs in the word, it will appear in its proper place (each place it is used in the word.) If the letter you have chosen is not in the word, the computer will "beep", the man will take a step toward the edge of the cliff, and the wrong letter will be printed in a list of "Wrong Letters" near the bottom of the screen.
7. Continue to guess letters until you have discovered the word or have fallen off the cliff! If you fall, the computer will tell you what the proper word is. If you guess the word, it will say "You win!"
8. If you are playing against the computer, you may type in a word for the computer to guess. It can be any word, but it must not have more than twenty letters. The computer will then start on the same spot on the ledge where you started. It will guess one letter at a time. Once the computer has either guessed the word or fallen over the cliff, a scoreboard will appear showing the scores for both you and the computer. It asks if you want to play again. If you answer YES, the computer will pick another word from the list.

TO CHANGE THE LIST OF WORDS

1. Stop the program by pressing the "Control"key and the "C" key at the same time. Press "Return". Type TEXT and press "Return".
2. Type LIST 100 and press "Return". You will see the current list of words in the computer.
3. Retype the line. Be sure to start by typing the line number (100). Press "Return" when you have finished typing the new list. In case the computer gives the message SYNTAX ERR, carefully retype the line, being sure to use quotation marks. Use a blank space before the first word in the list. Total length of the line (including C$=) is 120 spaces.

   Example:

   100 C$="DOG CAT HORSE PIG COW DUCK MOUSE HIPPOTAMUS ELEPHANT ZEBRA CHICKEN TURKEY FROG GIRAFFE MOOSE SMAKE LIZARD FISH"

* * *

If you have more than 8K RAM memory, you can lengthen the list by typing additional words at line 105.

Example:

105 CS (LEN(C$)+1)=" GNU LION OX KANGAROO TIGER WOLF"

Total length of the list is 255 letters and spaces. You will also need to change the DIM (dimension) statement in line 10 so that it includes this: CS(255).

Note: The purchaser may copy the altered program for his his own use but not for the use of others.