

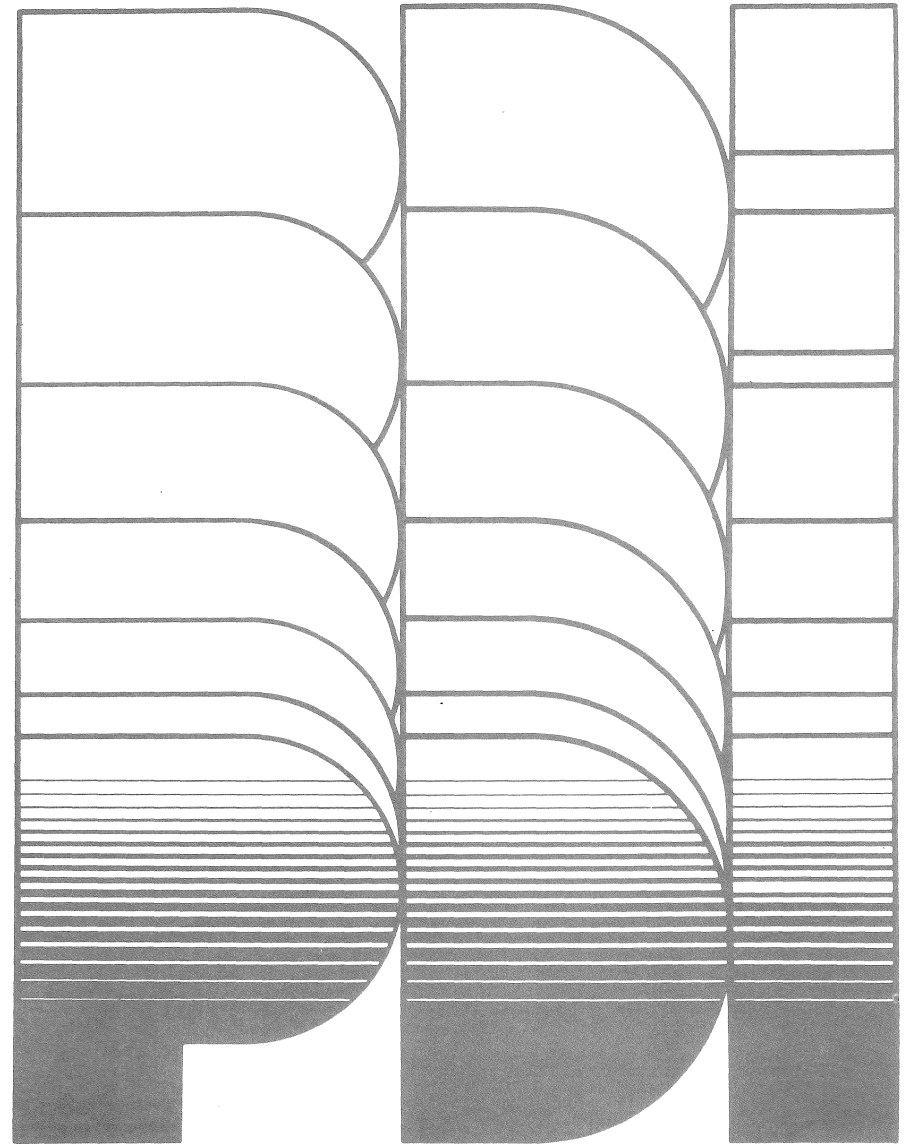
against yourself (trying to find the pairs
in the fewest turns).

The computer will prompt you throughout the
game to make your choices and also to press
the Return key to see the computer's choices.
It also keeps score and tells you who has
won.

YOU ARE NOW READY
TO LOAD THE TAPE

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Guide



PROGRAM DESIGN INCORPORATED

MEMORY BUILDER
CONCENTRATION

WHAT IS MEMORY BUILDER: CONCENTRATION

Memory Builder: Concentration is a series of four games that build memory and reading skills. The object of the games is to find pairs of matching letters or words on the computer's screen. The games can be played by two players or by one player playing against the computer or against him or herself.

HOW DO YOU PLAY?

In each game, the screen shows 20 numbered squares. "Behind" each number is hidden a word or a letter. To reveal the word in a square, the player types the number of that square. The word appears. The player types the number of another square to try to find the matching word or letter. If a match isn't found, the words are hidden again, the numbers reappear and the next player takes a turn. Each time a match is found, the player gets another turn. When all the pairs have been found, the player who found more matches wins.

HOW DOES CONCENTRATION TEACH?

To play Concentration effectively, a child quickly learns that he or she must pay close attention to the position of each word as it appears. The child must try to remember the position of the word so that he or she can find it later. The game, therefore, provides memory practice that can result in an increase in attention span, ability to concentrate and ability to remember important facts. These skills are essential for learning in school.

In order to read well, a child must be able to quickly see the difference between letters or words that are somewhat alike--such as W and M, p and d, cat and rat. The child needs practice matching letters and words and making distinctions between similar words. The child also needs practice in "sounding out" and reading words. Concentration provides these kinds of practice because the items to be paired are letters and words.

HOW OLD SHOULD THE CHILD BE?

The games are suitable for children six and older.

WHAT ARE THE FOUR GAMES?

Games increase in difficulty from Game 1 to Game 4. You should probably play the games in order. You can play each one over and over because word or letter position changes each time the game is played.

DIRECTIONS FOR PLAYING THE GAMES

Load the cassette, following the general instructions in your computer manual. Be sure the cassette recorder head is clean. Adjust the volume level if necessary. Side A of the cassette contains Games 1 and 2. They are recorded twice (order--1,2,1,2) so if you have trouble loading one game, try the second recording further on the tape. Side B contains Games 3 and 4. They are also recorded twice.

The computer will offer you a choice of playing against another player, against the computer or