

There are three levels of difficulty in this game plus a fourth which is words entered by the parent or teacher. Level 1 has 4-letter words, level 2 has 5-letter words and level 3 has 6-letter words.

Unicorn

In this game the aim is to get the bird, worm and apple over to the unicorn before you are surrounded by the forest fire. However, there is a problem: you can only carry one object at a time through the narrow paths. All the objects are safe when you are there but some objects can't be left alone together.

Move the robot with the **arrow keys**.

Pressing the **spacebar** picks up and drops the object.

There are 3 levels of difficulty: while the puzzle remains the same, the time allowed before the fire surrounds you varies.

Logic Doors

Here you have to work your way through the maze to the room containing the keyword.

Each room in the maze contains one or more coloured doors.

On level 1 you can go through any door without using a key but you do not get the keyword at the end.

This level should be used to practice and to look at the maze and map before tackling the higher level.

In level 2 keys are needed to unlock the doors. There are several available throughout the maze which can be picked up by typing in their **number**. However, you can only carry up to two keys at any time but you can drop all the ones you are holding by pressing the **spacebar**.

Keys will open only the door with the same pattern of colours.

The doors only open from one side and the other shows an all-red door. You can enter a room and not be able to get out because you are not holding the right key. If this happens the game ends and you will have to try again. You should try to map the maze marking in doors and where you can find which keys.

Remember, as you walk through a door the new room is shown with the door you entered by behind you.

Hint: Turn your map to the new direction before mapping. It may take you several goes to get through the maze.

Souvenirs

The aim here is to visit all the countries on the map once - by pressing the appropriate letter - buy a souvenir from each - selected with the appropriate number and end up back in Britain. You start off with a limited amount of money in Pounds Sterling, but all the souvenir prices are in the currency of that country. An exchange rate is given to convert Pounds to the currency.

Code Boxes

The aim of this game is to open the box and discover the keyword. To open any box you have to simply type in the **number** shown on it.

Unfortunately, the number is in code so you have to work that out before you can succeed. At first you can only guess the number.

If you don't get it right after the second guess, the box opens and a number of objects are shown.

Count them to find the answer for that box.

Eventually you should be able to see the pattern in the code.

If you seem to be getting most of the boxes right, the computer will let you try the keyword box.

This will not be a number you have already come across but you should be able to solve it if you have understood the code.

Answers are entered as numbers from the keyboard, followed by **Return**.

Hint: if you are having problems, write out the **Arabic - normal - numbers** and fill in the **code numbers** by them. This should help you see the pattern.

Mystery Machine

The aim of this puzzle is to work the machine in the correct sequence in order to get the keyword. The correct sequence of moves is written under the machine, but in code.

To decode the message, move the robot onto any symbol and press the **spacebar** then the **letter** you think that symbol might represent.

The letter will then replace that symbol throughout the message. When you have worked out all the instructions, move the robot to the part of the machine where the controls are and press

Return. Then follow the orders by moving the robot to each point in turn and pressing **Return** or the **spacebar** to do the action.

You must follow the instructions in exactly the order they are given in order to succeed and win the keyword.

Escape

If you have all the keywords from all the other games you can try Escape. You are given a maze similar to the one in Logic Doors, but without the keys.

At certain points you will come across obstacles which require the use of a keyword to get past.

Each keyword has a special use in this program: you can only use each once in your attempt to escape.

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Learning has never been such fun!

A computer is an ideal teaching tool for young children - if you have the right software. **Fun School 2 for the Over-8s** consists of eight colourful and exciting programs that have been carefully designed by a team of educationalists. The computer itself monitors the child's progress. The skill level - initially set by the parents - is automatically adjusted to suit the child's ability.

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Fun School 2 for the Over-8s consists of:

- Build a Bridge:** Shape-fitting challenge
- Passage of Guardians:** Enjoy anagrams
- Unicorn:** A test of logical thought
- Logic Doors:** Mapping made easy
- Souvenirs:** An introduction to travel
- Code Boxes:** Discover binary arithmetic
- Mystery Machine:** Code-breaking fun
- Escape:** A final check on progress

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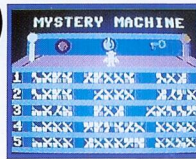
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Logic doors: An adventure in improving the power of reasoning



Souvenirs: Learn about exchange rates in the EEC



Mystery Machine: It's super fun to crack the hidden code

Screen shots taken from various computer formats.



fun

school

2
For the
Over-8s



For the
Over-8s

FUN SCHOOL 2 FOR OVER 8s

THE KEYS - GENERAL CONTROLS

The controls are given in the program descriptions that follow but, in any program, pressing **Escape** twice and replying **N** to the Another go? prompt will return you to BASIC to allow you to RUN another program on tape.

At the prompt there are also some hidden options for teachers and parents:

- * On programs where difficulty levels can be selected, you can press **Control + D** and enter your choice. This will be the new default for all the programs.
- * On programs where your own selection of words can be entered, you can press **Control + W** and enter them.
- * Sound can be turned off by pressing **Control + Q** or on with **Control + S**.

Joysticks may be selected by pressing **fire** and keyboard selected with the **spacebar** - **fire** then replaces the spacebar. On the CPC series, **Z, X, J** and **** are often used for left, right, down and up movement.

Note: on the CPC series, **Z, X, J** and **** are often used for left, right, up and down movement. Here **arrow keys** are mentioned, you may therefore use these keys or joystick.

Note: in place of **Return** key, use large **Enter** key near the main keyboard. If you inadvertently break out of a program, you can resume by entering **CONT**.

Loading instructions are on the tape.

THE PROGRAMS

When each of the first seven programs has been successfully completed you will be given a keyword. These should be written down and kept somewhere safe - you will need all the keywords to complete the last program.

Build A Bridge

The aim is to fit the coloured shapes into the gap in the bridge.

You can choose a shape by moving the robot on to it using the **arrow keys**. It is picked up - or put down - by pressing the **spacebar** and once you have picked up a shape it is guided with the **arrow keys** to the desired position. It is then positioned using the **spacebar** - the program will let you know if the shape is overlapping another object.

At higher levels more shapes are used and some may need rotating to fit. **Return** rotates a selected shape one eighth of a turn each press.

Passage of Guardians

The aim of this game is to guide your robot along the passage past all the Robot Guardians.

You do this with the **arrow keys** until you get to a Guardian blocking the path - each of them requires a password. They will give you the letters in their word but you have to unscramble them to find the word.

Enter your answer by typing in the **word** and then press **Return**. If you are wrong the letters are put in a new order for you to try again and if you are wrong again you have to go back to the beginning of the passage.

If you are right the Guardian goes away and you can go on.