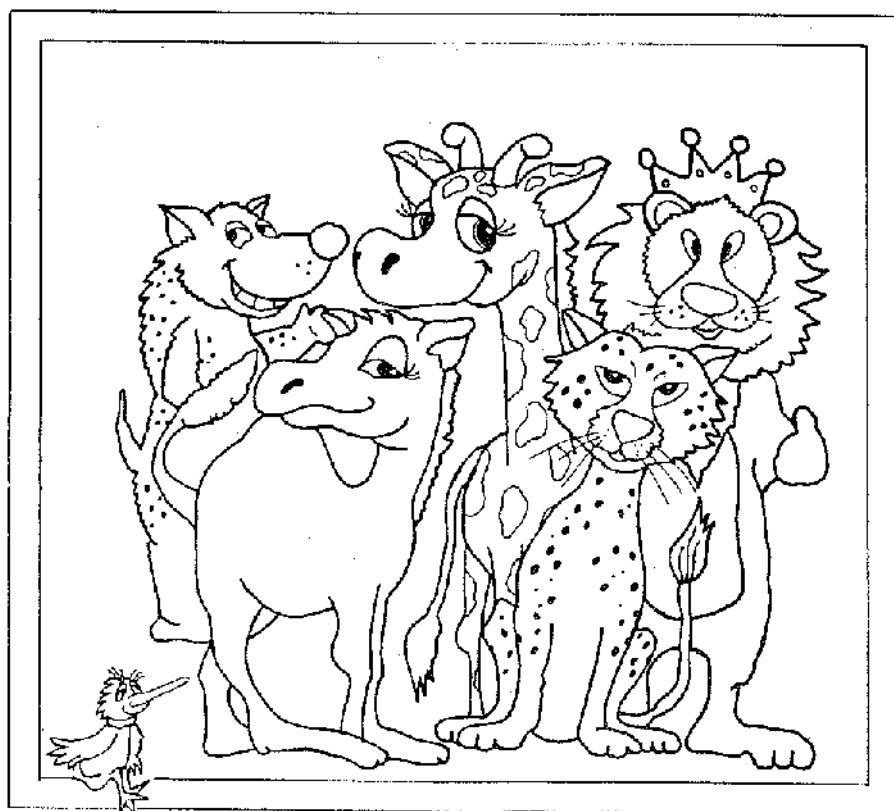


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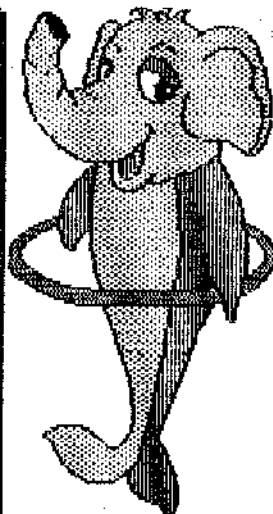
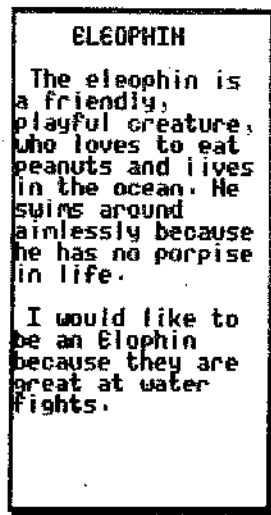
Jumbled Jungle[™]



INTRODUCTION

Jumbled Jungle™ is a motivating graphic writing program designed to stimulate both the funny bone and imagination of children of all ages. Especially well suited for the primary elementary student, this program allows children to explore information about a variety of jungle animals well as create their own hilarious animal characters they can describe with the **built-in text processor**.

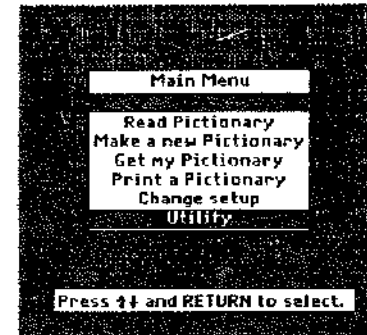
Because they can **print out their creations in five sizes** the fun and possibilities don't end with the on-screen activities. **Pictionaries, books, and puppets** can be created to add new dimensions to at home or at school.



JUMBLED JUNGLE

TO START

Place **side one** of the program disk in drive one when booting up the program. Turn the disk over to **side 2** when the pelican asks you to and then press **RETURN**. This is the first screen you will see.



BEFORE YOU START CREATING

Before you can start creating with **Jumbled Jungle™**, there are a couple of house keeping tasks you should take care of that will save you time and frustration later.

The first thing you should do is **format a work disk**. A **work disk** is needed to save your newly created pictionaries. To do this, use the **ARROW KEYS** to choose **Utility** and then press **RETURN**. Select **FORMAT A DISK**. You will now see the **Format Disk Menu**. This menu will differ depending on how many drives you have connected to your computer.

*Usually the slot 6 drives 1&2 are for 5.25 disks.

*The slot 5 drive 1 is usually for a 3.5 disk.

*If you have an Apple GS the RAM disk is slot 5 drive 2.

*If you do not have a RAM disk it will be the second 3.5 drive.

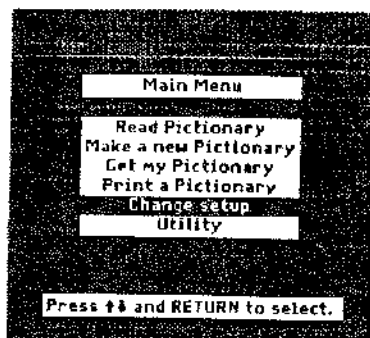
*Slot 3 drive 2 will be on the screen if you have 128K. However, this slot is used by the program and cannot be accessed.

The **TAB KEY** will move you between drives.

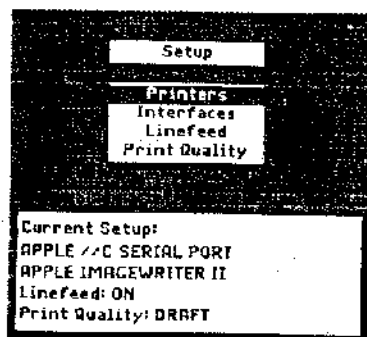
Place a blank disk in the selected drive and press **RETURN**. Your work disk will be formatted and you will be asked to name it. When finished, press **ESCAPE** to go back to the main menu.

The second thing you should do is **Change your Set Up**. This process tells the program what kind of printer and interface card you are using with your computer. It's a good idea to take care of this now so that you will be ready when it's time to print your pictiary. Once your set up is saved to disk you will not have to do it again.

Use the arrow keys to choose **CHANGE SET UP** and press **RETURN**.



Choose **PRINTERS**. Use the **ARROW KEYS** to view the different printers and press **RETURN** when you find yours. Do the same for selecting your **INTERFACE CARD**.



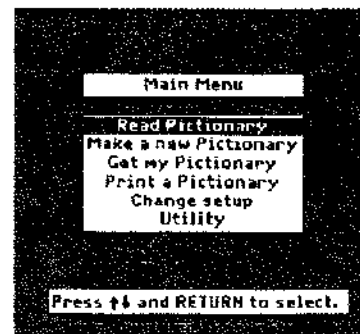
The **LINE FEED** is usually selected **ON**.

PRINT QUALITY gives you the option of printing your pictiary in one of two modes. **DRAFT** will print out faster, **HIGH** takes longer to print but gives you the best look.

Once the set up box has all of the correct information for your particular set up, press **ESCAPE** to return to the **MAIN MENU**.

LET'S START JUMBLING

Now that you are back at the **Main Menu** it's time for the fun to start!!

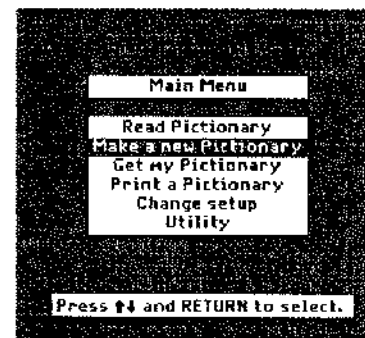


In the next section of the documentation we are going to explain how you actually create and write about all those wild animals we've been raving about, but first let's read about the career characters already on the disk.

First Choose Read Pictionary.

This will let you read the Pictionaries that are on the Jumbled Disk. The **ARROW KEYS** or **SPACE BAR** let you view the pages of the Pictionary. You can also enter a page number to go directly to that Pictionary page. While you are reading pages of the Pictionary, you may want to print out a page. It's easy! Just press the **"P"** key to go directly to the **PRINT MENU**. For more information on printing see the **PRINT MENU** section of this booklet.

When you are done reading the Pictionary, press **Escape** to return to the **MAIN MENU**.



MAKING YOUR CHARACTERS

Now that you're back at the **MAIN MENU** you're ready to start making your own characters.

The first step is to choose **Make a New Pictionary** from the **MAIN MENU**.

1. Once again use the **ARROW KEYS** or the **SPACE BAR** (or enter any page number) to select the pictionary that you want to begin jumbling and press **RETURN**. You will notice that the text box next to the character is now empty awaiting new text.

2. **HELP SCREEN** -If this is your first time using the program it might be a good idea to press the "**H**" key to see the **HELP** screen. The **HELP** screen (below) gives you the commands you can use while you creating your own pictionary. The **HELP** screen can be accessed at any time until the text processor has been activated.

M key - to move between the different sections of the body.
SPACEBAR - to view different body parts.
B key - to view previous body part.
←→↑↓, A & Z or MOUSE - move body part.
1-9 - adjust movement speed of part.
RETURN - when finished.
ESC - to go back.

3. JUMBLING THE PICTURES-

When you first enter the pictionary you will see the topmost section of the picture blinking. The section that is blinking is the part that can be jumbled at that moment.

Let's start with heads.

* Press the "**M**" key until the animals head is blinking on the screen.

* Next press the **SPACE BAR**. It will allow you to scroll through all of the heads in the program one by one.

HINT: Pressing the "**B**" key will take you through the body parts in reverse order. If you want to see one that you've just passed, pressing this key will return it quickly.

* When you find a head that you would like to keep for that character, press the "**M**" key again to start another part of the body blinking. The part that you've just changed will automatically remain in place.

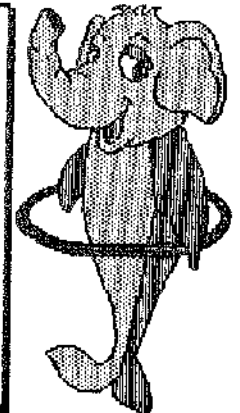
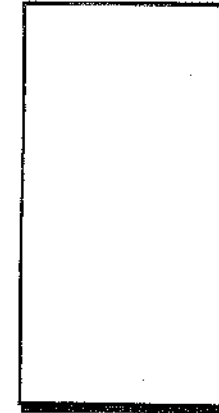
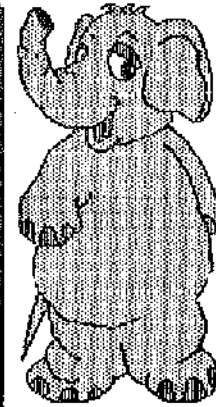
NOTE: MOVEMENT

You can also re-position the body parts to any location on the screen using the **ARROW KEYS** or **MOUSE**. Move a head down to the toes or put legs in the middle of a body. Use your imagination! You can even move a body part off of the screen, make a character without a torso, or a pair of legs with just a head.

The **number keys (1-9)** can be used to "fine tune" the position of the body parts. The #1-5 keys allow you to move the parts in small steps around the screen. Use the higher number keys (6-9) to move the body parts in bigger steps.

* When you've finished jumbling your jungle animal press the **RETURN** key. This will hold on to your new character and access the text processor.

ELEPHANT
Elephants can be found in Africa and India. The African elephant is bigger and has bigger ears. Elephants are the largest living land animal. Their trunk is a long snout used to get food and water to its mouth, for spraying water over itself and investigating. They eat grass, leaves and fruit.



WRITING CAN BE FUN!

You are finished creating your jumbled jungle animal. Now the writing fun begins. What would this new character be like? Write a definition or a story.....How about a jumbled journal? All you need to do is start typing. This part of the program works like a very simple word processor.

*The **ARROW KEYS** will position the cursor.

*Press **RETURN** if you want to move to the next line

*Use the **DELETE** key to erase and press **ESCAPE** when you are done writing.

REMEMBER

ARROW KEYS- position cursor

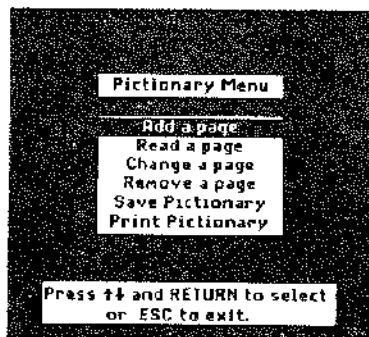
RETURN- move to next line

DELETE- to erase

ESCAPE- when finished

WHEN YOU ARE DONE

After escaping from the text processor you will arrive at the **PICTIONARY MENU** (below). The selections on this menu allow you to read, edit, remove, save, and print pages from your pictionary. In the next section we are going to explore how you would use each selection.



ADD A PAGE-To continue creating a pictionary choose **ADD A PAGE**. Choosing this option takes you back to the pictionary that is on the disk. Once again, choose the pictionary page that you want to change. Follow the same procedure as before. There can be up to five pages in your one pictionary. Each page is stored in a pictionary which you will need to save later when you are finished working.

After five pages have been created and stored, a message will appear..... The pictionary is full, **press any key** to continue. Doing this will take you back to the pictionary menu, where you will have more choices about what you want to do next.

READ A PAGE-Choosing this will show you how many pages you have in your pictionary. You can read it by using the **ARROW KEYS** or indicating the page number that you want to see. When you are finished press **ESCAPE**.

CHANGE A PAGE-This option allows you to retrieve and rearrange pages in your pictionary. Use the **ARROW KEYS** or enter the **page number of the page** you want to change. Then follow the same procedures as before, using the **"M" key**, **SPACE BAR**, and the **RETURN** key when finished. Text in the text screen can also be changed.

REMOVE A PAGE-This selection allows you to remove pages in your pictionary you no longer want. Start by choosing **REMOVE A PAGE** from the Pictionary Menu then use the **ARROW KEYS** or enter a page number to select the page that you want removed. Then press **RETURN**. You will be asked, remove this page, **YES** or **NO**? If you type **YES** the page will be removed.

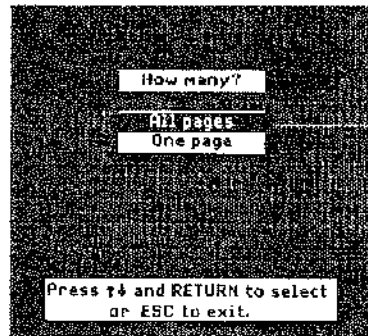
CAUTION: The page is removed forever. So be sure you really want to remove it. If you enter **NO** you will be returned to the Pictionary Menu.

SAVE PICTONARY- This selection will allow you to save your pictionaries on a formatted disk (ProDos). You can create a **WORK DISK** (formatted disk) by using your system disk that came with your computer or by using the **FORMAT** selection on the **MAIN MENU**.

* After choosing **SAVE PICTONARY**, the first screen will ask you to place a **WORK DISK** in your drive. Place your **WORK DISK** in the drive, then press **RETURN**.

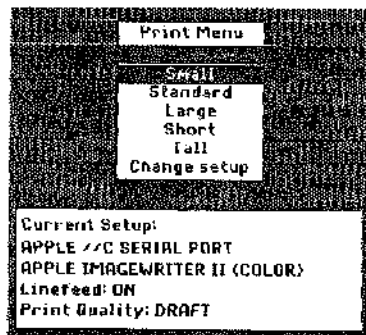
*The next screen will ask you to name your pictionary file. Type in a any name, but you must start with a letter.

PRINT PICTONARY- this selection allows you to print your pictionary in any of five unique sizes. When you choose this selection from the **UTILITIES MENU** the first screen will ask you...



ONE PAGE- With this selection you can print a single page from your pictionary. Use the **ARROW KEYS** or enter a page number to select a page. Then press **RETURN**. The next screen you will see is the **PRINT MENU**.

ALL PAGES- if you choose this selection you will print all the pages in your pictionary. The first screen you will see after making this selection is the



HAVE FUN!!!

Try printing your pictionaries in different sizes. There are several to choose from. Each one has its own uses, Tall is great for puppets.

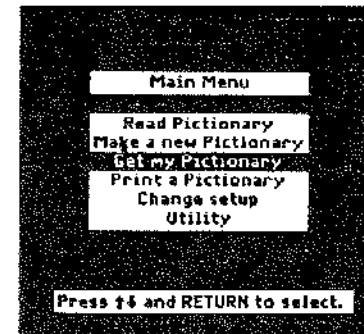
HINT: Be sure the **SET UP** for printing is correct. If not you can go back to the **UTILITIES MENU** and change it to your printer and interface card.

Note: You can **pause** in the printing process by pressing the **SPACE BAR**. Pressing the **SPACE BAR** again will resume printing. To quit printing press **ESCAPE**.

Each printer has a printing buffer memory. So if you press the **SPACE BAR** and the printer continues to print, don't worry, it will stop.

NEXT.

Once you are done printing hit **ESCAPE** and return to the **MAIN MENU**. Even though you're almost done with our tour of **JUMBLED JUNGLE™**, there are still a few options on the **MAIN MENU** we haven't covered. **GET MY PICTONARY** and **PRINT A PICTONARY**.



GET MY PICTONARY- This main menu option is the one you use to retrieve the pictionaries you have saved. After you choose this selection by hitting **RETURN** the next screen will ask you to put your work disk into the drive. Using the **ARROW KEYS** highlight the name of your pictionary and hit **RETURN**. This will load your pictionary. You can now edit or read to your hearts content.

PRINT A PICTONARY is the selection you use to print pictionaries you have saved. When you choose this selection you will be asked to put a work disk in the drive and then select the pictionary you want to print.

NOTE: Choosing **Print A Pictionary** only accesses your pictionary. If you want to print one of the pages of the pictionary that is on the Jumbled Jobs disk, choose **Read Pictionary**. Select the page that you want to print and press the "P" letter key.

If you choose **UTILITY** you can either **FORMAT** a disk or **DELETE** a file. If you choose **DELETE** a file you will be asked to put in your work disk. Use the **ARROW KEYS** to choose the file you want to delete from the disk. **REMEMBER!!!!!!** Once you **DELETE** a file it's gone forever.

Activities

1. Create a **Zany Jungle Mural**. Print to your pictionaries and cut out the animals. Using butcher paper, design and color a background for your characters. Then, paste them on to make your mural.

2. Puppets

Stick Puppets- Cut out your creatures and glue them to a wooden popsicle stick. Hint: Large usually works out best for printing puppets.

Marionettes- Paste your characters onto construction paper and then cut apart the body parts. Next, using brads reconnect the parts. Attach yarn to the arms and legs and you're ready to add new dimensions to your puppet plays. Have a class parade.

3. **Nutty Names-** Have your class create and print jumbled animals with no descriptions. Then ask your students to name them. What would you call a part zebra/part tiger; how about a "zebiger"? Great for critical thinking skills and it's lots fun to boot!

4. **Electronic Story Starters-** Have your students create and save a disk of jumbled animals without stories. Then have the students switch disks to write their stories. A variation would be to allow them to start the story for the other student. This is a great interclassroom activity! Better yet, hold contests.

5. **Create a Book-** Print out your stories in standard size, color them in, punch holes, tie them with a little ribbon and you have one of the wildest books your students have ever created. This is a great activity for language experience based reading programs.

Hint: Use a spirit master in your printer instead of paper and you can print out stories for the whole class. It's easy to do:

A. Set your printer to friction feed.

B. Put your master in like you would a loose piece of paper.

C. Print your story. That's it and what you get is the longest lasting, clearest spirit master you have ever seen!

JUNGLE ANIMALS

Below is a list of the animals included in Jumbled Jungle. The numbers listed next to the animal can be used for quick access to the pictionary already on the disk.

1. ANTEATER
2. PANDA
3. HYENAS
4. OSTRICH
5. GIRAFFE
6. ALLIGATOR
7. ANTELOPE
8. GORILLA
9. ELEPHANT
10. LION
11. HIPPOPOTAMUS
12. KANGAROO
13. RHINOCEROS
14. WATER BUFFALO
15. TIGER
16. CAMEL
17. ZEBRA
18. CHEETAH
19. DUCKBILL PLATYPUS
20. DOLPHIN
21. PANTHER

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