

PELICAN SOFTWARE® PRESENTS

MONSTERS AND MAKE-BELIEVE™

For the Apple® II series of microcomputers

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INTRODUCTION

MONSTERS AND MAKE-BELIEVE™ is a graphic writing program that makes learning more fun! You can create thousands of magical characters with over one hundred body parts. The variety is endless. Write a monster myth using the full screen word processor. The print program lets you print your myth under your monster or print both your monster and myth separately. Design a monster coloring book, stationary or greeting cards.

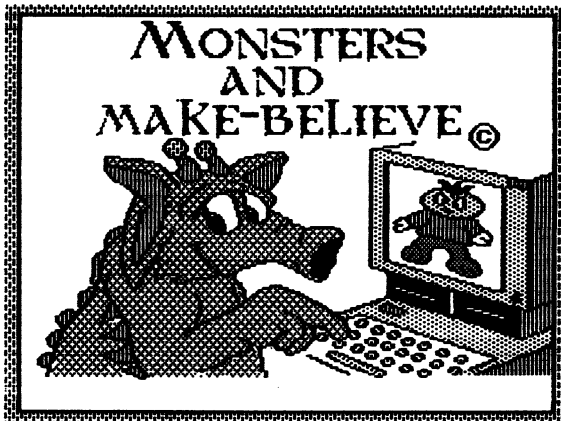
Monsters and Make-Believe stimulates creative writing skills where the user is involved in the character development and scenario of their story. This new program helps users develop a sense of balance, design, matching skills and teaches spatial relationships. The program can be used individually and it is also a valuable link to other group activities. In classrooms, where computers are limited in quantity, the print out function allows for interesting offline activities.

The colorful graphics and never ending creative concoctions all combine to make this a program that Dr. Frankensteins of all ages will want to use over and over again.

HOW TO USE **MONSTERS AND MAKE-BELIEVE™**

Here's what you need to get started:

- an Apple® II, Iie, Iic, or GS with at least 64K
- one Apple® disk drive
- a monitor { color is more exciting! }



YOU'RE READY TO ROLL...

Once the disk has loaded you will see the Main menu. You can choose to Make a monster, write a monster myth, load up a monster or monster myth you have already created or set up.

SET UP

The Set up feature allows you to choose how many disk drives, what type of printer, printer line feed and printer interface card you will be using. The current set up is ; two disk drives, Apple ® Super Serial card and the Apple ® Imagewriter printer.

MAKE A MONSTER

Let's start off by making a monster. Use the space bar to move down the Main menu and press RETURN when you reach your choice, Make a monster. At this time you will be asked to turn the disk over. The next menu offers a choice of backgrounds one and two or no background. Use the space bar to view the backgrounds and press RETURN to select one. The B letter key lets you view the previous screen.

THE BODY SHOP

After you have selected a background the Body Shop menu appears. There are nine categories of body parts. Use the space bar to move down the menu and press RETURN to make a selection. Now you are ready to create! The first body part will appear in the center of the screen.

Use the space bar to view the parts and the arrow keys to move the part anywhere on the screen. Press a number key { 1-9 } to change the speed at which the part will move. When you are satisfied with the location of your body part, press RETURN. If you want to use the same part again, use the arrow keys to move it and press RETURN. You can stamp as many of each part as you like. Design an eyeball border or create multiple monsters on one background. Use the DELETE key to erase a selected part.

Note: If you are using the Apple® II+, Control J acts as the "up" arrow key and Control K acts as the "down" arrow key.

UTILITIES MENU

When you are finished with your creation, press the **ESCAPE** key. This will take you to the Utilities menu. Here you have the option of saving your monster, deleting a monster, formatting a work disk, printing your monster or to continue working.

WRITE A MONSTER MYTH

Choose Write a monster myth from the main menu. A simple to follow instruction box is on the screen. The arrow keys position the cursor, the **RETURN** key moves you to the next line and the delete key erases. You can write a full screen story or just two sentences. When you have finished writing, press the **ESCAPE** key. This takes you back to the Utilities menu. Here you have the option of saving your story, deleting a story, formatting a work disk, printing your story or to continue working.

HELPFUL HINT

If you want your story to appear under your graphic...

- First, print out your monster
- Next, select story
- Next, print story

A WORD ABOUT PRINTING

Choose Print from the Main menu. A creature catalog of your work disk appears. {The Creature catalog accesses the work disk so that you can see the list of your saved creations.} Type in the name of the myth or monster you want to print. Note: A graphic screen will have the number 33 next to its' name while a text screen in the catalog will have a number much lower.

Next you will be asked to select the size of your print out.

- Large - prints out vertically
- Standard - Prints out with room for a story
- Small - Prints out as a miniature
- Short - Prints out squished
- Tall - Prints out elongated

Press **RETURN** when you are ready to print.

WARNING:

Be sure you have the proper print set up before you print.

DON'T FORGET YOU CAN...

- **Print out your story separately**
- **Print out your graphic separately**
- **Print out your graphic with your story underneath it.**

Monsters and Make-Believe is compatible with over forty printers.

E X P E R I M E N T ! ! !

The different print sizes allow for a lot of versatility and fun. The Small size works perfectly for designing place cards, funny name cards or pocket sized books. The Tall feature is great for " Studio " cards or book marks. And of course, it's always fun to have an oversized picture of your creation for coloring books and more!

FUN, FUN, FUN!

MONSTER MOBILES

Here's a great idea. Design several symmetrical monsters, outer space or fairy tale characters separately on a screen with no background. Print out each creation twice. Color them and cut them out. Paste the two cut outs together and poke a small hole at the top of each one. Tie a piece of string through the hole. Hang them from wooden dowels { found in any craft store } and SHAZAM, an exciting Monster Mobile.

MONSTER ACTIVITY BOOKS

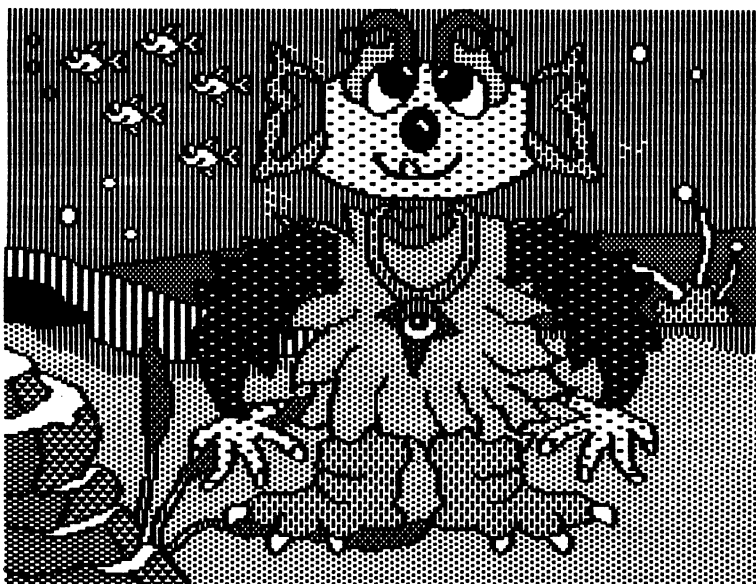
You can create your own activity books by putting together several pages of your creations. Give them to your friends or sell them in your own " Monster Shop." One page could be a sheet of body parts. Parts that could be cut out and assembled. Try writing a few different stories, add sheets of creatures. Have fun matching the creature to the correct story. How about a puzzle? Design a scene with more than one character. Print it out and paste it on to construction paper or shirt cardboard. Cut the cardboard into funny shapes and mix up the pieces. Now you have a very special puzzle.

ASSEMBLIES

Select and print out a series of parts from the Body Shop. The large print out size would work the best for this activity. Color the parts and cut them out. Paste them on to milk cartons, shoe boxes or empty paper towel rolls. Make a creature bank, a robot or a house for your dolls. Add cotton or yarn for hair, string for a tail and foil works great for a metallic robot look!

PENCIL PALS

Choose no background from the background menu. Create a face. Select two arms and two legs. Print them out and color them. Cut the parts out and paste them on to a pencil. Start your own collection!



MONSTERS AND MAKE-BELIEVE

MONSTERS AND MAKE-BELIEVE is a graphic creative writing program. Just imagine the fun of creating thousands of unique characters and writing about them. This program encourages creative thinking and artistic skills. Children of all ages will love it!

WARRANTY

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