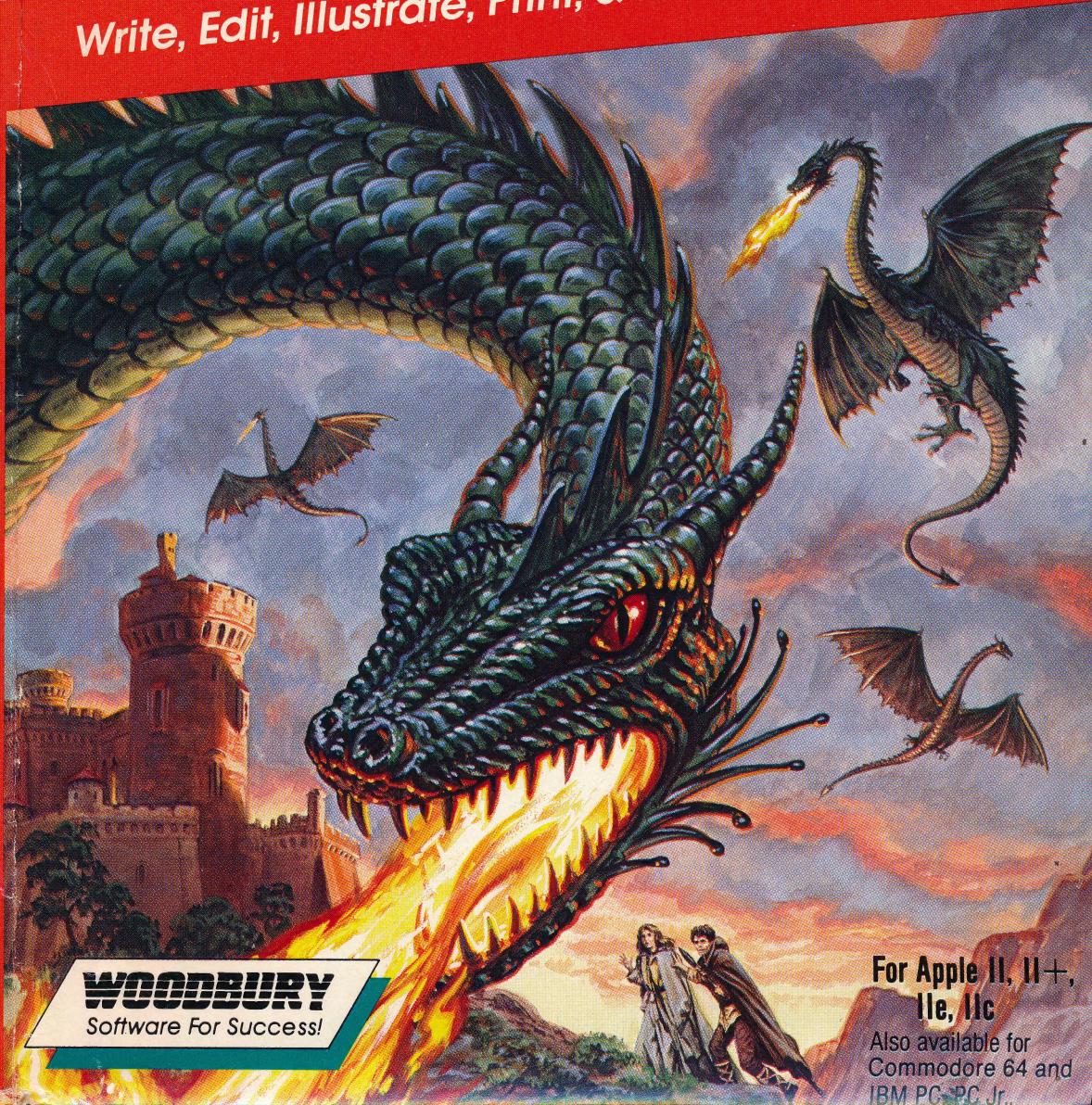


AGES 8 AND UP

Castles AND Creatures



Write, Edit, Illustrate, Print, & Bind Your Own Book



WOODBURY
Software For Success!

For Apple II, II+,
IIe, IIc

Also available for
Commodore 64 and
IBM PC/PC Jr.

CASTLES & CREATURES

Write Your Own Tales Of Fantasy And Adventure

Imagine the adventures you can create, the magical and mysterious worlds you can invent when you let your imagination soar: tales of princesses and princes, sorcerers and witches, dungeons and dragons, castles and enchanted forests. They're all yours' to write with "CASTLES & CREATURES".

You Write The Story

"CASTLES & CREATURES" turns your computer into a writer's apprentice, who will assist you in authoring your own fantasy adventure novels, by asking questions and offering suggestions. But YOU'RE IN THE AUTHOR'S SEAT, and the special worlds you describe will be yours and yours alone.

With "CASTLES & CREATURES" you can spin tales of countless different adventures. You'll be able to populate your story with wonderfully strange and magical creatures and characters, set it in enchanting or forbidden lands of your choice, and determine every twist and turn of its plot.

Create An Illustrated Book

Since "CASTLES & CREATURES" is part of the new **PlayWriter Series**, you'll be able to "publish" your fantasy adventure as a HARDCOVER BOOK! Just print out the story, and put the book together, using the **book jacket, colorful stickers, and full page illustrations**, included in each package.

PARENTS: PlayWriter is a creative writing tool that reinforces reading, spelling, grammar, and vocabulary skills.



Every PlayWriter package includes color stickers, full page art, hardcover, paper and a story disk.

Each PlayWriter Title Helps You:

WRITE: Using PlayWriter's helpful Interactive Dialogue

REVISE: Using PlayWriter's built in Word Processor

PRINT: Using PlayWriter's flexible Print Options

ILLUSTRATE: Using PlayWriter's colorful Stickers and Full Page Art

PUBLISH: Using PlayWriter's Hardcover

COLLECT: Your Own Set Of Published Books And Share Them With Friends And Relatives



PlayWriter users can illustrate their finished book with many colorful stickers and illustrations.

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127 White Oak Lane, CN1001, Old Bridge, NJ 08857 • (201) 679-0200

CASTLES & CREATURES by

Castles AND Creatures



WRITTEN BY

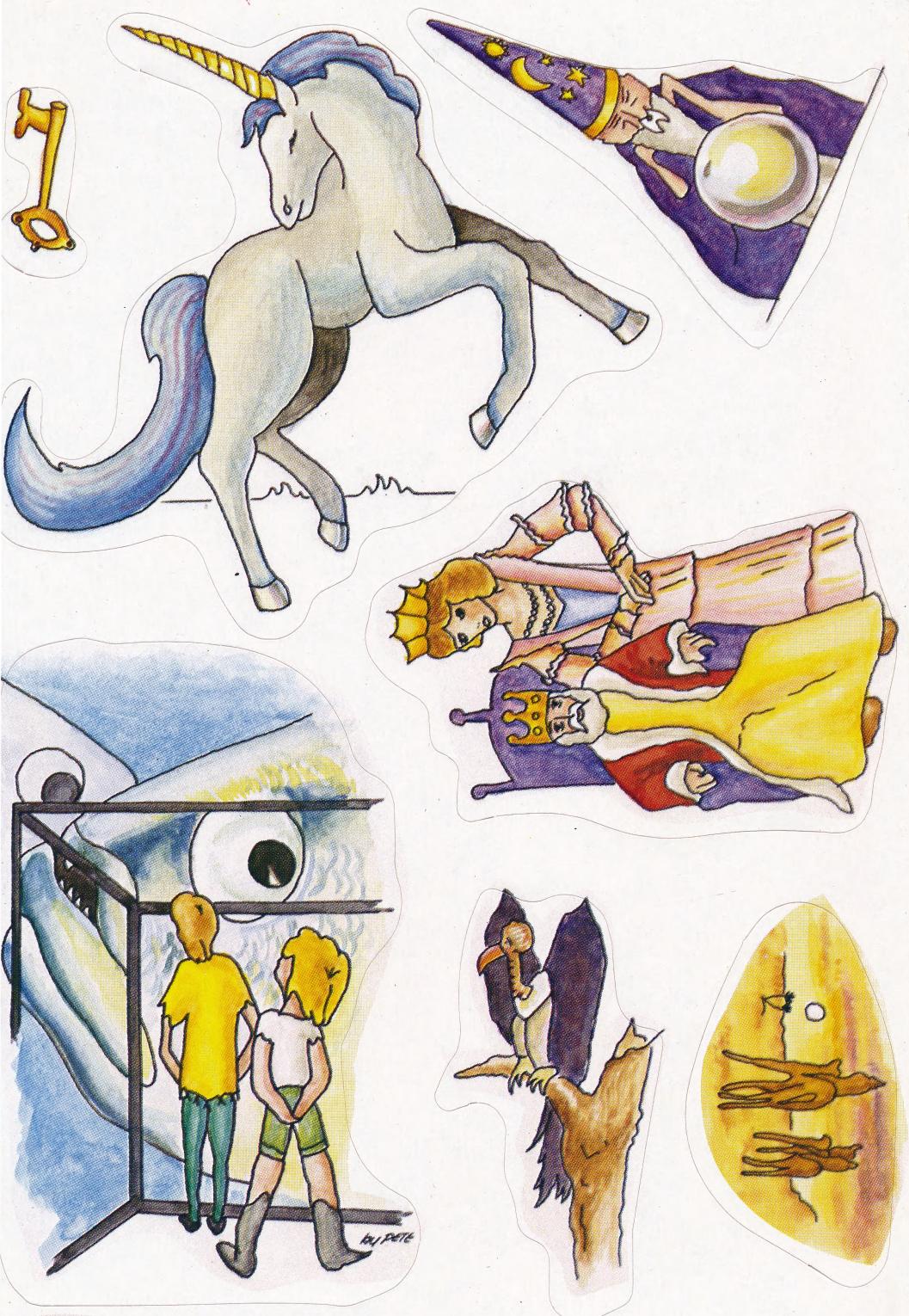
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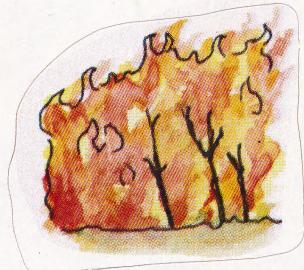
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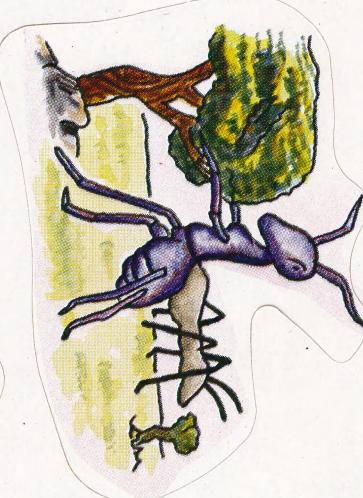
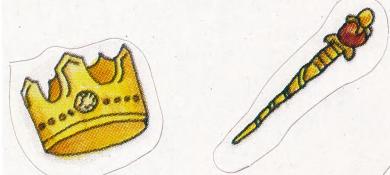
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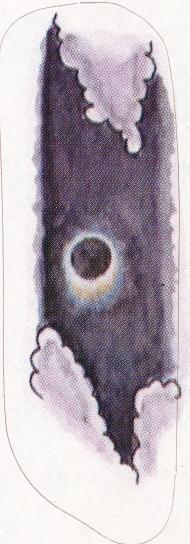


Illustrations by Peter Morrison



Illustrations by Peter Morrison





Illustrations by Peter Morrison

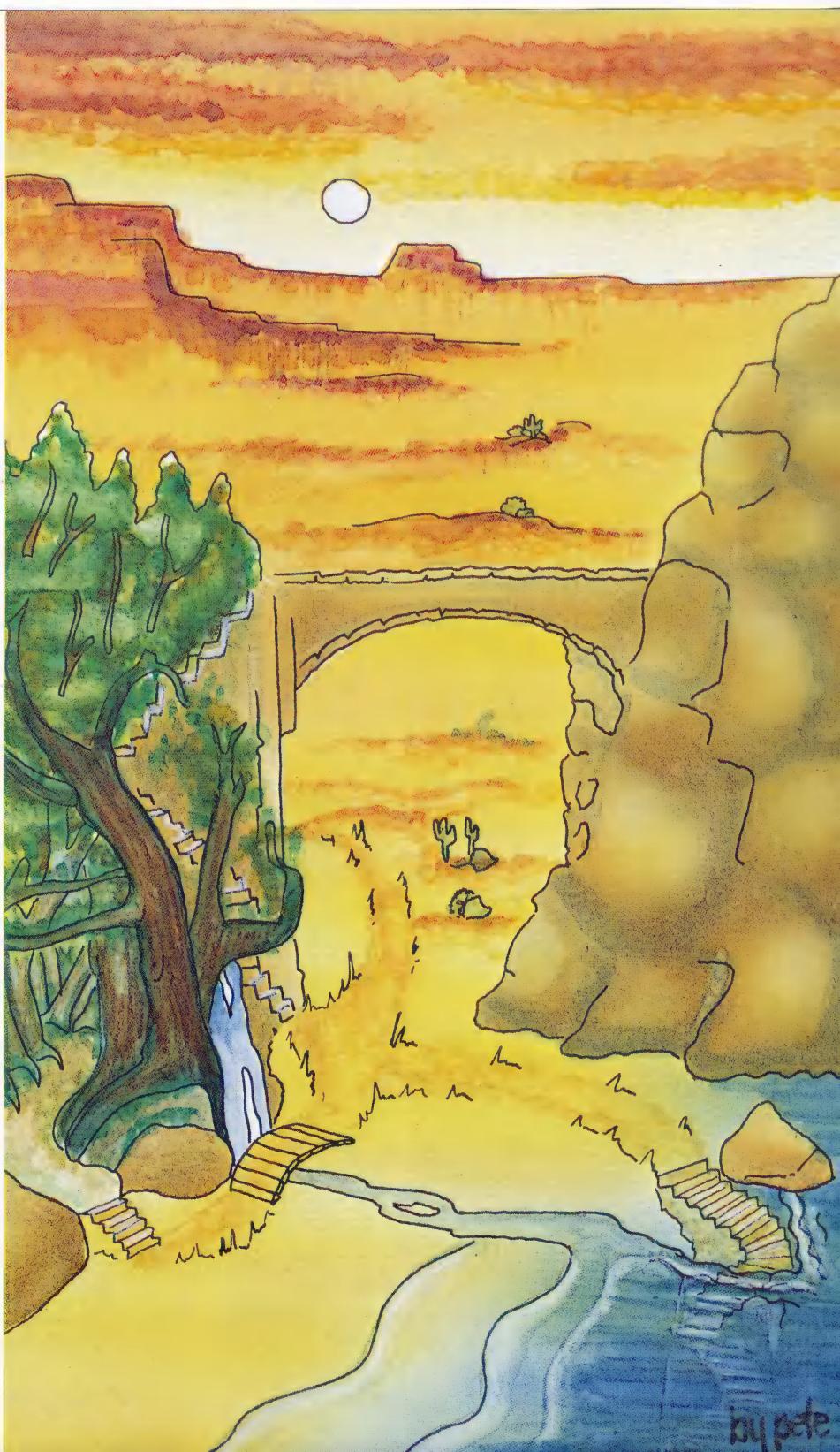


by pete



by pete





by pete

WARRANTY CARD FOR PLAYWRITER® SERIES

Complete and mail this card within 10 days of purchase to register your ownership of this program and establish this warranty. The card can also be used to purchase a back-up disk for \$10.00.

If your disk fails or is accidentally damaged within ONE YEAR of purchase, return it to Woodbury Software with proof of purchase for a FREE replacement. Please include \$2.50 for shipping and handling.

Please fill in the requested information completely.

Your Name _____

Street Address _____

City _____ State _____ Zip _____

Telephone Number () _____

Where Purchased _____ Date Purchased _____

Address _____

Your Computer Apple IBM Commodore 64

Your Playwriter version "Adventures In Space"

"Castles And Creatures"

"Mystery!"

"Tales Of Me"

Yes, I want a back-up copy for \$10.00 (New Jersey residents add .60 cents and New York residents add .82 cents for sales tax).

Send me a back-up copy of Playwriter

Enclosed is my check to Woodbury Software

This is my Master Card number _____

This is my Visa Card number _____

Age of principal Playwriter user Male Age _____

Female

I purchased this software because: _____

What is your favorite computer game? _____

How long have you owned your computer? _____

From what type of store was your Playwriter package purchased?

Department Electronics store Toy store

Computer store Discount store Audio/Video store

Mail order Other _____

Saw an ad in: Newspaper _____

Magazine _____

Place
Stamp
Here

Woodbury Software
127 White Oak Lane, CN1001, Old Bridge, NJ 08857
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SERIES

**CASTLES &
CREATURES**

Apple II, II+, IIe, IIc

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PLUS a computer for your school or library

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EASY TO ENTER: Use PlayWriter – the new computer-assisted writing software series – to write and edit your story. Print it onto PLAIN PAPER. Send your **un-illustrated** story and the completed entry blank below to **Woodbury Software**. (DO NOT SEND HARDCOVER BOOKS.) Entries must be postmarked by January 31, 1986. All entrants acknowledge that Woodbury or its designee have all rights, including copyright, to the completed story. Void where prohibited by law. Children of employees of Woodbury Software, or Grolier Inc., and its subsidiaries can not qualify as contestants.

Be sure to use the PlayWriter title designated for your grade level:

Adventures in Space: Grades 4 and below

Castles & Creatures: Grades 5 - 6

Mystery!: Grades 7 - 12

PRIZES: One Grand Prize Winner in each age category will receive over \$1,000 in prizes, including a personal library of recreational and educational software, Grolier's New Book of Knowledge or Academic American Encyclopedia, and a computer for his/her sponsoring school or library. In addition, these winners will have their books published, and will have the opportunity of participating in "author signing days" at local bookstores. They will also be acknowledged at an awards presentation ceremony in New York City!

Ten finalists in each age category will win over \$200 in prizes, including a selection of software packages, one year subscriptions to Run or InCider magazines, and one year subscriptions to DC Comics. The teachers of finalists will receive Instructor's Big Blue Book, and the Computer Directory for Schools.

EVERY ENTRANT WILL WIN A PRIZE!

JUDGING: Entries will be judged on the basis of content, originality, spelling, grammar, and overall effect.

Grand Prize Winners will be selected by a panel of experts, including:

Leanna Landsmann, *Editor in Chief, Instructor Magazine*

Rawson Stovall, *The "Vid Kid"*

Wally "Famous" Amos

Bob Gima, *New York Daily News*

Decision of the judges is final.

THE PLAYWRITERTM SERIES
GREAT AMERICAN WRITING CONTEST
WIN OVER \$1,000 IN PRIZES

Complete rules available upon request. Simply send stamped, self-addressed envelope to **Woodbury Software**, 127 White Oak Lane, CN 1001, Old Bridge, NJ 08857

Name _____ Grade _____

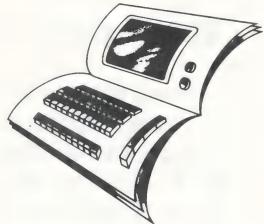
Address _____ Phone _____

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**PLAY
WRITER**



Writer's Guide



WOODBURY
Software For Success!

PlayWriter Puts You In The Author's Seat

Congratulations! You have just purchased one of the most outstanding and innovative software packages available. PlayWriter is interactive fiction at its best. Designed to be thoroughly enjoyable and entertaining, PlayWriter titles provide hours of fun for the entire family. But the PlayWriter Series offers more than just FUN. Tremendous educational benefits have been integrated into each PlayWriter package, to help young authors improve writing, reading, spelling, grammar, and word processing skills.

Each title in the PlayWriter Series helps you write, edit, print, illustrate and "publish" a 20-30 page HARDCOVER BOOK! By asking questions and making suggestions, PlayWriter guides you in making plot choices, choosing and describing characters and events, and expressing your thoughts and feelings.

PlayWriter will give you as much – or as little – help as you'd like, and you can use each PlayWriter story disk over and over again with a different result every time. You can write HUNDREDS of versions of each story, and then "publish" your favorite using the special set of materials included with each PlayWriter package.

The precision of design in this series of computer-assisted writing packages guarantees success. Becoming the newest published author on your block is "child's play" with the help of PlayWriter; and your own bestseller will provide you with hours of enjoyment long after your computer has been turned off.

Notes to Authors

Even though you'll really enjoy your first story, you, like all writers, will probably find that you can do even better by writing several. You should try out all the different choices PlayWriter gives you, and write several kinds of stories. Try a funny one, a serious one, one using people you know as characters, one using people you make up... until you have written a story worthy of your talent. You can use plain paper printouts to print many different versions of your story and to help you edit and improve them.

Once you select the story you like best, print that story onto plain paper in PlayWriter format. This will let you see what the pages in your finished hardcover book will look like, and where the spaces for illustrations will be.

Don't forget to use PlayWriter's built-in word processor, which lets you read your "first draft" on the screen and correct any spelling or grammatical errors. You can also revise and rewrite any portions of the story you're not satisfied with.

To learn how to put your book together, turn to page 12.

To learn how to make more books, turn to page 14.

The Reviews Are In

"Its adherence to sound educational principles (especially in the teaching of writing) is keen; its creativity and motivating presentation is unparalleled in the field."

Albert J. Shannon, PhD
Assoc. Prof. of Education

"A person could write 10,000 stories and no two would be the same! PlayWriter is so "user friendly", the user can't do anything wrong! . . . I've never seen kids so eager to check written material for their own mistakes. They can't wait to get to the PlayEditor and use the word processor to change something."

Gary Grayson, Consultant
Children with Learning Disabilities

"The finished PlayWriter book looks like it came right off the shelf . . . adults will find them equally enjoyable."

Computer Entertainment

"This time the child does more than just fill in blanks. The child can read the story and revise with the program's built-in word processor. Without even realizing it, he's learning both word processing and creative writing."

Dan Gutman
St. Louis Post Dispatch

"PlayWriter is a marvelous introduction for children of all ages into creative thought and the elements of computer-aided writing."

Micro Today

"PlayWriter encourages kids to write by asking them to describe surroundings, express feelings and direct the story's action."

John Eckhouse
San Francisco Chronicle

"Unusual entertainment program for youngsters. The microprocessor is now a cheerful collaborator that helps kids create stories of their own, then does the editing and fine-tuning until the masterpiece is finished."

Power Play

How to begin:

APPLE II Series (& Compatibles)

If you have an Apple computer:

- 1) Make sure you have an initialized disk for stories.
- 2) Put the PlayWriter disk in drive 1 and close the door.

The first time you run PlayWriter, it will ask you some questions about your computer. This is called "configuring" the software to match the hardware. You only need to "configure" PlayWriter once. PlayWriter will remember that you've done so and won't ask you about your system again.

"But what if I change my system or want to use PlayWriter on another computer?" Don't worry. If you ever want to "reconfigure" PlayWriter, just type a "c" when the PlayWriter graphic begins to appear. PlayWriter will help you describe the changes to your system. Don't forget to "reconfigure" PlayWriter if you change machines.

By the way, if you're in a hurry to run PlayWriter and don't want to watch the opening graphic, just hit the "Esc" key while PlayWriter is loading, and PlayWriter will pass by the picture.

Special Note to Apple II and II+ owners only.

See page 7 for special instructions on capitalization.

IBM PC & PCjr. (& Compatibles)

If you have an IBM computer:

- 1) Put a DOS disk in drive A and close the door.
- 2) Turn on your computer, monitor and printer.
- 3) When you see the "A>" prompt on your screen, take out your DOS disk and put in your PlayWriter disk. Type "play" and hit the ENTER key. If you don't want to see the opening picture, type "pw" instead of "play".

If you want to make your PlayWriter disk self-booting, follow steps 1 through 3, but don't type "play". Instead, put a DOS disk in drive B, PlayWriter in drive A, and type "Install".

A Note about the IBM PC PlayWriter and hard disk systems.

PlayWriter will ask you about your disk drives. If you have a hard disk and wish to use it, PlayWriter will expect you to copy your master disk to the hard disk, using the Command "Copy *.*". When booting PlayWriter, however, you will still need to put your master disk in drive A.

COMMODORE 64

If you have a Commodore 64 computer:

- 1) Turn on your printer, disk drive(s), monitor, and computer.
- 2) Put the PlayWriter disk in your primary drive and close the door.
- 3) Type LOAD "PLAYWRITER",8. Press the RETURN key. If you don't want to see the opening graphic, type LOAD "TOP-LVL.BAS",8 instead.
- 4) Type RUN. Press the RETURN key.

Making story disks

One thing you should know about saving stories is that after you've written a few, you're going to run out of space on your PlayWriter disk and won't be able to save any more stories on it. If you have an Apple or compatible computer, you won't be able to save *any* stories on your PlayWriter disk. If you have an IBM, you can save four stories on your PlayWriter disk; if you have a Commodore 64, you can save two stories.

When you have no more room on your PlayWriter disk for saving stories you can create a story disk – which is simply an initialized (or formatted) disk. You can create a story disk by initializing a disk in the normal manner for your machine. (Apple users have the option of having PlayWriter initialize the disk for them as part of the configuration procedure OR of initializing the disk in the usual manner.) Make sure to label your story disks with the name of the particular PlayWriter title. STORIES FROM DIFFERENT TITLES SHOULD NOT BE STORED ON THE SAME STORY DISK.

Each computer type stores a different number of stories on its story disk. Apple, six; Commodore, eight; and IBM twenty.

Using story disks

Apple Users:

PlayWriter always requires a story disk. If you use two disk drives, put the story disk in drive 2 (or B). If you have one disk drive, PlayWriter will tell you when to insert your story disk.

IBM or Commodore 64 Users:

PlayWriter assumes you will be saving your stories on your PlayWriter disk UNLESS you tell it that you wish to "change story disks". You must choose this option EVERY TIME you start using PlayWriter.

Changing story disks

Insert the desired story disk in the correct drive, and then select the option "4. Change Story Disks" from your main PlayWriter menu.

Writing Stories with PlayWriter

PlayWriter works with you to create a story. It asks you questions about the story you are writing. You're the author, and have to tell it everything – including names and descriptions of people and places, as well as your decisions on how the story should turn out. When you load PlayWriter, the first thing you will see is what is called the PlayWriter (or main) menu, which will ask you what you'd like to do.

Do you want to:

- 1) Work with an old story
- 2) Start a new story
- 3) Delete stories
- 4) Change story disks
- 5) Tell me about your disk drives
- 6) Quit

To begin, just type in the number of your choice. Do not hit RETURN.

There are a couple of things you should know about the questions PlayWriter asks while you are writing a story. There are two different *kinds* of questions which you will be asked: multiple choice and fill-in. A multiple choice question will ask you to choose from several possible answers, and the answer that you choose will often affect the direction in which your story will develop. An example of this type of question is:

NASA wants to use a kid in space since grown-ups don't do well on long journeys. Is it because grown-ups:

1. get spacesickness
2. miss their kids too much
3. are too sensible to take chances
4. other

To answer this type of question, you only have to key in the **number** of your choice, and then hit the RETURN key. Whenever you choose the number that asks for "other", PlayWriter will ask the same question over without showing the choices. Instead, it will leave space for you to "fill-in" your own answer. Some questions that PlayWriter will ask are fill-ins to begin with. An example of a fill-in type question is:

Complete this sentence. Ms. Suspico was a -----

Fill-in questions may require an answer of just a few words, or may ask you to write a few sentences or even paragraphs. All you need to do is type in your answer within the space provided, and hit the RETURN key. That's all there is to it!

Taking a break from story writing

Any time you feel like taking a break, just wait until you get a multiple-choice question, and instead of choosing an answer, type the number 0. Everything you've written will be stored onto a disk, with a story number and your name, so the next time you feel like continuing your story, just load PlayWriter and tell it you want to "work on an old story." It will ask you to pick which story you want to work on (you can have lots of unfinished stories), and it will start right where you left off the last time.

Another way to save a story and take a break is to stop between chapters. After each chapter is over, PlayWriter will ask you if you want to go on writing or quit and take a break. If you decide to quit, your story will be saved.

Questions you may have

- 1) *What are those dashes and lines?* The dashes show the smallest number of letters your answer can contain. The end of the lines show you the maximum amount of space you may use for your answer.
- 2) *Should I use hyphens when I can't fit a whole word at the end of a line?* No. Don't even hit the return key. When you come to the end of a line, just keep typing. This may cause some of your words to be split between two lines. Don't worry about this; PlayWriter's word processor will automatically straighten things out when it prints your story on the screen or on paper.
- 3) *How do I change an answer if I make a spelling mistake or something?* PlayWriter has a built-in word processor that lets you edit your answers, but the easiest way to change an answer is simply to back up and type over it. When you are satisfied with your answer, hit the RETURN key. PlayWriter will automatically move on to the next question. (If you forgot to change something before hitting the RETURN key, don't worry. You'll have another chance to make changes later on.)
- 4) *Should I put in punctuation or leave that up to PlayWriter?* When you are asked to write or finish a sentence or paragraph, PlayWriter expects you to put in the commas, semi-colons, periods, etc. Otherwise, punctuation is built in. If you are asked to *complete* a sentence, the first word of your answer should start with lower case, unless it is a proper noun. Inevitably, there will be times when both you and PlayWriter decide to provide punctuation, leading to "...", "??", and so forth. In this case, simply use PlayWriter's built-in word processor to delete one of the punctuation marks.

Continued on next page

5) *What are the riddles for?* The riddles don't have anything to do with your story. You'll see a riddle pop up at times during breaks in writing. Try to figure out the answer, but DO NOT TYPE IT IN.

6) *What if my computer can't display lower case letters on the screen?* As long as you configure your disk properly before you begin, PlayWriter will indicate upper case letters by displaying them in black within a small white square.

7) *What if my keyboard does not have a way of indicating upper case letters?* PlayWriter will assume that letters are lower case unless you indicate otherwise. You can tell PlayWriter that a letter is to be in upper case by pressing the "ESCAPE" key before you type the letter.

PlayWriter Editing Commands

Command	Purpose	Apple	IBM	C64
Cursor right	Moves Cursor one space right	⇨	⇨	CRSR
Cursor left	Moves Cursor one space left	⇦	⇦	Shift + CCSR
Jump down	Moves Cursor down one line	CTRL + J	↓	CTRL + J
Help	Shows this screen	CTRL + P	F1	F1
Delete	Erases letter under cursor	CTRL + D	Del	CTRL + D
Insert	Opens one space left of cursor	CTRL + I	Ins	CTRL + I
Return	Completes editing	Return	Enter	Return
Restore	Returns paragraph to original form before you changed it	CTRL + R	F2	F2

Using PlayWriter's Editor

Editing Chapter 6 Paragraph 2

Then, he heard something from behind. It was Emperor Vlad the evil ruler of the Hyperion Galaxy. The Emperor caught Jim and _____

<CTRL> P for Help, RETURN When Done

After you've written a story, PlayWriter's built-in editor allows you to do simple editing, such as spelling or grammatical corrections, or even to do major revisions. Any part of the story which you are not happy with – even those sentences which have been pre-constructed by the computer – may be rewritten or eliminated, if you wish. This feature gives you total control over the way your story turns out.

After you've finished at least one chapter of a story and have printed it on the screen or on plain paper, you'll probably notice things about it that you would like to fix or rewrite.

To use the editor, return to the PlayWriter menu and choose "edit this story." You will be asked which chapter you want to edit, and once you've been shown another corny riddle, the editor will be ready to use.

What you'll see is the first paragraph of the chapter you're editing, and the line:

1. Edit
2. Next
3. Back
4. Quit

If you choose "1. Edit", you'll be able to correct or rewrite the paragraph. (Page 8 explains the editing commands). If you choose "2. Next", the editor will show you the next paragraph. After the last paragraph of the chapter, pressing "2. Next", will return you to the first paragraph of the chapter. If you choose "3. Back", you'll see the paragraph which precedes the one you were looking at. Once you've decided you've had enough editing for a while, just choose "4. Quit". All the changes you have made will be saved.

If you forget how to edit, just ask for help (the screen will tell you how to do this) and a table will appear showing you all the special keys you can use to edit your story. On this "Help" screen, "CTRL" is used to indicate the control key.

PlayWriter automatically sets the maximum length of each paragraph in your story, so it will look right when you make it into a book. When you're editing, you'll sometimes see the words "paragraph too long" at the top of the screen, followed by the first four characters of the sequence of text which is "too long". If you are printing your story onto plain paper you can ignore this. However, if you are printing in PlayWriter format onto either plain paper or onto PlayWriter book paper, you MUST rewrite the paragraph, making it shorter. Otherwise, PlayWriter will erase all the "extra" words when it is formatting your story into book form.

Printing your stories

There are several different ways to print your stories, and there is a certain sequence you should follow whenever you print. Your first printout should always be onto **plain paper**. Next, print your story onto plain paper in PlayWriter format. The last step – which should not be attempted until after the above two steps have been completed – is to print your story onto PlayWriter paper.

Important Note: Whenever you print a story out in PlayWriter format, or onto PlayWriter paper, you have to be certain to line up your paper so that the top of the first sheet is exactly 3½ inches above the print wheel or dot matrix print head. Use a ruler to line up your paper properly.

Printing Options

When you want to print a story, PlayWriter will give you several print options to choose from. Simply type the number of the print option of your choice:

1) Printing to the screen. Your story will be displayed on the screen one paragraph at a time. To see the next paragraph hit any key. This is the fastest way to read one of your stories.

2) Printing on plain paper. This is a way to see your story in print. You will be able to read it and make notes on what to change or correct. You can print out an unlimited number of stories on plain paper, and then choose the one you like best for your hardcover book.

3) Printing onto plain paper in PlayWriter format. This lets you see how your story is going to look in the book you're making, shows you where the spaces for stickers will be, and helps you decide where to put the full page illustrations. It also gives you the opportunity to check that your printer is working properly with PlayWriter. This step is **very important**.

4) Printing to PlayWriter paper. This is for your masterpiece; the story that you want to use to make a hardcover book. **Important:** make sure the tearaway side of the PlayWriter paper is **on the right side** of your printer. The side that doesn't tearaway is the left side.

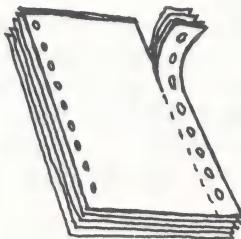
Printer Problems?

PlayWriter comes set up to work properly with most of the printers which are used with your computer. For the rare situation where your printer does not work, PlayWriter's "Print Menu" includes a "Change Printer Type" option. **DO NOT TRY THIS OPTION UNLESS YOUR PRINTER DOES NOT WORK PROPERLY WITH PLAYWRITER'S STANDARD SETTING.** (Changing the setting will change PlayWriter in such a way that it works with less common printers only.)

Getting PlayWriter to work with your printer

When you select the "Change Printer Type" option, PlayWriter displays its "Printer Type Menu", as well as the type of printer it's currently set up for, which may be "Standard Printer", one of several "Alternate Printer" types, or a "Custom Printer." If your printer does not work properly with either the Standard or Alternates, you may choose the "Custom Printer Menu," which permits you to make finer adjustments to PlayWriter's printer interface.

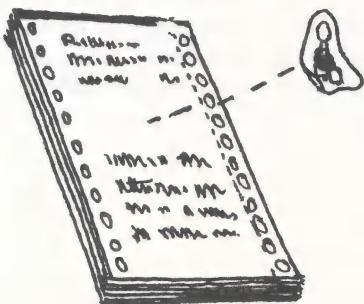
Making your hardcover book



The first step is to remove the paper from the printer and tear off the perforated edge, as shown here.

Next, separate all the sheets of paper and put them in order. Don't forget to add your four color pages.

Using the color stickers



You won't need all the stickers to make a book, but use as many as you want to. To use them, just pull them off the page (be careful not to tear them) and put them anywhere you like.

When you read your story, and see the blank spaces for the stickers, try to decide which sticker you prefer in a space. In other words, which sticker best shows what is going on in that part of the story?

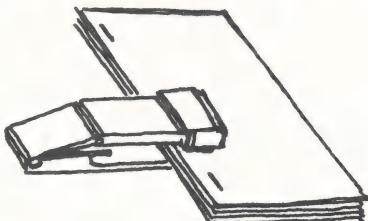
Don't forget that you can use your own stickers or drawings in your story; you don't have to use the ones that come with PlayWriter.

Putting the book together

Once your stickers are on the paper and the color pages are placed where you want them, you're ready to put your book together in the hardcover.

First, make sure the pages are in order. If they are, make a neat stack of them.

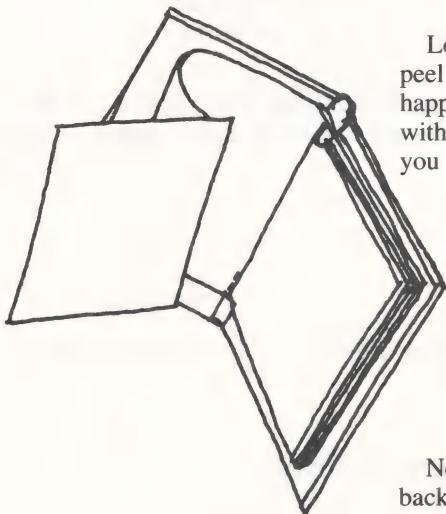
Now take the two white peel-off end-pages (**DON'T** peel away the protective paper yet), and place them, sticky-side out, at the front and back of the book. These two papers are what you use to stick your story to the hardcover book-jacket. You can tell which side is the sticky side by looking for a line that runs all the way down the paper on the left side.



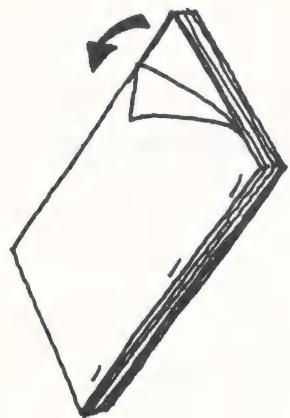
When you've done that (make sure the end-papers are sticky-side out), staple the left side of the book together. Staple it four or five times about 1/2 inch from the left hand edge of the paper.

Putting on the hardcover

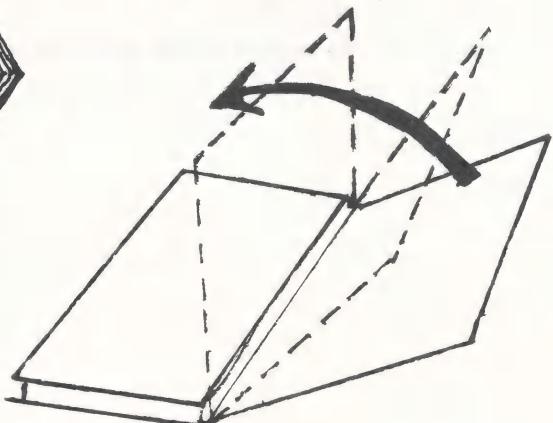
Take your PlayWriter hardcover and lay it down on a table. Open it up, cardboard side facing you. Peel off the paper from the front page endpaper (the first page of your stapled together book), and gently place the book onto the front cover.



Look at it to be sure it's even. If it's not, peel it off gently and try again until you're happy with it. When you are, smooth it out with the palm of your hand, making sure that you press it tightly against the front cover.



Now peel off the protective paper from the back page end-paper, and close the book, pressing the back cover down firmly with the palm of your hand. Open the book and smooth out the back page end-paper, and you've got yourself a book!



The last thing to do is write your name on the front cover, and on the left side of the book (You may want to use stick-on letters, which will show up more clearly than marker). Congratulations. You are now a full-fledged author!

Making more books

After you've created your PlayWriter novel, you can still use your PlayWriter disk and a few things around the house to make many more books.

Here are a few tips:

Print out stories in PlayWriter format on plain paper, use a scissor to cut the pages out, and use the extra PlayWriter stickers, your own stickers, or drawings to illustrate the story.

You can order refill packs with the coupon that came with your PlayWriter package. Refill packs come with everything you need to make another book, including:

- 4 pages of stickers
- 4 pages of color illustrations
- 2 peel-off end papers
- 1 set of PlayWriter paper
- 1 hardcover bookjacket

Using either the refill pack or your own materials, you can create a whole library of books which you have written!

Other products by Woodbury Software

PlayWriter:

- 1) Adventures in Space
- 2) Tales of Me
- 3) Mystery!
- 4) Castles and Creatures

Calculated Risk!: An exciting graphic adventure game that makes math fun!

Trouble Shooting

Problem	Solution
1. PlayWriter gives one of the following error messages: a) "Unable to write to this story disk..." b) "Unable to locate required file..." c) "Story is messed up..."	Try one or more of the following: a) Insert your disk properly in the correct drive and make sure the drive door is closed. b) Make sure your story disk is properly formatted. c) You may have configured PlayWriter for two drives and may only be using one. d) If your story has been lost you may have turned off the machine without selecting the "Quit" option. You will have to delete that story and begin again.
2. I get master disk errors. ("Cannot continue" etc.)	Try running PlayWriter again. If you keep getting this message the disk is no good. Call Woodbury.
3. I ruined all or some PlayWriter pages.	Print out the story in PlayWriter format on plain paper; cut the plain paper to fit your PlayWriter book.
4. PlayWriter doesn't print correctly.	Choose the change printer type option on the PlayPrinter menu. See Printer Information, page 11.
5. When I was answering questions, I hit the carriage return or enter key before I corrected mistakes.	Don't worry; use PlayWriter's editor to correct any or all of the chapters you've composed.
6. PlayWriter lost part of my responses to the last chapter I worked on.	You probably exited the program before saving your responses; you'll have to fill in the answers again.
7. PlayWriter doesn't show the stories on my disk.	Insert the correct story disk and select "Change story disks."
8. PlayWriter doesn't seem to be working right.	Your machine may be set up wrong. See pages 4 and 5 to fix this.

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