

# ***BARNEY BEAR***

## *Goes to Space*



*For the  
Amiga 500/1000/2000/3000  
1MB of RAM required*

Published by

*Free Spirit*  
Software



---

---

Free Spirit Software  
P.O. Box 128, 58 Noble Street  
Kutztown, PA 19530  
(215) 683-5609

## How To Get Started

1. Turn on your computer and monitor
2. When asked for the Workbench disk, insert Disk #1 into DFO.
3. Once the title and credit screens have appeared, the program will ask you to insert Barney Bear Disk #2 into any drive. If you have a second drive, place Barney Bear Disk #2 into the second drive.

The program will ask if you want to hear a story or go to the space station. If you select the story book in the lower left corner, the game will start with Barney Bear on a trip to Kennedy Space Center. If you select the space shuttle in the lower right corner, the game will skip the trip to the Space Center and go directly to the space station for stories and games.

## The Barney Bear Goes to Space Story

Barney Bear and his classmates have travelled to Kennedy Space Center to watch a shuttle launch. Barney Bear is very excited, but a little tired from the long ride. The story begins with a visit to the Control Room at the Kennedy Space Center. Just listen to the computer as it tells the story. When you hear the beeps, press the left mouse button. This will take you on to the next picture.

## The Space Station

As the story ends, Barney Bear is floating around in the space station. This picture has many active items in it. The Earth, the moon, Barney Bear and all the buttons and switches are active. When you select one of these objects, the game may make a sound, play some music, or tell you something about the object. To select an item, simply move the hand pointer onto the object, and press the left mouse button.

## The Control Screen

The control screen in the center of the picture is used to go to other activities. Use the two arrows below the control screen to move you through the five possible activities. When you get to the one you want, click on the control screen or the button between the two arrows. The five activities are:

*The Solar System* - The image on the control screen is of the sun with planets circling. When you select this activity, an image of the solar system is displayed. Select a planet to bring up a detailed image of the planet, along with a spoken description of the planet. Press the left mouse button to return to the space station. If you select the Sun, the asteroid belt, or a star, speech will describe the object. Press the left mouse button on no object to return to the space station.

*Did You Know?* - The image on the control screen is a question mark. When you select this activity, an interesting bit of information relating to space is displayed and spoken. Press the left mouse button to return to the space station.

*Short History of Space Travel* - The image on the control screen is a re-entry vehicle. When you select this activity, a short history of space travel will begin. Listen to the speech, and press the left mouse button to move from screen to screen. When the history is over you will return to the space station.

*Follow-The-Pattern Game* - The image on the control screen is a square with each

quarter a different color. When you select this activity, you will enter the follow-the-pattern game. The top portion of the screen contains four colored squares. This is the actual play area. The computer will "light" four squares, with tones, in a random order. You must then use the mouse to repeat the pattern.

The lower portion of the screen contains a green button, ten round buttons, nine yellow, and one which is "on", or colored blue, and a red button. Use the row of buttons to select how long you wish the pattern to be. If you select the first yellow button, it will turn blue and the pattern will only contain one square. If you select the last yellow dot, it will turn blue and the pattern will contain ten squares. Select the green button to start a game and the red button to return to the space station.

*My Color Book* - The image on the control screen is a painting easel. When you select this activity, you enter the painting program. After a few words, the picture of Barney Bear will be drawn with no color. To paint areas of the picture, move the hand pointer to the area you want to paint and press the left mouse button. That area will then fill with color. The brush just to the right of the picture shows the current color selected. To pick a new color, move the hand pointer to the paint box on the right and click the left mouse button on the color you would like. The paint brush will change to show the color you selected.

Below the picture are ten buttons that you can click on. Here is the function of each button (from left to right):

Right Arrow: Go forward to next picture.

Left Arrow: Go backward to previous picture.

Color squares: Cycle the colors in the picture. Click a second time to stop cycling.

Square: Erase the current picture.

Squiggly Line: Turn on freehand drawing. To draw, press and hold the left button for a thin line or the right mouse button for a thick line.

Straight Line: Turn on line drawing. To draw lines, move the hand pointer to where you want the line to begin, press and hold the left mouse button and move the pointer to where you want the line to end. When you release the left button, the line is drawn. To draw rays, move the hand pointer to the center of the rays, press and hold the right mouse button and move the pointer.

Box: Turn on box drawing. To draw a box, move the hand pointer to where you want a corner of the box, press and hold the left mouse button, and move the pointer until it is the size and shape you want. The box is drawn when you release the button. Use the right mouse button for thicker boxes.

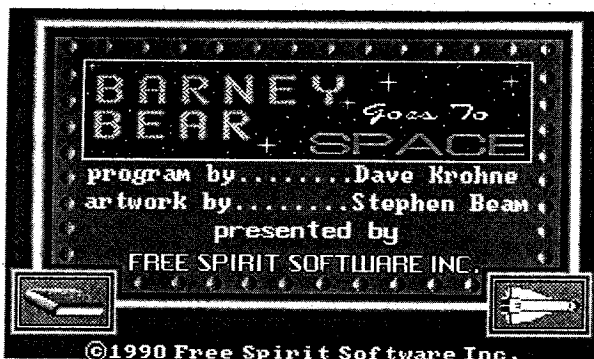
Circle: Turn on circle drawing. To draw a circle, move the hand pointer to where you want the center of the circle, press and hold the left mouse button and move left or right from the center until it is the size you want. The circle is drawn when you release the button. To draw ellipses, use the right mouse button.

White Circle: Turn on the eraser. To erase with a fat eraser, press and hold the left mouse button. For a thin eraser, press and hold the right mouse button.

Stop Sign: Quit the painting program and go back to the living room.

## **Saying Goodbye**

To quit the game, press the right mouse button while you are in the space station, or click on the small red button to the right of the right-hand control screen arrow. A picture will appear asking if you want to say goodbye. Click YES to quit, or NO to go back to the space station.



#### Limited Warranty

Free Spirit Software warrants that the diskette on which the enclosed software program is recorded will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. If, within 90 days from the date of purchase, the diskette proves defective, in any way, you may return the defective diskette to Free Spirit Software, 58 Noble St., Kutztown, PA 19530 and Free Spirit will replace it free of charge.

Free Spirit makes no warranties, either expressed or implied, with respect to the software program recorded on the diskette or the instructions, their quality, performance, merchantability or fitness for any particular purpose. The program and instructions are sold "as is". The entire risk as to their quality and performance is with the buyer. In no event will Free Spirit Software be liable for direct, indirect, incidental or consequential damages resulting from any defect in the program or instructions, even if Free Spirit Software has been advised of the possibility of such damages.

The enclosed software program and instructions are copyrighted. All rights reserved.

©1990 Free Spirit Software  
All rights reserved  
Made in the USA.