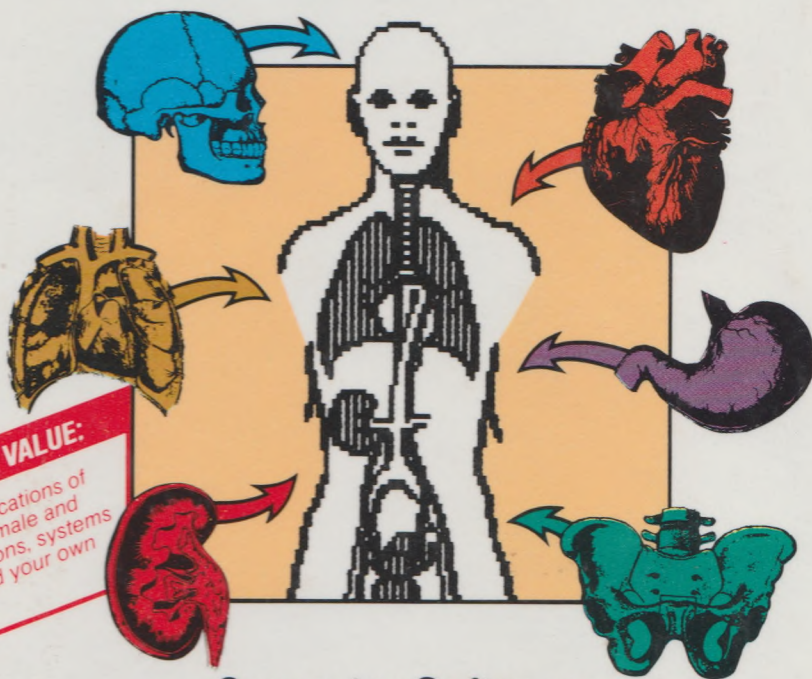


THE BODY TRANSPARENT™

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EDUCATIONAL VALUE:

Learn names and locations of bones and organs, male and female organ functions, systems and diseases, or add your own questions.

Computer Software
By **DesignWare®**

Have fun discovering the
mysteries of the human body with
this challenging family game of
human anatomy.

For ages 10 and above

**COMMODORE
64™
EDITION**

THE BODY TRANSPARENT™

Computer Software

By

DesignWare®

DW114

The Body Transparent™

Explore the human body with this fun and challenging family game. Learn the names of the organs and bones as well as organ functions, systems and diseases. Plus, **The Body Transparent** is an ideal way for students to practice human anatomy homework questions. Just add your own questions to the program.

The Body Transparent includes several games, each with varying levels of difficulty. Move bones and organs to their correct locations on a body that shows outlines of individual body parts or only the overall body outline. Play the game with a male body, female body or skeleton.

Or play the facts and functions games and match important facts to the correct body parts... facts about bones and organs, as well as organ systems, functions and diseases. Add your own questions easily to focus on your school work.

- Teaches names and locations of bones and male and female organs
- Teaches important facts about bones, in addition to organ functions, systems and diseases
- Reinforces learning by providing help when needed and repeating questions answered incorrectly
- Includes different levels of difficulty to maintain challenge
- Allows you to add your own questions to focus on schoolwork and to increase challenge
- Excellent graphics and involving game play encourage learning
- Includes a built-in demonstration and on-screen instructions
- For one or two players.

System Requirements:

- Memory Required:

Apple® IIc, IIe, II plus:	48K
Commodore 64™:	64K
IBM® PC, PCjr:	64K
- Disk Drive
- Joystick optional
- AppleMouse optional on the Apple version
- IBM PC requires the color graphics adapter card.

About The Author

Based in San Francisco, DesignWare is a leading developer of many of the nation's best selling learning programs, including Facemaker*, Story Machine* and Spellicopter. Since 1980, DesignWare has developed learning products for many of the nation's leading publishers, including D.C. Heath & Co., Harper & Row, Harcourt Brace Jovanovich, Reader's Digest, SRA, Inc., and many others.

DesignWare offers a full line of quality learning software programs. . . learning software that grows with you. DesignWare products have these features:

- For ages 4 to adult.
- Focus on building skills important for school work.
- Developed by educational experts and tested by parents, teachers and kids to ensure they're educationally sound and fun and easy to use.
- Can be adapted to children's individual needs by selecting from multiple skill levels and adding homework to programs.
- Include a built-in demonstration and on-screen instructions which explain how to use the program.
- Include a user's guide with information for parents on the learning value of the program, program uses, and suggested additional learning activities.

Look for other DesignWare titles wherever software is sold.

The Body Transparent™: Family game for learning organs & bones of the human body, as well as organ systems, functions and diseases. For ages 10 and above.

Creature Creator™: Computer literacy and pattern matching game. For ages 4 to 8.

Crypto Cube®: Family word game. For ages 8 and above.

European Nations & Locations™: Family game of European geography, history and current facts. For ages 9 and above.

The Grammar Examiner™: Family grammar game. For ages 10 and above.

Math Maze®: Math facts game. For ages 6 to 11.

Mission: Algebra™: Tool for practice in solving linear algebra equations. For ages 13 to 18.

The Notable Phantom™: Game for learning musical note names and positions on a musical staff and piano keyboard. For ages 5 to 10. Includes an exclusive piano keyboard overlay.

Remember!™: A powerful, but simple-to-use learning tool for helping students study, practice and test their recall of virtually any subject. For students of all ages.

Spellagraph®: Picture puzzle game for practicing spelling and word comprehension. For ages 7 to 14.

Spellakazam™: Action spelling game. For ages 7 to 11.

Spellicopter®: Action spelling game. For ages 6 to 10.

States & Traits™: Family games for learning historical and current state facts, geographical landmarks, and names and locations of states and capitals. For ages 9 and above.

Trap-A-Zoid®: Geometry concepts game. For ages 7 to 14.

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Note to Parents

We are born with a natural curiosity about ourselves and the world around us. The study of natural science has long been defined as play by children. Some of the most eagerly received "toys" are actually tools for exploring the natural world: a microscope, a chemistry set, a hand lens, a flashlight, an ant farm. One of the most fascinating parts of the natural world is ourselves. Everyone is interested in bodies and how they work. The type of body we were born with determines a great deal of who we become. The more we know about our bodies, the better we are able to understand and take care of ourselves.

The Body Transparent teaches the following:

- The names and locations of the organs for males and females
- The functions of the organs
- The descriptions of the organs
- Some of the diseases related to various organs
- Which systems organs belong to
- The Latin and common names of bones
- The names and locations of the bones

The Body Transparent also allows you to enter your own lessons, or databases. As the lessons that are included are mastered, new lessons can be added.

With the emphasis on "the basics" that has occurred in the school curriculum in the past ten years there has been a corresponding reduction in the amount of time spent teaching science. Many parents are looking for ways to supplement the science instruction that is provided at school. **The Body Transparent** is a science learning activity that feels like a game.

The activities in the program span a broad age range. Upper elementary school children will enjoy moving the organs and bones into the proper location in the body. Older students will find the descriptions of the organs and disease databases challenging. The games are designed for both one and two players.

This product is anatomically correct.

Customer Support

If you have questions about using **The Body Transparent**, call the Design-Ware Hotline. For customers outside California, the toll free number is 800-572-7767. Residents of California may call (415) 546-1866 collect.

THE BODY TRANSPARENT™

DesignWare®

185 Berry Street

San Francisco, CA 94107

Toll Free: **800-572-7767**

In California call collect: **415-546-1866**

Written in MicroMotion FORTH-79.

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San Francisco, CA

THE BODY TRANSPARENT.

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About the Game

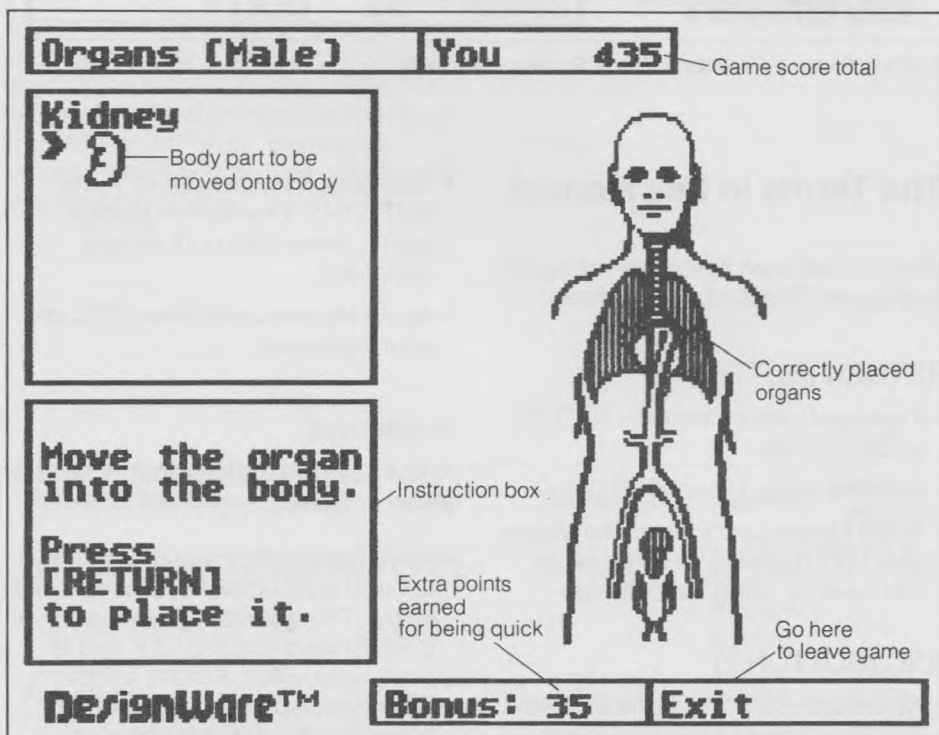
The Body Transparent provides hours of family entertainment while you learn anatomy and physiology. The program has three game settings. One teaches locations of bones and organs on the human body. The other two cover other human physiology facts – including functions, descriptions, systems and diseases.

- **Assemble the Body** – Learn the location of individual bones and organs by moving them to the correct position on the body outline. (The program shows you the correct location if you make a mistake.) Play with a body showing the exterior outline only, or play with a body showing outlined organs or bones.

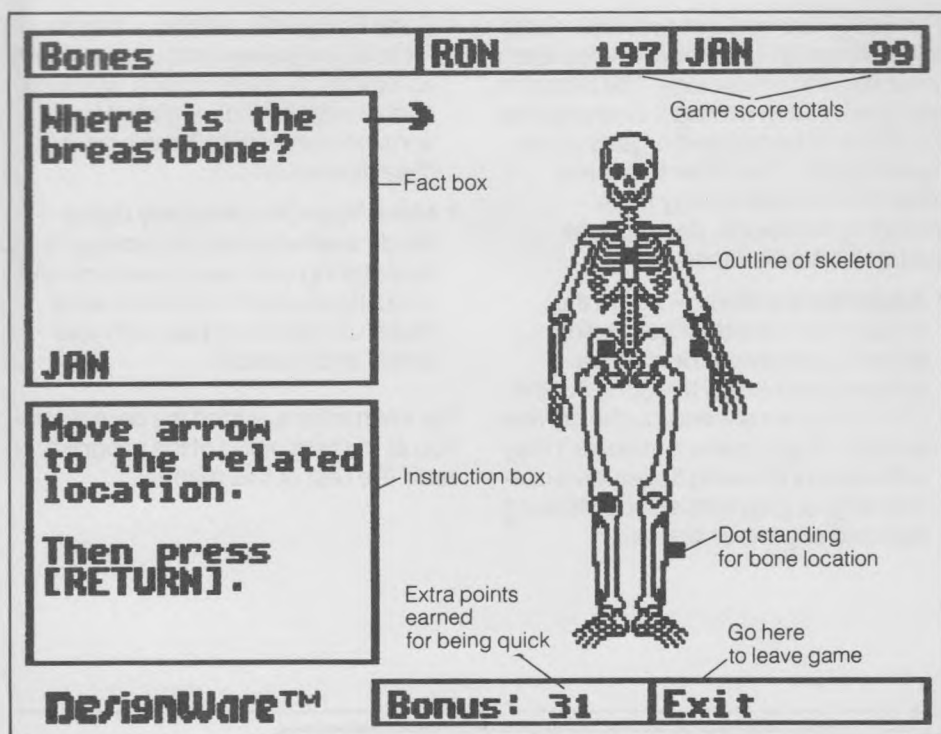
- **Body Facts & Functions** – Match facts about bones and organs (such as functions, descriptions, systems and diseases) to the related locations on the male or female body. (See illustration 2.)

- **Make Your Own Anatomy Game** – Study anatomy and physiology facts by entering your own questions and quizzing yourself on the answers. Make up games to play with your family and friends!

For instructions, watch the demonstration at the beginning of the program, or read the rest of this manual.



1. Body Assembly Game Screen – Organs (Male)



2. Body Facts & Functions Game Screen – Skeleton

The Terms in this Manual

This manual uses several terms again and again. This is what they mean:

RETURN (BUTTON 1)

- **Keyboard users:** Press the RETURN or ENTER key.
- **Joystick users:** Press BUTTON 1.
- **Apple Mouse users:** Press the Mouse BUTTON (usually). In some cases, you need to “drag” and release.

ESC (BUTTON 2)

- **Keyboard users:** Press the ESC key. (Commodore 64 keyboard users press f1.)

- **Two-button joystick users:** Press BUTTON 2.
- **One-button joystick users,** press ESC or f1 on your keyboard.
- **Apple Mouse users:** Press ESC on your keyboard.

Arrow keys

Arrow keys are the keys that move your arrow or cursor.

- **Keyboard users:** Press the up, down, left and right arrow keys to move the arrow. This generally includes cursor (CRSR) keys and the I,J,K and M keys (I-up, J-left, K-right, M-down). When you type your own fact lists, however, you may **not** use your I-J-K-M keys to move the arrow.

Commodore 64 keyboard users: You can use your left and up arrow keys, I-J-K-M keys, or down and right cursor (CRSR) keys without pressing another key. To use your cursor keys to go up and left, you must also press SHIFT – but **not** SHIFT LOCK. (Refer to your computer manual or the instructions on the screen.)

- **Joystick or Apple Mouse users:** Move the joystick or mouse (except when typing a fact.).

Cursor

The cursor is the arrow or small highlighted rectangle that you can move around the screen using your arrow or I-J-K-M or CRSR keys, your joystick or your Apple Mouse. It often indicates where the "action" is taking place.

Drag (Apple Mouse only)

In this game, "dragging" means moving a line or a body part outline across the screen. To drag, keep the Mouse BUTTON pressed as you move the Mouse. To "drop" the object, release the BUTTON. The manual tells you when to do this.

Scroll

In this game, scrolling means going through the questions in the fact list one at a time. You can do this while making your own anatomy games, just before you play the **Body Facts & Functions** game, and just after you leave a game you've been playing.

TERMS IN MANUAL	Apple	IBM	Commodore	Joystick	Apple Mouse
RETURN (BUTTON 1)	RETURN	ENTER	RETURN	BUTTON 1	BUTTON
ESC (BUTTON 2)	ESC	ESC	f1	BUTTON 2 (or ESC)*	ESC
Arrow keys	Arrow keys or I-J-K-M	Arrow keys or I-J-K-M	CRSR keys or I-J-K-M	Joystick	Mouse

* For joysticks with only one button.

Getting Started

Apple® II Plus, IIe and IIc computers: Put **The Body Transparent** disk into disk drive 1 with the label facing up. Close the disk drive door, then turn on the computer and the monitor. Note: If you have 128 K in your computer, the program takes a minute or so to get started. Once started, however, you'll find the program moves much more quickly than for computers with less memory.

IBM®-PC and PCjr: Put **The Body Transparent** disk into the disk drive with the label facing up. Close the disk drive door and turn on the computer. If you are using this program with the IBM PC, a Color Graphics Adapter Card is required. It will not work with the IBM monochrome monitor.

Commodore 64®: If you are using a joystick, be sure to plug it into Control Port 2 (on the right side of your machine) **before** you load the DesignWare program. Turn on the disk drive first. Then turn on the computer and the monitor. Put the game disk into disk drive 1 with the label facing up. Close the drive door. When the word **READY** appears on the screen, type the following:

LOAD"*",8

Then press RETURN. A message tells you the computer is searching for a program. When the word "**READY**" appears, type **RUN** and press RETURN to load the program. This process takes a few minutes.

Is everything loaded? Now the program starts automatically. Wait a few seconds for the demonstration to begin. To skip the demonstration, press the ESC key when the Title Page appears. This takes you directly to the **Main Menu**.

The Flashing Disk

A small picture of a disk sometimes flashes on the bottom right corner of the screen. This lets you know when the computer is getting information from the disk. You cannot continue until the flashing disk disappears.



3. Flashing Disk

The Demonstration

The demonstration runs automatically after the Title Page, unless you press ESC. It shows how **The Body Transparent** games are played and may help you decide which skill level to choose. To go through it faster, press RETURN after you have read the information on the screen. To end the demo, press ESC. It continues until you do this.

Changing Game Settings

Be sure to make your game setting changes **before** you begin to play any of **The Body Transparent** games. To do this, go to the **Main Menu** screen. Use the I-J-K-M or arrow keys to move to the box beside the setting you want to change. Press RETURN to change them. The options underlined below are preset in the program.

- **Players?** – (One or Two)
- **Name 1:** – (You, One, or any three initials you type)
- **Name 2:** – (Two or any three initials you type – **only** if you indicate "Two" in the **Players?** setting)

<input checked="" type="checkbox"/> Players?	One	<input type="checkbox"/> Keyboard?	Yes
<input type="checkbox"/> Name 1:	You	<input type="checkbox"/> Joystick?	No
<input type="checkbox"/> Name 2:	-	<input type="checkbox"/> Mouse?	No
<input type="checkbox"/> Sound?	Yes	<input type="checkbox"/> Disk drives?	One
<input type="checkbox"/> Level?	Easy	<input type="checkbox"/> Background?	White

4. User Options Section of Main Menu (Apple Version)

- Sound? – (Yes or No)
- Level – (Hard or Easy)
- Keyboard? – (Yes or No)
- Joystick? – (Yes or No)
- Mouse? – (Yes or No) – Apple users only
- Disk drives – (One or Two)
- Background? – (White or Black)

When all settings are as you want them, move the arrow to the box beside the name of the game you want to play. Press RETURN (BUTTON 1) to begin.

Changing or Adding Player Initials

To change or add player initials (on the *Main Menu*), move the arrow to **Name 1** or **Name 2** and press RETURN (BUTTON 1). Three spaces appear. Type 3 letters. You can use the left arrow or delete key to go back and make changes. Then press RETURN (BUTTON 1).

Note: You can type initials for Player Two only if you have already indicated "Two" in the **Players?** setting. If two people play a game, they alternate turns.

Using the Keyboard, Joystick, or Apple Mouse

You can use your computer keyboard, a joystick, or an Apple Mouse to play the games. However, the program is preset for keyboard use, so you need to change this setting to use the joystick or Mouse. To do this, use your I-J-K-M keys to move the arrow to the box beside **Joystick?** or **Mouse?** Press RETURN. The **No** changes to **Yes** and a box in the upper right corner tells you your joystick or Mouse is activated.

If you use the keyboard to play:

- For *Menu* selections: Use the arrow keys (if you have them) or the I-J-K-M keys to move the arrow to the box next to the option you want. Press RETURN to select it.
- For the *Body Assembly* game: Use the arrow keys or I-J-K-M keys to move the bone or organ to its exact location on the body. Press RETURN to "drop" it there. Press RETURN to go on.
- For the *Body Facts & Functions* game: Indicate the correct answer by moving the arrow to a position just to the left of the square dot that stands for the correct organ or bone. Press RETURN to show that this is

your answer. Press RETURN to continue.

- For **Make Your Own Anatomy Game**: Use the arrow keys or the I-J-K-M keys to move the arrow to the **Fact** box, body location or **Next**, **Last** or **Exit** boxes. EXCEPTION: When you are using the keyboard to type your own facts or a list name, you must use the arrow or delete keys (and not the I-J-K-M keys) to go back and make corrections. To continue, press RETURN. (See **Making Your Own Anatomy Game**.)

If you use a joystick to play:

- For **Menu** selections: Use the joystick to move the arrow to the box next to the selection you want. Press BUTTON 1 to select it.
- For the **Body Assembly** game: Use the joystick to move the bone or organ to its exact location in the body. Press BUTTON 1 to "drop" the body part there. Press BUTTON 1 again to continue playing.
- For the **Body Facts & Functions** game: Indicate your answer by using your joystick to move the arrow to a position directly to the **left** of the square dot that stands for the correct organ or bone. Press BUTTON 1 to show that this is your answer. Press BUTTON 1 to continue.
- For **Make Your Own Anatomy Game**: Use the joystick to move the arrow to the **Fact** box, body location or **Next**, **Last** or **Exit** boxes. EXCEPTION: When you are using the keyboard to type your own facts or a list name, you cannot use your joystick to move the cursor. To make corrections, use your arrow or delete keys. To continue, press RETURN on your keyboard. (See **Making Your Own Anatomy Game**.)

If you use the Apple Mouse to play:

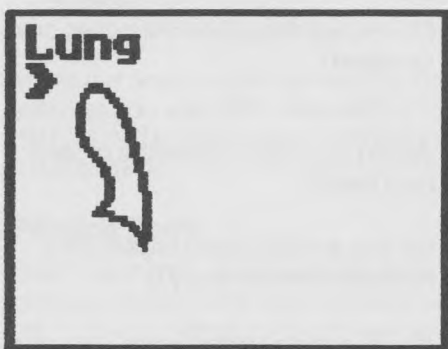
- For **menu** selections: Use the Apple Mouse to move the arrow to the box next to the selection you want. Press the BUTTON to select it.
- For the **Body Assembly** game: Use the Mouse to move the arrow to the bone or organ you want to move. Press the BUTTON and "drag" the body part to the correct location. Release the BUTTON to "drop" the body part. Press the BUTTON to continue.
- For the **Body Facts & Functions** game: Indicate your answer by using your Mouse to move the arrow to a position directly to the **left** of the square dot that stands for the correct organ or bone. Press the BUTTON to show that this is your answer. (You can also drag the line and release the BUTTON to indicate your answer.) Press the BUTTON to continue.
- For **Make Your Own Anatomy Game**: Use the Mouse to move the arrow to the **Fact** box, body location or **Next**, **Last** or **Exit** boxes. Press the BUTTON to make a choice. EXCEPTION: When you are using the keyboard to type your own facts or a list name, you cannot use your Mouse to move the cursor. To make corrections, use your arrow or delete keys. To continue, press RETURN on your keyboard. To place a dot on the body after you've typed a **new** fact, press the BUTTON and "drag" the line to the body location. Release the BUTTON to "drop" the dot. (See **Making Your Own Anatomy Game**.)

Choosing a Skill Level

The difficulty of play depends on the skill level you set on the **Main Menu**. When the **Body Assembly** game is set at the **Easy** skill level, the proper name

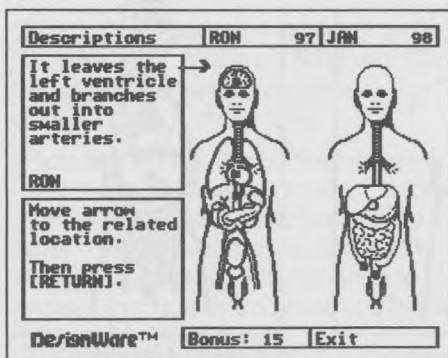
of the organ or bone appears above the body outline. At the **Hard** skill level, you figure out the name by looking at the outline of the body part.

The **Body Assembly** games's difficulty also depends on which drawing you use. A drawing with the organs or bones outlined is easier than one with only the body outlined.



5. *Body Assembly Game – Easy Level*
Has Organ Name in Box

When the **Body Facts & Functions** game is set at the **Easy** skill level, the dots disappear during the turn, until only five dots are left (including the right answer). At the **Hard** skill level, these dots stay on the body outline, no matter how much time has passed.



6. *Body Facts & Functions Game – All But 5 Dots Disappear*

One or Two Disk Drives?

If you make your own anatomy games, you'll need two disks – a DesignWare game disk (with the program information) and an Anatomy Facts disk (a disk you supply to store the fact lists you create). If your computer has just one disk drive, you are occasionally asked to take the DesignWare game disk out of the drive and put in the Anatomy Facts disk (or vice versa).

If you have two disk drives, you do not have to swap the DesignWare game disk and the Anatomy Facts disk if you change the **Number of Disk Drives** to "Two" on the Main Menu.

Quitting the Game at Any Time

There is more than one way to leave a game. The easiest is to press ESC (BUTTON 2) one or two times. (If you have an Apple Mouse or a joystick with only one BUTTON, use the ESC key on your keyboard to exit.) The program tells you what to do next.

For the **Body Assembly** game, you can also exit by moving the body part to the **Exit** box and pressing RETURN (BUTTON 1). On the **Body Facts & Functions** game, move the arrow to the **Exit** box, and press RETURN (BUTTON 1). In either case, the program prompts you to press ESC (BUTTON 2) to keep exiting.



7. *Organ in Exit Box*

Commodore 64 users may quit a game or return to the **Main Menu** by pressing the f1 key. Whenever this manual says to use ESC (BUTTON 2), Commodore 64 users should press the f1 key.

Playing the Games

The Main Menu

DesignWare™

Use I-J-K-M keys to move the arrow to the box you want. Press [RETURN] to select.

☒ Body assembly

☐ Body facts & functions

☐ Make your own anatomy game

☐ See a demonstration

☐ Players? One ☐ Keyboard? Yes

☐ Name 1: You ☐ Joystick? No

☐ Name 2: - ☐ Mouse? No

☐ Sound? Yes ☐ Disk drives? One

☐ Level? Easy ☐ Background? White

8. Main Menu (Apple Version)

On most computers, the program begins as soon as you put **The Body Transparent** disk into drive 1. (See **Getting Started**.) When you stop the demonstration by pressing ESC, the **Main Menu** appears on the screen. It lists your activity choices.

You can choose:

- Body Assembly
- Body Facts & Functions
- Make your Own Anatomy Games
- See a Demonstration

Body Assembly

The object of the **Body Assembly** game is to move the organs or bones that appear in the question box onto the outline of the body. To begin, move the arrow into the box beside **Body Assembly**, on the **Main Menu**. Then press RETURN (BUTTON 1).

Next, choose your body:

- Do you want to place the bones on a skeleton?

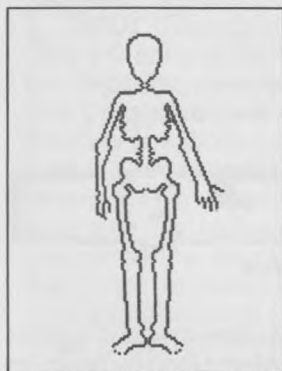
OR . . .

Would you rather place the organs on a body?

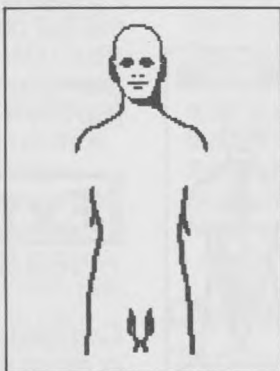
- Do you want to place organs on a male or a female body?
- Do you want to place body parts on a body with only the outside of the body outlined?

OR . . .

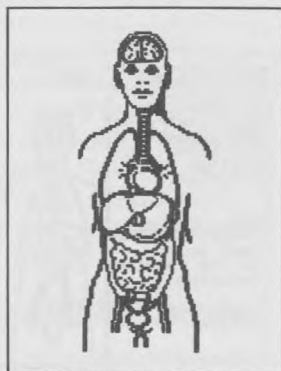
Would you rather place body parts on a body with the bones or organs already outlined?



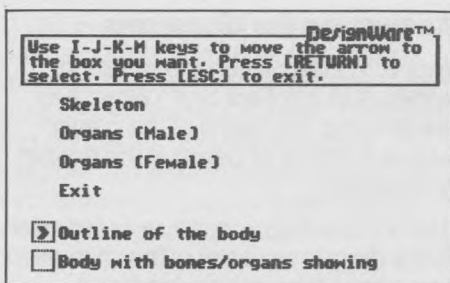
9. Body Assembly – Skeleton – Main Outline Only



10. Body Assembly – Male Organs, Main Outline Only



11. Body Assembly – Female Organs, Organs Outlined



12. Body Assembly – Body Choices Screen

Move the arrow to the box beside the settings you want and press RETURN (BUTTON 1). Wait for the body outline to be drawn.

Placing Parts

Start playing as soon as an organ or bone appears in the upper left box on your screen. (When two are playing, the name of the player whose turn it is appears at the bottom of this box.)

Use the joystick, I-J-K-M or arrow keys to move the body part to its exact location on the body. When the bone or organ is in place, press RETURN (BUTTON 1) to “drop” it.

Apple Mouse users: Move the Mouse to get the body part, press the BUTTON and drag, then release the BUTTON to “drop” the part.

If you are **right**, the program says, “That’s right!” and the organ or bone fills with color. You earn 50 points (for being correct) plus the points in the bonus box (for being fast).

If you are **wrong**, the outline moves to the correct place and flashes. The program says, “That organ/bone goes here.” You **lose** 50 points. But don’t worry! You’ll get another chance to answer that question! When you finally get it right, it fills in.

To start the next turn, press RETURN (BUTTON 1).

When you’ve completed the body, the program automatically lets you see the names of the body parts Player One missed. Press RETURN (BUTTON 1) to see the names of the body parts Player Two missed (if there is a Player Two). Press RETURN (BUTTON 1) again to return to the **Main Menu**.

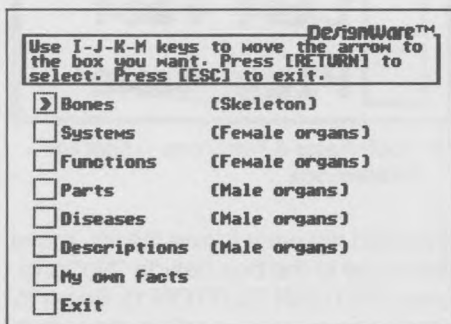
To leave the game before you’ve completed the body, press ESC (BUTTON 2) – or move the body part to the **Exit** box and press RETURN (BUTTON 1). Then press ESC (BUTTON 2). The program displays the body parts missed.

To exit **before** starting a game, press ESC (BUTTON 2) twice. This takes you directly to the **Main Menu**.

Body Facts & Functions

For the **Body Facts & Functions** game, you match facts and functions with their picture on the body. To start playing, first pick the fact list you want to use:

- Bones (Skeleton)
- Systems (Female Organs)
- Functions (Female Organs)
- Parts (Male Organs)
- Diseases (Male Organs)
- Descriptions (Male Organs)
- My own facts
- Exit



13. Body Facts & Functions Game Menu

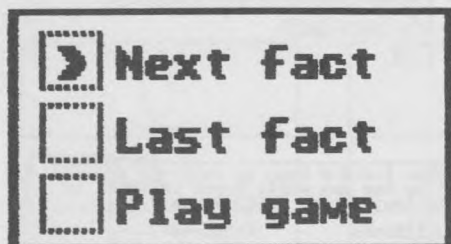
Move the arrow to the box beside your choice and press RETURN (BUTTON 1). Wait for the body to be drawn on the screen. (You'll see **two** bodies if you've chosen one of the lists with organs. The **left** figure shows the organs in the back part of the body; the **right** figure shows the organs in the front part of the body.)

Reviewing the Facts

The program asks if you want to review the fact list. This is a good way to study **before** you play the game.

If you want to review the list, leave the arrow on "Yes," and press RETURN (BUTTON 1). The first fact appears, with a line pointing to the correct answer. You can scroll through the questions this way:

- **To go forward in the list** – make sure the arrow is in the box beside **Next Fact** and press RETURN (BUTTON 1).
- **To go backward in the list** – move the arrow to the box beside **Last Fact** and press RETURN (BUTTON 1).
- **To play the game** – move the arrow to the **Play Game** box and press RETURN (BUTTON 1).



14. *Body Facts & Functions* – Fact List Review Box

If you do **not** want to see the list, move the arrow to the box beside "No" and press RETURN (BUTTON 1). Begin to play as soon as a question appears in the **Fact** box in the upper left corner.

Answering the Questions

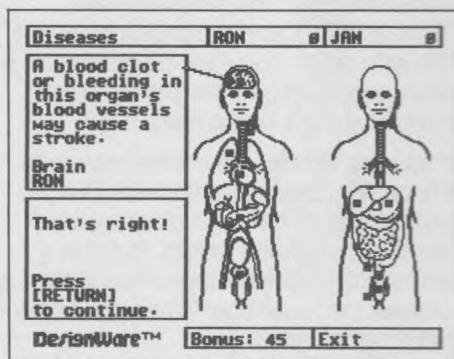
Your turn starts when the question appears in the **Fact** box. (When two are playing, the name of the player whose turn it is appears at the bottom of this box.)

(Before playing, you may want to refer to the diagram in back of this manual to see where the dots are located.)

Move the arrow to the square dot that is closest to the correct body part. If you have chosen a game that shows organs, the dot may be on either of the two bodies that appear on the screen. When the arrow is directly to the left of the dot, press RETURN (BUTTON 1).

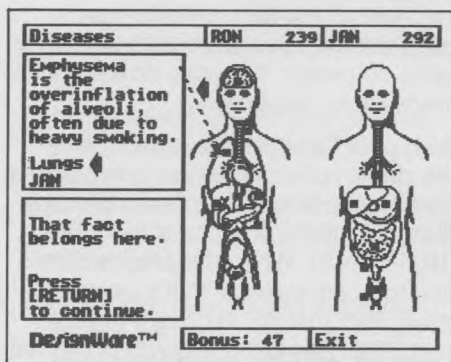
Mouse users: "Drag" to the correct location by moving the Mouse and pressing the BUTTON to pick up the line, then releasing the BUTTON when the arrow points to the dot nearest the correct bone or organ. Another method is to use the Mouse to move the arrow to the location and then press the BUTTON.)

If you are right, the program says, "That's right!" and the proper name of the organ appears at the bottom of the **Fact** box. You earn 50 points plus the points remaining in the bonus box under the drawing.



15. *Body Facts & Functions* – Answer Correct

If you are wrong, the arrow and line flash and move to show the correct answer. The name of the bone or organ also flashes in the **Fact** box. The flashing continues until the next turn begins. You lose 50 points for an incorrect answer — but you'll get another chance to get it right later!



16. *Body Facts & Functions – Wrong Answer*

Press RETURN (BUTTON 1) to begin the next turn.

If you complete the game, the program automatically goes to the screen that shows the first of any questions Player One missed. To scroll through all the incorrect questions, press RETURN (BUTTON 1) while the arrow is in the **Next** box. To exit or see Player Two's incorrect questions, move the arrow to the **Exit** box and press RETURN (BUTTON 1).

To leave the game before you've finished playing, press ESC (BUTTON 2) or move the arrow to the **Exit** box and press RETURN (BUTTON 1). Now press ESC (BUTTON 2) and RETURN (BUTTON 1). The program lets you review the questions missed.

To exit **before** you start answering questions, press ESC (BUTTON 2) twice. This takes you directly to the **Main Menu**.

Scoring

Right Answers — For both games, your score depends on how fast you answer. You earn 50 points for a correct answer **plus** any bonus points left in the bonus box. Although you start each turn with 50 bonus points, these points are subtracted until you press RETURN (BUTTON 1) to indicate your answer. Remember: The faster you answer, the higher you score!

Wrong Answers — If you guess wrong, your score is decreased by 50 points and you don't get any bonus points. The lowest score you can get is zero (0).

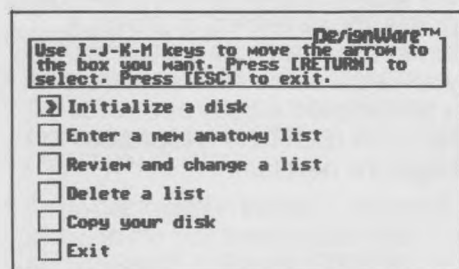
Total Score — The points for each turn are added to (or subtracted from) the points you've earned on previous turns. The new score (including points you've just earned or lost) appears in a box above the body as soon as RETURN (BUTTON 1) is pressed to begin the next turn.

Making Your Own Anatomy Games

One of the fun things about **The Body Transparent** is that you can create your own fact lists. You can use another disk to enter up to 18 separate lists (of 30 facts each) and then play your own special games.

To do this, go to the **Main Menu**. Move the arrow into the box beside **Make Your Own Anatomy Game** and press RETURN (BUTTON 1). You have these choices:

- Initialize a Disk
- Enter a New Anatomy List
- Review and Change a List
- Delete List
- Copy your disk
- Exit



17. Make Your Own Anatomy Game Menu

Fact List Hints

You can create any kind of fact list you want, but keep these points in mind:

- Try not to set up more than one list with the same title. If you use the same name more than once, number each list. EXAMPLE: *Trivia I* and *Trivia II*.
- The same organ or bone can be the answer to more than one question, but a question can have only one answer. EXAMPLE: If your question is "Which organ aids digestion?" the answer could be the stomach, or the small intestine, or any of several

organs. Avoid confusion by being more specific: "Which organ churns food before passing it to the duodenum?"

Initializing your Disk

If this is the first time you are creating a **Body Transparent** fact list, you must initialize a new disk. Initialization prepares the disk to store the anatomy facts you enter. (You can do this for as many disks as you wish.)

With your DesignWare game disk in the drive, move the arrow to **Initialize a Disk** (in the **Make Your Own Anatomy Game** section) and press RETURN (BUTTON 1). When the program asks you to put in the disk that's being initialized, insert it in drive 1 (if your computer has just one drive) or in drive 2 (if your computer has two drives).

Remember: Any other information stored on the new disk will be destroyed, so don't use a disk with information you want to save.

Press RETURN (BUTTON 1) and wait a few minutes. The program tells you when your disk is initialized. If you're using one drive, you'll need to put your DesignWare game disk back into the drive.

Making a New Fact List

Once your disk is initialized, you are ready to enter your facts. If you are starting at the **Main Menu**, move to each of these settings and press RETURN (BUTTON 1):

From **Main Menu**, go to . . .
Make Your Own Anatomy Game
to . . .
Enter a New Anatomy List.

The program tells you when to insert your Anatomy Facts disk. Make sure it

does **not** have a write-protect tab on it. Press RETURN (BUTTON 1) to continue.

1. Enter the List Name.

The program asks you to enter the name of the fact list you are creating. Use the keyboard to type a title with no more than 10 letters.

If you make a mistake, use the left arrow or delete keys (but not the I-J-K-M keys) to go back and type the name again.

Apple II Plus users: To capitalize, press the "Control" and "a" keys **before** typing a letter. For example, to create a list called "Trivia I," type "Control" and "a," T-r-i-v-i-a (space) "Control" and "a," I.

When you have typed the name of your list, press RETURN. (Joystick and Mouse users must use RETURN on the keyboard.)

2. Choose a body.

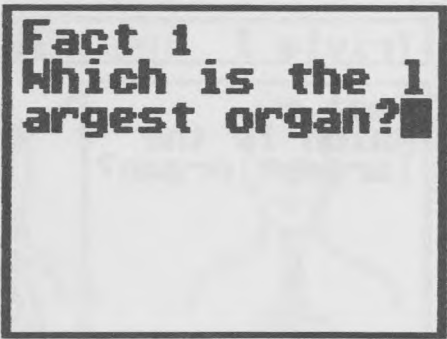
The program lets you choose the type of body you want to use with this anatomy game. Move the arrow to **Skeleton**, **Organ (Male)**, or **Organ (Female)** and press RETURN (BUTTON 1).

Wait while the body is drawn. If you've selected an **Organ (Male)**, or **Organ (Female)**, two bodies are drawn. When the drawing is complete, the words "Fact 1, New fact" appear in the upper left corner of the screen.

3. Enter your fact.

Press RETURN (BUTTON 1) to move the arrow to the **Fact** box. Type your question, using no more than six lines. For example, you might want to ask: "Which is the largest organ?"

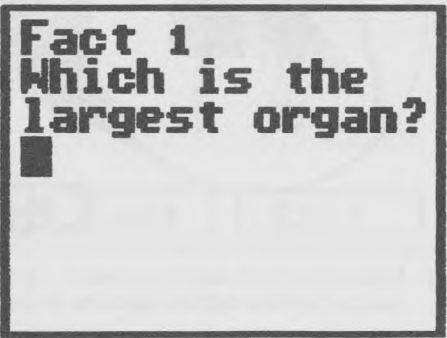
To keep from splitting a word, you may have to finish the line first by putting in extra spaces. Then start the word on the next line.



Fact 1
Which is the l
argest organ?

18. Incorrect Fact Entry

This entry is incorrect. The word "largest" has been split.



Fact 1
Which is the
largest organ?

19. Correct Fact Entry

This entry is correct. The word "largest" has been entered on one line.

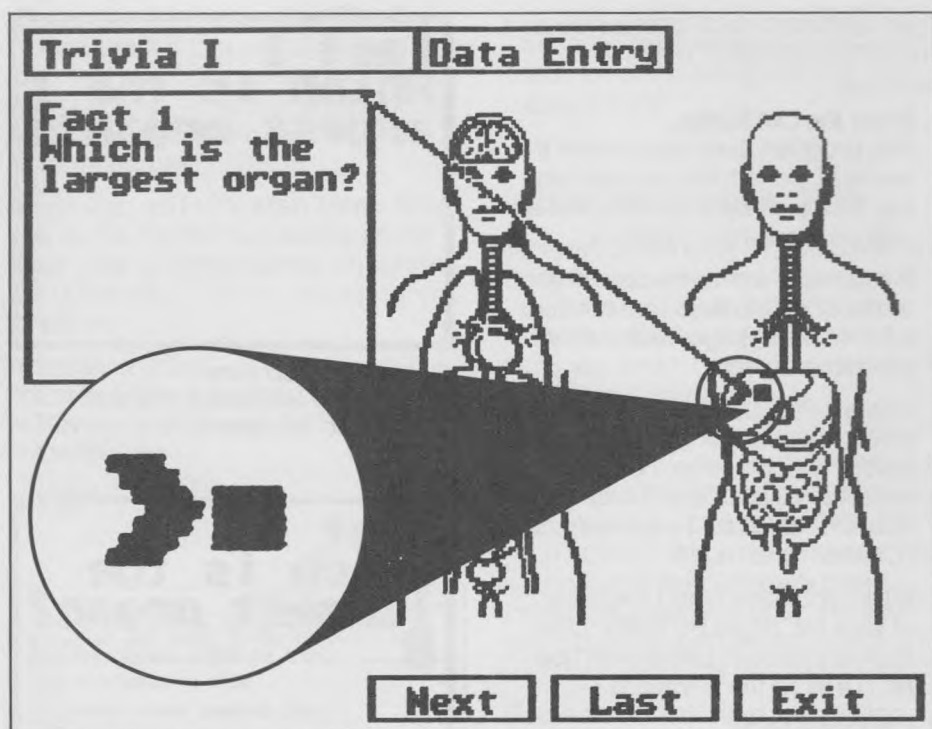
If you make a mistake, use the left arrow or delete keys — but not the I-J-K-M keys — to highlight and change the character that needs correction.

Apple II Plus users: To make a capital letter, press the "Control" and "a" keys **before** typing the letter. To make a question mark, use only the SHIFT and "?" keys.

After you finish typing your fact, press RETURN. (Joystick and Mouse users also press RETURN.)

4. Place the dot on the body.

To do this, move the arrow to the **left** of the spot where you want to place



20. *Make Your Own Anatomy Game – Dropping the Dot*
 Notice how the symbol appears to the right of the arrow.

the dot. When it's in the correct position, press RETURN (BUTTON 1). The dot appears just to the right of the arrow.

Apple Mouse users: To move the arrow out of the **Fact** box, press the BUTTON and drag the line to the spot where you want to place the dot. When you get to that spot, **release** the BUTTON. The dot appears to the right of the arrow. (see illustration 20.)

5. Do you want to make a change?

To change a **fact** you've just typed – move the arrow back to the **Fact** box and press RETURN (BUTTON 1). Use the arrow keys to highlight the character you want to correct. Type the change and press RETURN.

To change a **dot** you've just entered

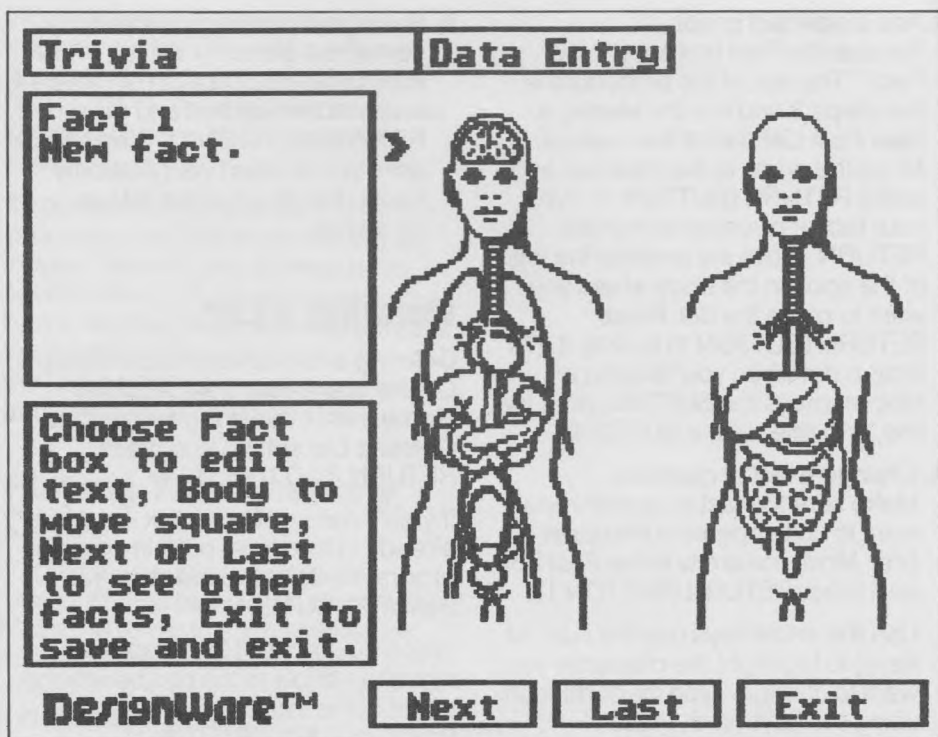
– move the arrow to a spot just to the **left** of the place where you want to move the dot and press BUTTON 1 (RETURN) twice. (Press the BUTTON once if you're using the Mouse).

6. Enter the next fact.

To do this, move the arrow to the **Next** box and press RETURN (BUTTON 1). The **Fact** box now says "Fact 2, New fact." Move the arrow to the **Fact** box and press RETURN (BUTTON 1). Type your second fact, then place your dot on the body. Follow the steps described above until all your facts or questions have been entered.

7. Do you want to review and change any facts or dots?

To scroll backwards through your fact list, move the arrow the the **Last**



21. Make Your Own Anatomy Game Screen

box and press RETURN (BUTTON 1). To scroll forward, select the **Next** box. Make your changes as described in step 5 above.

8. Do you want to exit?

You may leave this part of the game by pressing ESC (BUTTON 2) or moving the arrow to the **Exit** box and pressing RETURN (BUTTON 1). The program asks you to insert your Anatomy Facts disk so your facts can be saved.

Editing or Changing a Fact List

Once you've set up your own fact lists, you can always go back and revise them. To get from the **Main Menu** to the fact list you've created, move your

arrow to the following settings and press RETURN (BUTTON 1). (Be sure to insert your Anatomy Facts disk when the program requests it.)

From the **Main Menu**, go to . . .
Make Your Own Anatomy Game
 to . . .
Review and Change a List to . . .
 the list you want to change.

Wait for the figure to be drawn. The first fact you entered appears in the **Fact** box. To see the second fact, move the arrow to the **Next** box and press RETURN (BUTTON 1). Keep pressing RETURN (BUTTON 1) to see the facts. You can go backwards in the list by moving the arrow to the **Last** box and pressing RETURN (BUTTON 1). When you get to the fact you want to change (including "New Fact"), you are ready to edit your list.

1. Add a new fact or dot.

Be sure the *Fact* box says "New Fact." The rest of the procedure is like steps 3 and 4 in the **Making a New Fact List** part of this manual. Move the arrow to the *Fact* box and press RETURN (BUTTON 1). Type your fact or question and press RETURN. Move the arrow to the left of the spot on the body where you want to place the dot. Press RETURN (BUTTON 1) to drop it. (To drop a dot when you're using a Mouse, press the BUTTON, drag the line, and release the BUTTON.)

2. Change a fact or question.

Make sure the fact or question you want to edit appears in the upper left box. Move the arrow to the *Fact* box and press RETURN (BUTTON 1).

Use the arrow keys (not the I-J-K-M keys) to highlight the character you want to change. Type the correction using the keyboard. Press RETURN.

3. Change the location of a dot.

Move the arrow to the spot directly to the left of the new location. Then press RETURN (BUTTON 1) twice. The dot moves to the new spot. (To change a dot when you're using a Mouse, you can either press the BUTTON, drag, and release it . . . or you can move the arrow and press the BUTTON.)

4. See the revised fact list.

Move the arrow down to the *Next* (or *Last*) box and press RETURN (BUTTON 1). You can scroll forwards (or backwards) through your fact list by continuing to press RETURN (BUTTON 1). To make more changes in the fact list, move the arrow to the *Fact* box and press RETURN (BUTTON 1) while the fact to be changed is on the screen. Then repeat steps 1, 2 or 3 above.

5. Store your new list and leave this part of the game.

Press ESC (BUTTON 2) or move the arrow to the *Exit* box and press RETURN (BUTTON 1). The program asks you to insert your Anatomy Facts disk so your fact list can be saved.

Deleting a List

Deleting a list you've created is simple. On the *Make Your Own Anatomy Game* menu, move the arrow to the *Delete a List* setting and press RETURN (BUTTON 1).

If your Anatomy Facts disk is not already in the drive, put it in when the program tells you to insert it. Press RETURN (BUTTON 1).

When the *Fact List* menu appears, move the arrow to the box beside the name of the list you want to delete. Press RETURN (BUTTON 1).

The program checks to confirm that you really want to delete this list. If you do, press RETURN (BUTTON 1) again. If you've changed your mind about getting rid of this list, press ESC (BUTTON 2).

Copying a Disk

To copy a disk, first go to the *Make Your Own Anatomy Game* menu. Move the arrow to *Copy your Disk* and press RETURN (BUTTON 1). When the program requests it, put a write-protect tab on your Anatomy Facts disk. Press RETURN (BUTTON 1).

If you have two disk drives: Put the Anatomy Facts disk you want to copy into drive 1. Put the disk that will accept the information into drive 2. Press RETURN (BUTTON 1). The copying process takes a few minutes.

When the program tells you the disk is copied, put the DesignWare game disk into drive 1 and press RETURN (BUTTON 1). You are now back to the ***Make Your Own Anatomy Game*** menu.

If you have one disk drive: Copying a disk using just one drive takes much longer. You will have to swap disks several times. The program tells you how to do this. When the program says the Anatomy Facts disk is copied, put the DesignWare game disk into drive 1 and press RETURN (BUTTON 1).

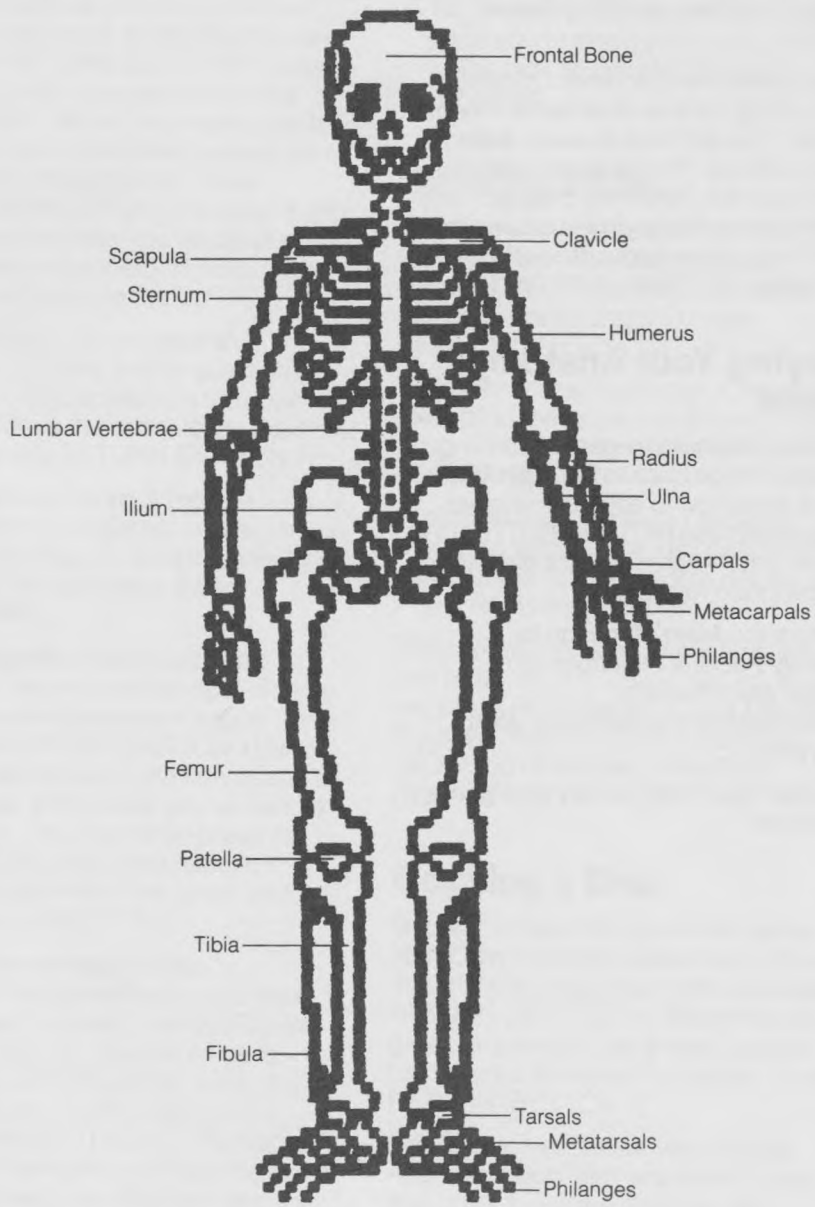
Playing Your Anatomy Game

To play the anatomy games you create, first go back to the ***Main Menu***. Move the arrow to each of these settings and press RETURN (BUTTON 1). (Insert your Anatomy Facts disk when the program request it.)

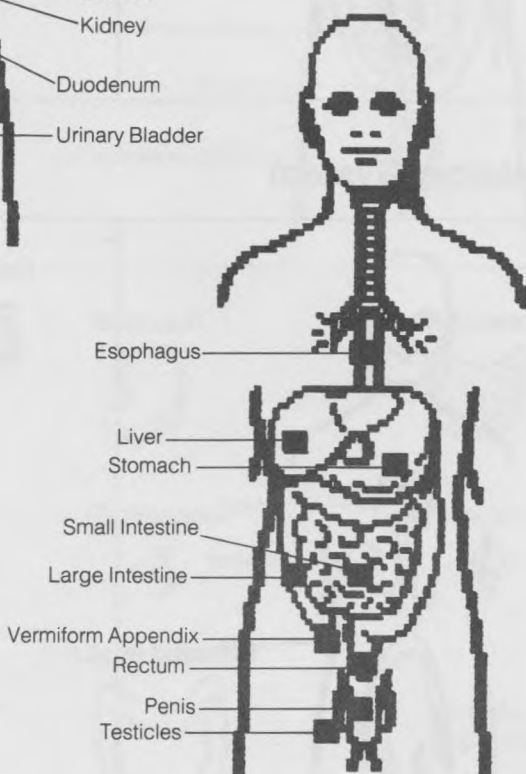
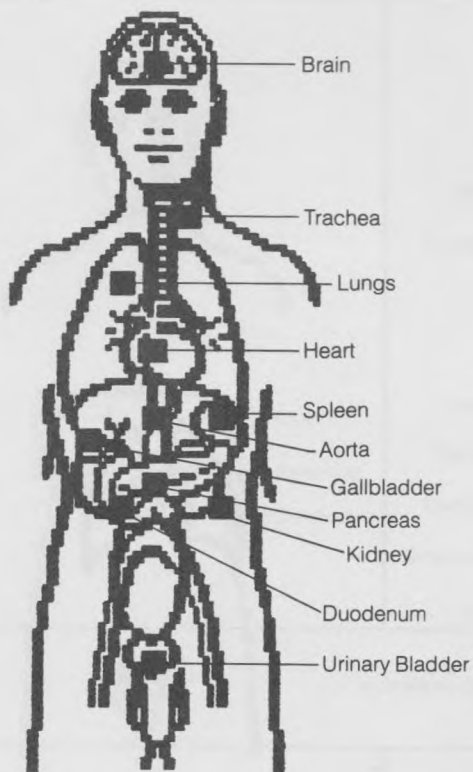
From the ***Main Menu***, go to . . .
Body Facts & Functions to . . .
Your Own Facts to . . .
the name of the game you want
to play.

You are now ready to play your game.
Have fun!

Skeleton

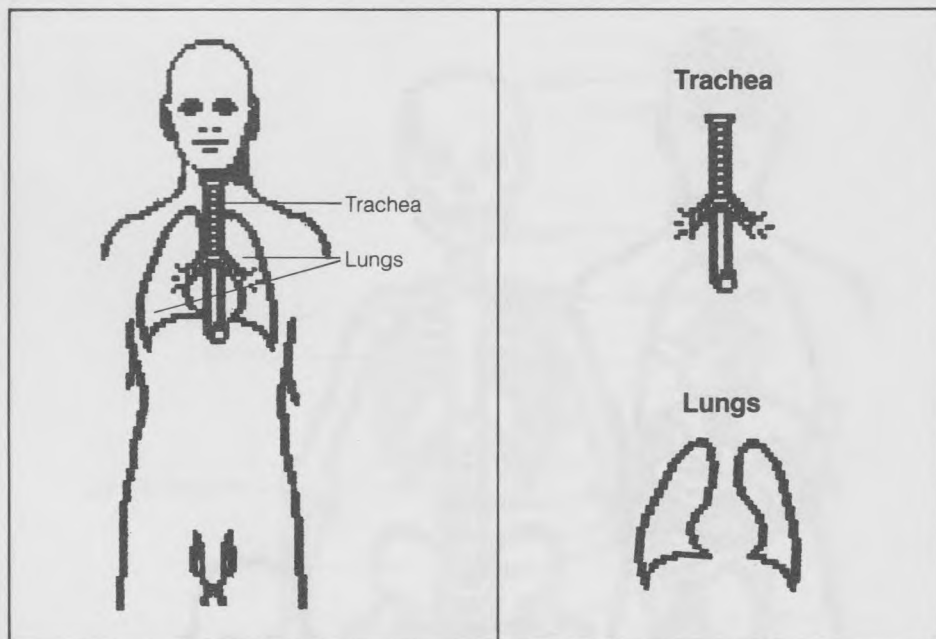


Dot Locations for Organs

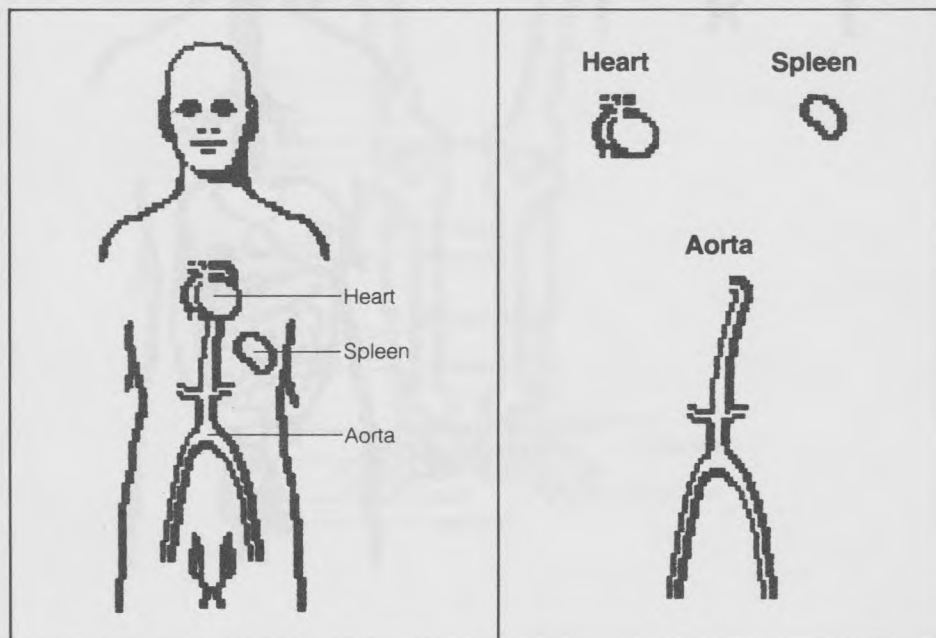


Systems

Respiratory System

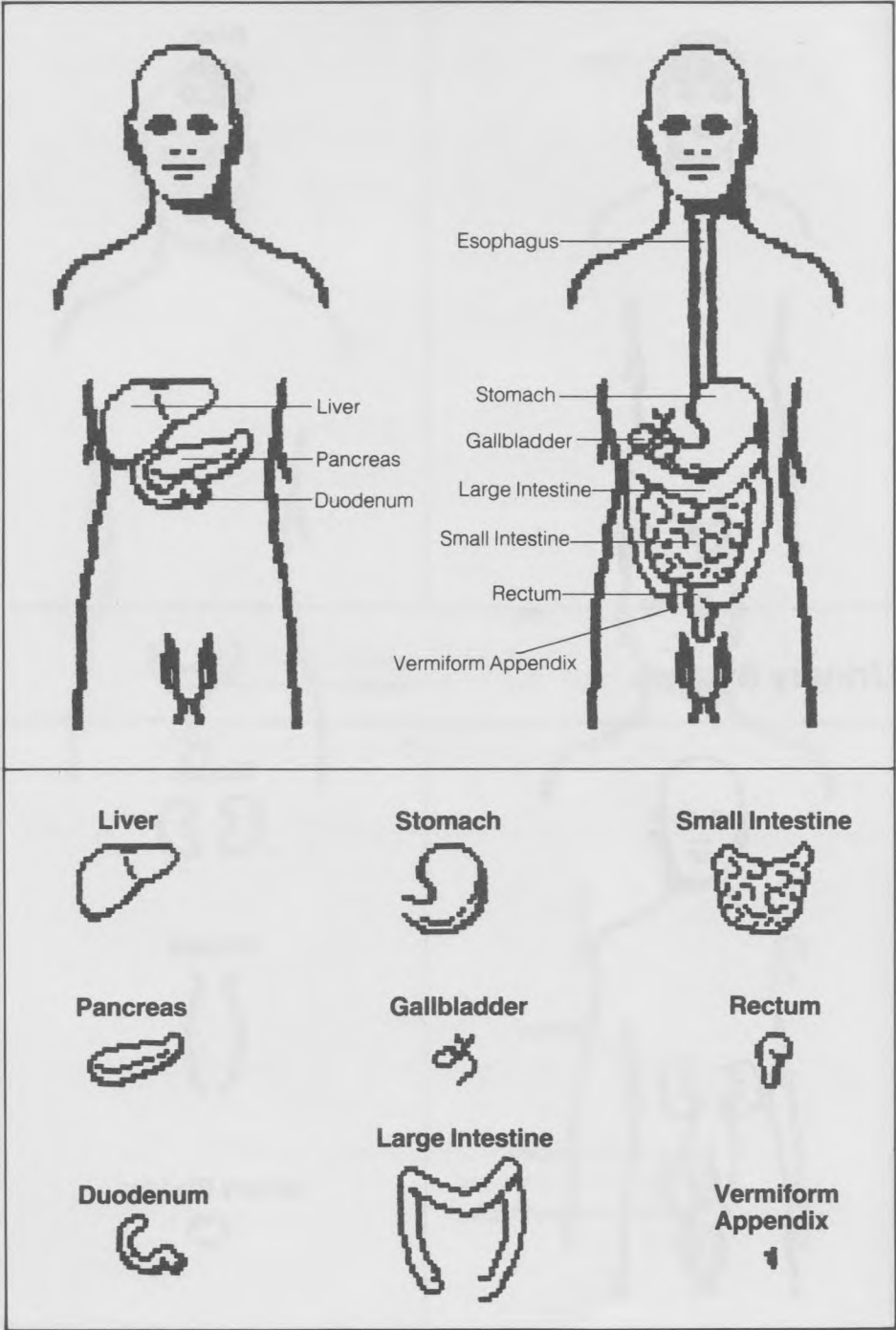


Circulatory System



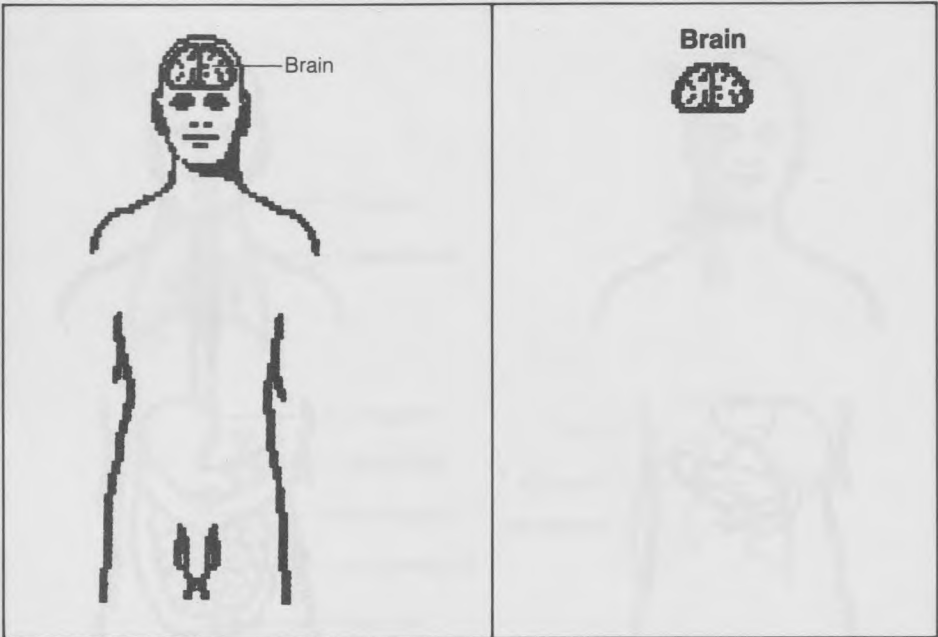
Systems

Digestive System

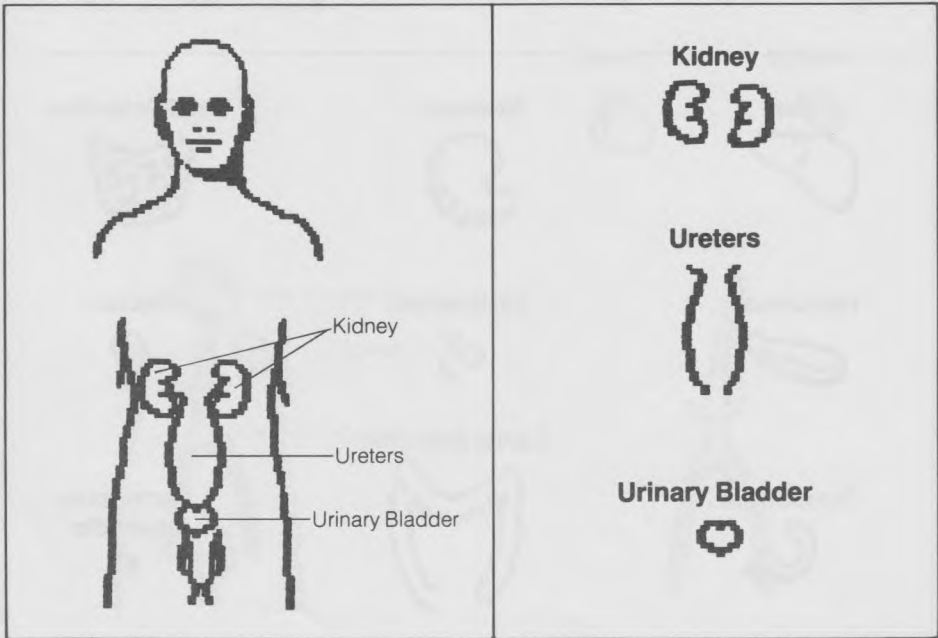


Systems

Central Nervous System

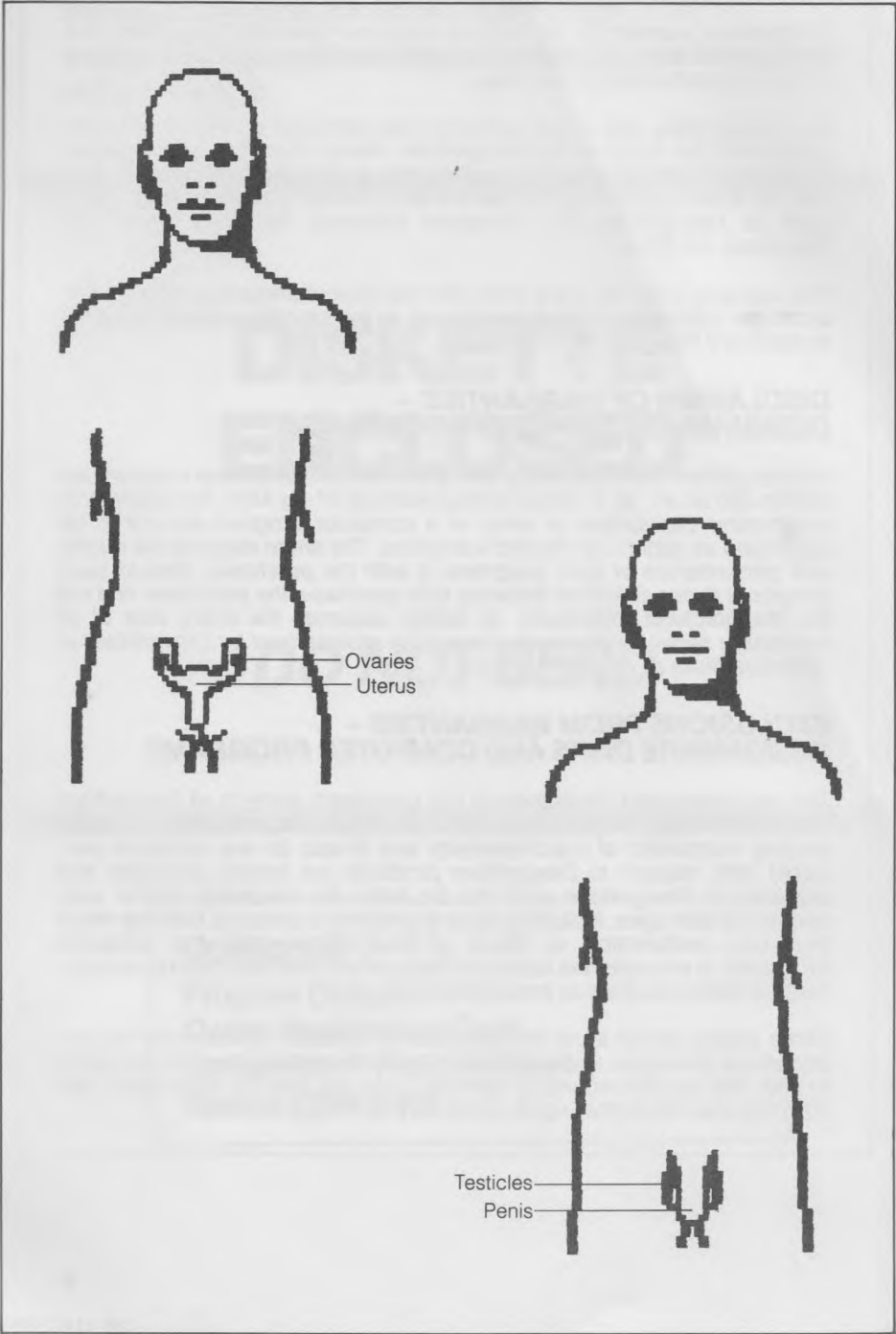


Urinary System



Systems

Reproductive Systems – Female & Male



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DesignWare warrants to the original consumer that the DesignWare disk shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase.

Any DesignWare disk which is found to be defective during the warranty period will be replaced by DesignWare. Return the disk, accompanied by proof of date of purchase satisfactory to DesignWare, no later than one (1) week after the end of the warranty period, shipping charges pre-paid, to: DesignWare, Inc., Customer Relations, 185 Berry Street, San Francisco, CA 94107.

This warranty shall not apply if the disk has been damaged by negligence, accident, improper or unreasonable use, or by any other causes unrelated to defective materials or workmanship.

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To Remove Diskette: Cut along top edge of this envelope.
Make sure contents are not at the top edge.

To Store Program Diskette: Insert diskette into the top side
of this envelope.

DISKETTE ENCLOSED

DO NOT BEND

Contents:

Program Diskette
Owner Registration Card
DesignWare® Product Catalog
Special Offer Form

DesignWare®... Learning Software That Grows With You

"It is a pretty fun way to do a health lesson. First, you can do almost everything on the body. Second, it is easy to learn. And third, they make it so learning about the body is fun."

Rachel Lisman

Age 10, MacArthur School
Binghamton, New York

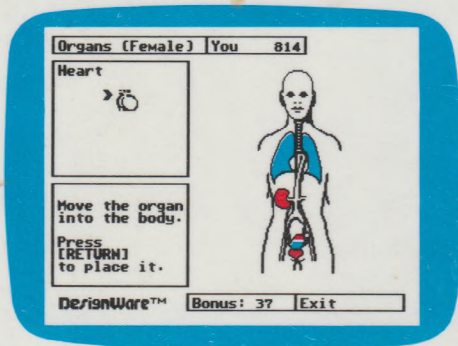
"The Body Transparent is an exceptional program for human anatomy....I am taking biology and this program would be very useful in reviewing the basic concepts of biology."

David Schlitzer

Age 15, Fort Worth, Texas

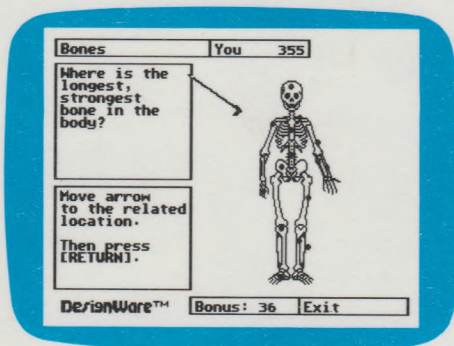
"The Body Transparent is a flexible and challenging introduction to human anatomy."

Compute!



Move Human Organs and Bones to Their Correct Body Positions

Learn the names, shapes and locations of bones and organs. Play the game with or without the help of bone and organ outlines, and learn about male and female anatomy.



Master Human Anatomy Facts in a Challenging Matching Game

Learn systems, diseases, descriptions and functions as you match questions to the correct body parts. Or add your own anatomy questions and trivia to increase the challenge.

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Commodore 64™.
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