

DISCOVERING LITTLE COMPUTER PEOPLE

There really are little people living inside computers. One of the little people living inside your computer is looking for a home – all you have to do is provide him with a desirable residence and he'll move in permanently.

The disk that comes with this package contains a special "house on a disk", ideally suited to the needs of a little computer person (LCP). Load the disk, watch the house appear on screen and wait for a little computer person to be tempted. . . .

After a while – it may take a few minutes – one of the little people living inside your computer will be overcome by curiosity. He'll come through the front door of the house on your screen and embark on a tour of the premises. The house has been specially designed with little computer people in mind, so he's certain to like what he sees – after a while he'll leave, to return with his belongings and his own pet, a dog.

Once a little computer person has moved into the on-screen house, he'll never leave – life is just too comfortable, so long as you look after him properly.

Wakey Wakey

Little Computer People are fairly active creatures – so make sure your friend doesn't spend too long in bed: he'd prefer to be awake and receiving attention anyway.

CTRL A rings the alarm clock if your LCP is snoozing.

Food and Water

Both the LCP and his canine companion need to be kept fed and watered.

CTRL F delivers food to the front door of the house.

CTRL D delivers dog food to the front door.

CTRL W adds water to the water dispenser in the kitchen.

Keeping Happy

Like most creatures, your little computer person can be happy or sad. If he gets too sad (or too hungry) he is likely to turn green at the gills and take himself off to bed. In extreme cases of neglect, he might fade away altogether.



Happy

He's probably getting plenty of attention.



Content

He's fine, but could be better.



Sad

Needs mood boosting immediately



Sick

He looks sad and goes green at the gills when he has gone without food and water for quite a long while.

Mood Boosters

There are several ways to boost the mood of your LCP. Some ways are better than others. . . .

CTRL C – A phone call. LCPs enjoy receiving phone calls – unless they are constantly interrupted to the point of irritation.

CTRL P – Physical contact, or petting cheers him up no end – he must be sitting in his easy chair, next to the phone.

CTRL R – Causes a record for your LCPs stereo to be delivered to the front door of the house.

LCPs are good at entertaining themselves – don't feel obliged to interfere all the time! They tend to be good pianists, and enjoy playing music on the stereo too. . . . Some LCPs are accomplished dancers, and enjoy exercise, while others are more disposed to a quiet read of the newspaper.

If you want to suggest a course of action to your little friend, use the keyboard of your computer to type into a window which opens at the top of the screen. Questions, suggestions or requests can all be keyed in, but remember to be as polite as possible – LCPs are particularly responsive to good manners.

Here are a few suggestions:

Please type a letter to me

Please play a record

Please dance

PLAYING GAMES

Little Computer People are great games players. You can either ask your LCP if he would like to play a game, or wait until he taps on the glass of your screen and asks you to select a game to play with him.

1) Anagrams

Your LCP thinks of a word, scrambles it and types in onto your computer screen in big letters. You type in what you

think the correct word should be, and your LCP tells you whether or not you guessed correctly.

You get 8 or 9 guesses before he tells you the answer, and you can get a hint by pressing F1, which moves a single letter to its correct place in the scrambled word. F10 quits the game.

2) Card War

As in all card games, the LCP prefers to deal.

All 52 cards in the deck are dealt into two hands, and to play, you each draw the top card from your pile. The LCP reveals his card first, and you press F1 to show yours. Whoever has the higher card, wins the round and both cards are added to the winner's stack.

If both cards shown are of the same value, WAR is declared. The LCP deals four cards from his hand, and four cards from your hand, face down. When he turns over his last card, press F1 to turn over your last card—whichever has the higher card, collects all the cards on the table.

The winner is the player who collects all 52 cards into his hand.

3) 5-Card Draw Poker

Standard poker rules apply, and you both start out with 400 chips—bets and raises are limited to a 20-chip maximum.

F1 puts a chip in the kitty and starts the game. Once your five cards have been dealt, the LCP asks if you feel lucky—time to place a bet . . .

F1 bets one chip, each time it is pressed

F3 enters the bet

F5 allows you to pass on a weak hand or clear a bet if you have entered a bet and wish to change your mind.

After you've placed a bet, the LCP either matches your stake or passes. Then it's time to drop cards from your hand and gain replacements from the dealer—press keys 1 to 5 to discard cards, press the number again to make your original card reappear. F1 then draws replacement cards, or F3 allows you to retain all five cards.

After the LCP has had his turn, you have the chance to add to your stake, using the same keys as before. Then the LCP may raise his bet, in which case you have two choices—continue gambling (F1) or fold (F3). If you decide to continue, either raise the bet even higher (F1) and then enter the raise (F3) or stop the betting, and call (F5).

4) Blackjack

As with poker, you both start out with 400 chips, and the largest single bet is 20 chips. Standard blackjack rules apply.

F1 places a chip into the pot, up to the maximum of 20

F5 clears a bet

F3 enters a bet

After a bet has been entered, the LCP deals the cards. If you hold a pair, you can opt to split and play each card as a separate hand (F1), or continue with both cards in the same hand (F3).

Blackjack (two cards with a total face value of 21) automatically wins, and earns the holder double the stake advanced by his opponent.

When playing a hand, you have the choice to DOUBLE DOWN or HIT. Doubling Down allows you to buy one more card (and only one more card) by doubling the stake you have put into the pot, while a Hit is a free card. Up to three Hits can be taken, and you can STAND at any stage, freezing the contents of your hand, whereupon the LCP completes his hand.

Playing as banker, the LCP stands on 17 or more points but takes cards until he has at least 17. If either player's hand exceeds 21 points the hand is lost immediately and the other player collects the pot. Ties are replayed, with all bets returned before play restarts.

5) Word Puzzles

Your LCP types a sentence onto the screen, but some of the words are missing, except for their first letter . . .

You need to type in all the words that are missing in the sentence, in order, pressing return after each one.

F1 and F2 allow you to cycle through the word puzzles available, with F5 used to select the puzzle you wish to attempt.

LOADING INSTRUCTIONS

1) Insert LCP disk in your disk drive;

2) Turn on the drive, computer and monitor. Two file drawers, labelled A and B will appear on the left of the screen, with a black arrow, the cursor, appearing in the centre of the screen;

3) Using the mouse, slide the cursor over File Drawer A and then press the left button twice. A bee appears on the screen for a few seconds;

4) A new window will open, containing a folder and a note pad. Move the cursor to the pad (labelled LCP.PRGM) and press the left mouse button twice. After a short wait, the LCP guestbook appears on the screen. Follow the prompts to get to the house.

CAUTION: Never turn off your drive or remove the disk while visiting your Little Computer Person.