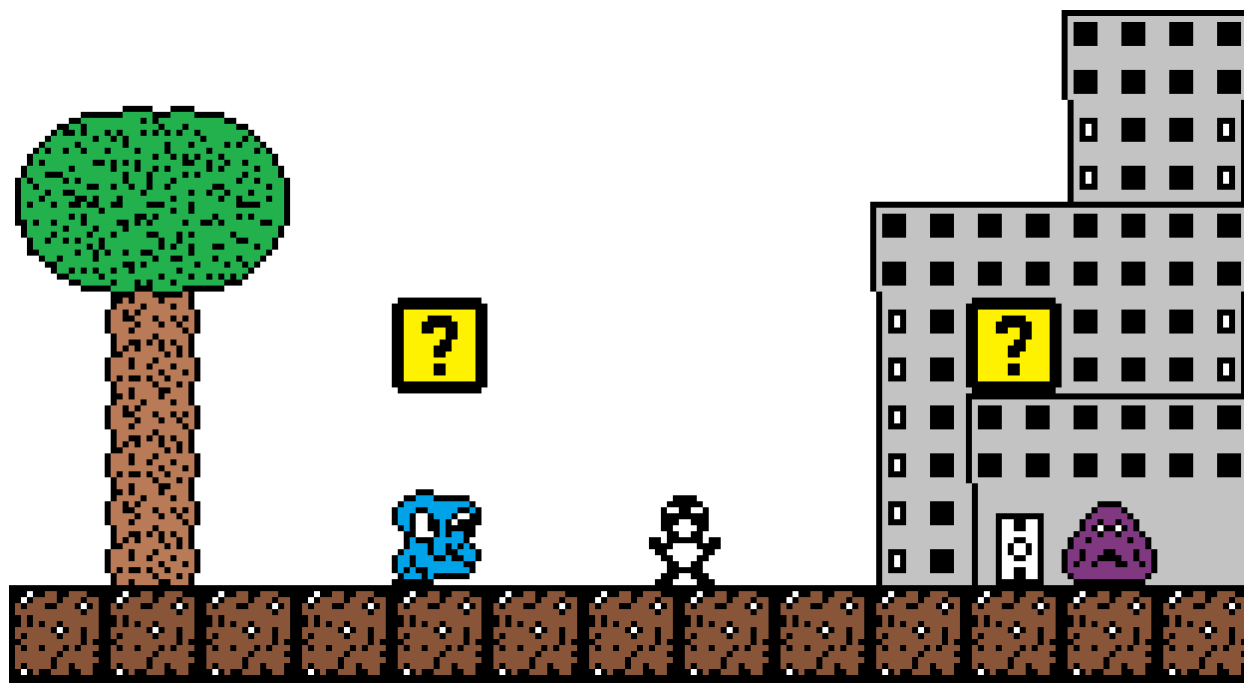


SLOVA



Slova is a game designed to help you learn a new language. If you want to learn Spanish, French, German or any other language, you can play Slova to help you practice and memorize vocabulary.

As you play the game you select a question mark block, which will give you an English word. Then you need to find a smiley face block with the correct translation. For example, if you are playing to learn Spanish, you might get the English word “CAT,” so you need to find the Spanish word “GATO.”

You will need a language pack to play Slova. Language packs are application variables that contain fonts for a foreign language (such as Spanish), as well as a list of English words with their translations into said foreign language. By choosing a language pack for your calculator, or by designing your own, you can learn new vocabulary by playing this fun side-scrolling game.

Setting Up The Game

As mentioned before, you will need a language pack to play Slova. By default, the game comes with two language packs, but you can find others on the internet or design your own.

One included language pack is a Russian language pack, where you collect English words and find their meanings in Russian. The other pack has you collect English words and finding other English words that rhyme (such as “cat” and “hat”). Even though the latter doesn’t let you learn a new language, it’s meant to help you understand how to make your own language pack.

- Load the language pack onto your calculator. It must be **ARCHIVED**.
- You can have more than one language pack on your calculator if you want.
- After that, simply run the application “Slova”!

The Main Menu



Before you play, you'll need to select the language pack that you want to use when playing the game. The main menu allows you to do so, and you'll see the name of the appvar you've currently selected.

If you have more than one language pack on your calculator, you can press **Down** to select a different language pack.

For every language pack on your calculator, you can have ONE saved game. You'll see "New Game" if you're about to start a new game, and "Continue Game" if you will be playing the game you last started.

The High Score is the highest score you have achieved after playing all the levels of Slova.

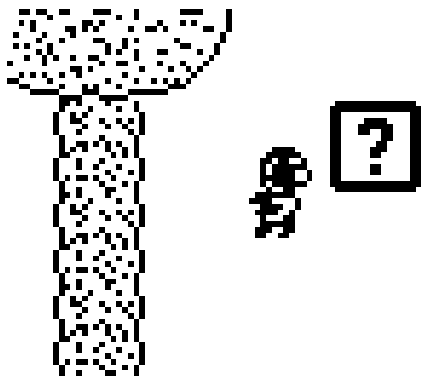
If you started a game and want to start a new one, select your language pack appvar and press **Zoom** twice. Your game will be erased, and if your score was the best score, it will become the new High Score.

When you have selected your language pack and are ready to play, press **Enter**! If you are playing a saved game, the game will continue where you left off.

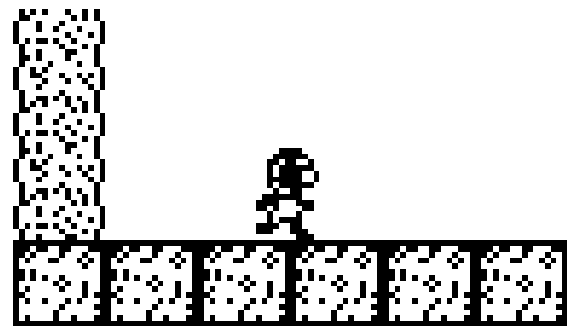
The Basics of the Game

Use the **arrow keys** to move and **2nd** to jump. Press up/down to climb up and down ladders.

Every level in the game has seven blocks, each with a questions mark (?). Jump and collect a question mark, which will give you an English word.



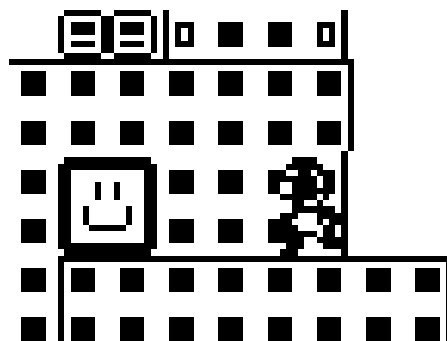
Collect a question mark



CAT

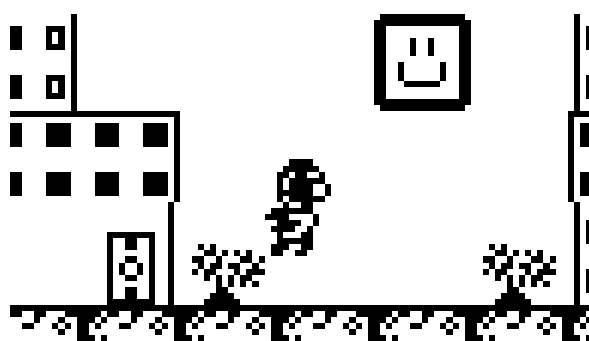
... to get an English word

After that, your goal is to find a block with a smiley face that has the correct translation. In the example below, you are trying to find КОШКА, the Russian word for cat.



КОШКА

This is the correct Russian word!

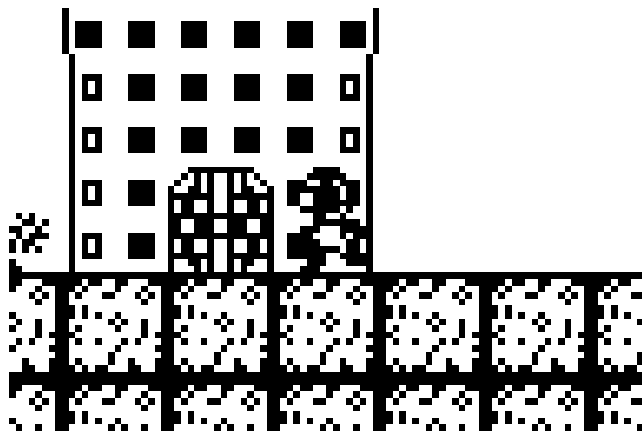


МЕЧЯ

But not this one!

Once you find the correct smiley face block, it will disappear, and you will be closer to completing the level. You will need to search the map to find the other six question marks, which will give you six more English words to find translations for.

After you find all seven English/foreign language pairs, you will see the message “Level Complete.” Go to the door to proceed to the next level. Your game will automatically be saved.



The exit door.

You can press “+” if you want to skip a level. But you will not get points for any level you skip!

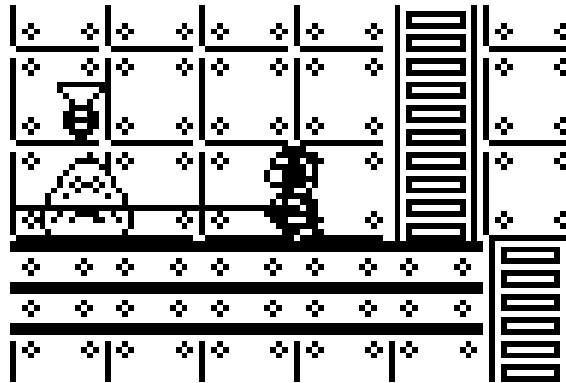
Watch out for the Guzzles!



The tough-armored guzzles are your mortal enemy. They want to dominate the world, and thus they are determined to keep you from reuniting English words with their translations. Do not run into them!

You will start the level with some shields, usually four. Every time that a guzzle hits you, you will lose a shield. If a guzzle hits you and you don’t have any more shields, you will have to start the level over.

Luckily, the gruzzles are not invincible. You can kill them with nuclear weapons! Simply face a gruzzle and press **Alpha**. In the first level you will start with 8 nukes, and then you get 4 additional nukes every level. You can have up to 9 nukes.



You cannot aim for a gruzzle while you are jumping or running. In addition, after you stop running it will take some time before you can aim your weapon, so make sure you are far ahead of a gruzzle before you attempt to hit it with a nuke.

If you pick an incorrect smiley face – the wrong foreign translation to an English word – a Gruzzle will appear. In rare cases, if there are 10 gruzzles on the map and you make an incorrect choice, you will die, and you will have to start the level over.

Be careful! If you are too close to a gruzzle the explosion from the nuke will destroy one of your shields! Keep your distance! If you are at least one tile away from a gruzzle should be fine.

Be aware of how many nukes you use. You don't have an unlimited supply, so you must collect items to get more nukes.

Collectibles

In every level, there are some items you can collect to score points, as well as to make it easier for you to complete the game.



Collect these electronic books to score points. If you collect all the books, you will get a bonus of 500 points, receive an extra nuke and get an extra shield for the next level.



This will give you an extra nuke.

Also throughout the level you will see some giant letters from the foreign language, letters that you can collect.



These letters will spell a “mystery word.” One foreign word from the level has been chosen, and all the letters have been mixed up. Collect these letters in the correct order to score 600 points, get 2 nukes and receive an extra shield for the next level! If you collect all the letters but fail to collect them in the correct order, you will receive 100 points and 1 nuke.

The HUD

At the bottom of the screen you can find some useful information about the game by pressing **Y=**. Every time you press **Y=** some different information will appear, so you can toggle between different displays.

By default the HUD is off unless you collect a question mark that gives you an English word. If you press **Y=**, you will see your score. If you press **Y=** again, you will see how many shields and nukes you have, as well as a picture of a key that tells you how close you are to completing the level. Press **Y=** again, and you'll see how close you are to completing the bonus word, that is if you've been collecting all the letters in the correct order. Press **Y=** once more to return to the default display.