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Dear parents,

Children are attracted by computers as if by magic. Being strange and suspicious to many adults, to children this modern aid is as natural as the telephone and the TV. Just the fact that mum and dad use it excites the curiosity of the child.

Often the computer unjustly is condemned as being a cause for isolation, a lack of creativity, an increasing propensity for violence, etc. This is not necessarily so. If the computer is used the right way, i. e. with the appropriate software and under control of the parents, it can help to encourage creativity and communicational skills.

ABC-WARE is software for children \*). Under this name programs are developed which do not contain violence and have no racist and other contents which are liable to corrupt the young. Here you will not find any shoot-'em-up games.

ABC-WARE stimulates the creativity and the intellectual and logical capacities, supports the imagination of your child and in an enjoyable and playful way practises simple tasks as reading, arithmetic, etc., either by itself or together with children of the same age or with the whole family.

Make sure that your child spends its time at the computer in a useful way. Pay attention to ABC-WARE when buying software. This ensures that you always choose the right software.

\*) There are supposedly even adults who enjoy ABC-WARE!

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# The game

## **Blow!**

This is enough to drive you round the bend! Minka, the old station-cat has a cold and is lying behind the stove. The switch-mouse family has made the most of it and has had a big party in the switch tower. In the course of this the lovely little mouse-children unfortunately have gnawed the electronic cables to the main computer of freight depot of Idletown. Now the computer only gives chaotic signs and suspicious bleeps.

Charles, head station master of the freight depot, is spending his annual holiday at the lake of Little Sleepingbrook. Johnny, his deputy, urgently had to go to the dentist, because his right molar has troubled him that terribly that he didn't get any sleep during the night. To make matters worse the silly mice have used the transport documents as napkins and the telephone is out of order, too.

Now Fritz, the assistant shunter, is nervously nipping back and forth between the freight stacks. Were the oil drums destined for Deford and the box full of Logic-juice for Abury, the pile of wood for Betown or rather for Eblin? And who was supposed to get the gift parcel and who the box full of tractor spare parts? Fritz is in the depths of despair, because the only thing he can remember is that it was all very urgent. Can you help him?

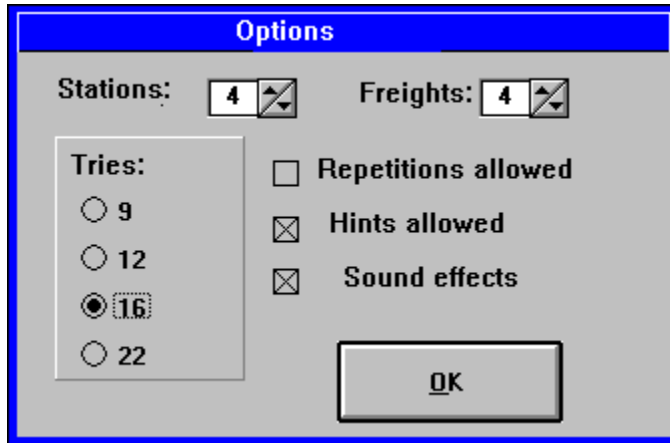
## **Of course!**

You only have to make clever conclusions. You always have to select a freight item from the train first and then you have to put it down at a train station. The rows are to be filled from the top to the bottom.

When all pallets of a row are filled with freight items, the signal can be released by clicking on the flashing green button. But you still can think it over and select a different freight item (simply put it on top, the old freight item vanishes). Only by releasing the signal a row is evaluated. The result of each round is then displayed on the indicator board on the right side: Freight shows the number of correct freight items, which are in the wrong place. Place shows how many freight items are in the right place.

You can find the solution by combining the results of several rows!

# Options



## Train stations

The number of train stations can be select between 4 to 6, the higher the number, the more difficult the game.

## Freight items

The number of freight items can be selected between 4 to 6, this way you can also vary the degree of difficulty.

## Tries

The maximum number of tries can be preset.

## Repetitions

Each kind of freight can either occur once or repeatedly.

## Hints

For finding the correct solution up to 3 hints can be used.

## Soundeffects

Several events in the game are provided with sounds. For this it is required that you have installed either a sound card or a driver for your PC speaker (see Installation). If you find the sounds disturbing, you can switch them off at any time in this window.

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# Installation

Start the installation by typing

**abcsetup.**

The installation program will ask you in which directory **Logic** shall be installed. You can either accept the default directory or enter a directory of your choice. If the directory does not exist already, it will be created by the installation program.

After the installation your target directory has to contain the following files:

Target directory:

- readme.txt                    introduction
- logic.exe                    main program
- logic.hlp                    help file
- order.wri                    order form
- logo\*.wav                    sound files

Windows directory:

- logic.ini                    configuration file

Windows System directory:

- vbrun300.dll                Visual Basic runtime module

**Attention:** This file may also be used by other programs! If you want to deinstall **Logic** for any reason, make sure that no other programs use this runtime module, before you delete it!

A program group will be created and the icons for **Logic** will be added automatically.

*Note:* To enjoy the sound effects you need either a sound card or a driver for your PC speaker (speaker.driv, available from your shareware retailer or by CompuServe).

# Shareware

This program is released as shareware. It may (and shall) be copied and distributed without the copyright being violated, provided the program and the documentation are not modified and form a complete package when distributed.

All rights concerning this product are reserved. It is prohibited to distribute the software commercially and/or to profit from its distribution without explicit permission. Only a fee for costs of materials and copy costs (which should not exceed DM 10) as well as for postage and packing may be charged. If used in shareware bundles (incl. CD-ROM) or on supplement disks of magazines a specimen copy has to be submitted.

## **SHAREWARE = FAIRWARE**

Shareware means that you can test the program thoroughly before you decide to buy it. After a maximum trial period of 15 days you are expected to register with the author. With a modest registration fee you support the further development of this program as well as the development of other programs.

As a registered user you have the following advantages:

- You are a legal user of the program
- No shareware reminders during the execution of the program
- Your password is valid for all future versions
- You will be informed of all ABC-WARE products if you like
- You will be given a price reduction on all other ABC-WARE products
- If you have problems you can get support in writing
- You support the shareware concept!

# Disclaimer

**Logic** has been tested thoroughly, nevertheless errors can have slipped in. In view of the multitude of possible hardware and software combinations, interactions and incompatibilities cannot be ruled out. There is no warranty for a faultless operation of **Logic**, the author is not liable in any way for any damages which may result from using the program. The entire risk as to the use of the software is assumed by the user.

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# Registration

## By mail

For registration please send in the completed order form order.wri. For a registration fee of DM 29 (DM 19 for regular customers) you will immediately receive your personal password, which entitles you to use this and all future versions of **Logic**.

By entering your password shareware reminders will not appear any longer. If you like you will be kept informed of all ABC-WARE products.

## By CompuServe

Select GO SWREG and under *Author's User ID* **100524,3121**, then *Display Selected Titles*, and you will receive the range of all available programs. Select **Logic** and in the following menu enter your name and your address. With your next CompuServe billing statement you will be charged \$ 20 for **Logic**. You will receive your password by e-mail.

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# Operation



A new game is started. (*Keyboard: Ctrl-S*)



Ends the running game. (*Keyboard: Ctrl-E*)



Gives a hint by displaying up to three positions. (*Keyboard: Ctrl-T*)

First a freight item has to be selected with the mouse by clicking on the waggon, the cursor will then have the shape of the freight item. The freight item can be put down in the relevant row by clicking on a pallet. As soon as all pallets of a row are filled the signal can be released by clicking on the flashing green button. The result is displayed.

*Operation by keyboard:* In this case first a number for the freight item (the freight on the waggon on the left corresponds to the number 1) and then a letter for the train station (the train station on the left corresponds to the letter A) has to be entered. The signal can be released through the menu (Ctrl-R).

In the Options menu you can also set other options like the number of train stations/different freight items.



