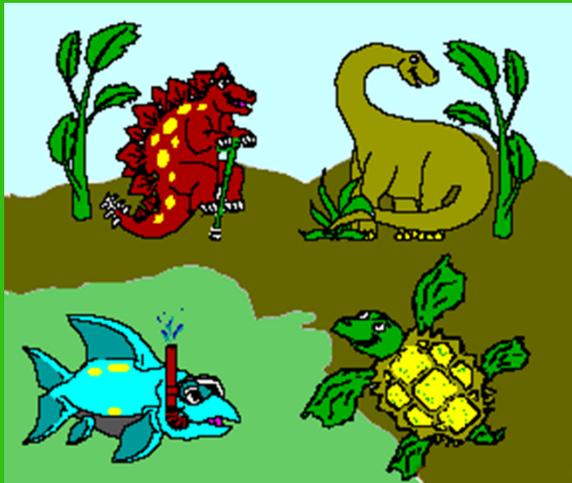


Welcome to ...

# DINO-GAMES



*Single-Switch  
Activities*

*for  
Windows 8 & 10*

**Academic Software, Inc.**

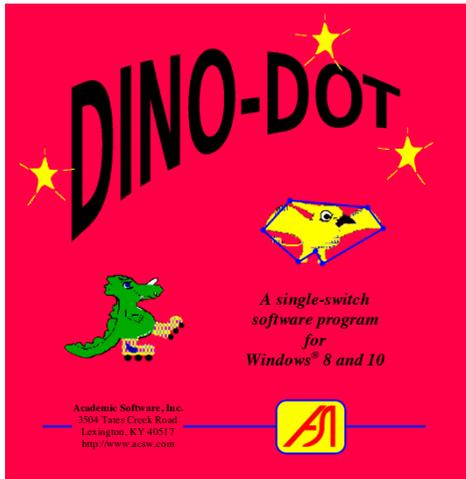
3504 Bates Creek Road

Lexington, KY 40517

<http://www.acsw.com>



Welcome to ...



*a single-switch software program for spatial perception, counting & sequencing skills, and early scanning practice*

*Dino-DOT* is a collection of dot-to-dot games. Single-switch users connect 3, 6, 9, or 12 dots using a flying dot-to-dot or a linear scan to form patterns and reveal colorful animated dinosaurs. Rewards include music and animation.

## INSTRUCTIONS

The **Main Menu** offers four options:

- Q ..... to quit *Dino-DOT*
- C ..... to view **Credits**
- G ..... for **Game Controls**
- ANY KEY ..... to play *Dino-DOT*

**Game Controls** offer seven options:

- 1 ..... **mode of play**
- 2 ..... **difficulty level**
- 3 ..... **scan speed**
- 4 ..... **animation delay**
- 5 ..... **music**
- 6 ..... **beep tone**
- 7 ..... **switch key**

To customize the **Game Controls**:

- Press number **1** to select a different *mode of play*: e.g., 3, 6, 9, or 12 dot patterns.
- Press **2** to change the *difficulty level* to scan linearly by NUMBER or RANDOM SEQUENCE or spatially by DOT-TO-DOT PATTERN.
- Press **3** or **4** to set the *scan speed* or adjust the *animation delay*. A second window will appear. Use the UP and DOWN arrow keys to change the setting. The scan or animation displayed will adjust to the new speed or delay. When the desired setting is selected, press ANY KEY to return to the **Game Control Panel**. Your selection will be saved and used throughout the program.
- Toggle the *music* OFF, FIXED, or RANDOM by pressing number **5**. (FIXED associates a particular song with a particular dinosaur; RANDOM randomizes the songs.)
- Toggle the *beep tone* OFF or ON by pressing number **6**.
- Select a key from the keyboard to simulate the switch by pressing number **7** and then pressing the *switch key*.

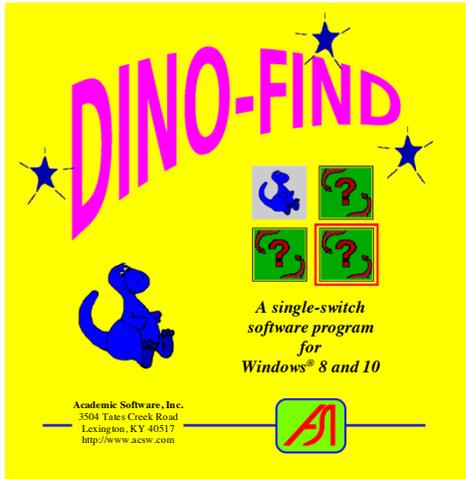
After the **Game Controls** are adjusted, return to the **Main Menu** by pressing ESCAPE. Any change you make in the **Game Controls** will be saved automatically. Then press ANY KEY to play *Dino-DOT*.

The **Dino-DOT** window can be repositioned and resized on the display screen. Changes will be saved automatically.

(Pressing ESCAPE at any time always returns to the previous screen.)

**Enjoy Dino-DOT!**

Welcome to ...



*a single-switch software program  
for memory, pattern recognition,  
and early scanning practice*

*Dino-FIND* is a game of concentration to stimulate memory and pattern recognition and provide scanning practice. Dinosaurs are selected randomly. One to six matching pairs can be displayed. Single-switch users make selections using row/column or linear scanning methods. Rewards include music and animation.

## INSTRUCTIONS

The **Main Menu** offers four options:

**Q** ..... to quit *Dino-FIND*  
**C** ..... to view **Credits**  
**G** ..... for **Game Controls**  
**ANY KEY** ..... to play *Dino-FIND*

**Game Controls** offer nine options:

<b>ARROWS</b> .....	<b>mode of play</b>	<b>4</b> .....	<b>scan speed</b>
<b>1</b> .....	<b>scanning mode</b>	<b>5</b> .....	<b>animation delay</b>
<b>2</b> .....	<b>discrimination</b>	<b>6</b> .....	<b>music</b>
<b>3</b> .....	<b>difficulty level</b>	<b>7</b> .....	<b>beep tone</b>
		<b>8</b> .....	<b>switch key</b>

To customize the **Game Controls**:

- The **ARROW KEYS** change the mode of play by choosing 1 to 3 **ROWS** and 1 to 4 **COLUMNS** of hidden characters to be found.
- Press number **1** to toggle the scanning mode for **LINEAR** or **ROW/COLUMN** scans.
- Press **2** to change the discrimination level for matching by **SHAPE** and **COLOR** or by **SHAPE, COLOR, and ORIENTATION**.
- Press **3** to change the game's difficulty to **PREVIEW** (easier) or **COVER** (harder) before **REVEALING** the characters to be found.
- Press **4** or **5** to set the *scan speed* or adjust the *animation delay*. A second window will appear. Use the **UP** and **DOWN** arrow keys to change the setting. The scan or animation displayed will adjust to the new speed or delay. When the desired setting is selected, press **ANY KEY** to return to the **Game Control Panel**. Your selection will be saved and used throughout the program.
- Toggle the *music* **OFF, FIXED, or RANDOM** by pressing number **6**. (**FIXED** associates a particular song with a particular dinosaur; **RANDOM** randomizes the songs.)
- Toggle the *beep tone* **OFF** or **ON** by pressing number **7**.
- Select a key from the keyboard to simulate the switch by pressing number **8** and then pressing the *switch key*.

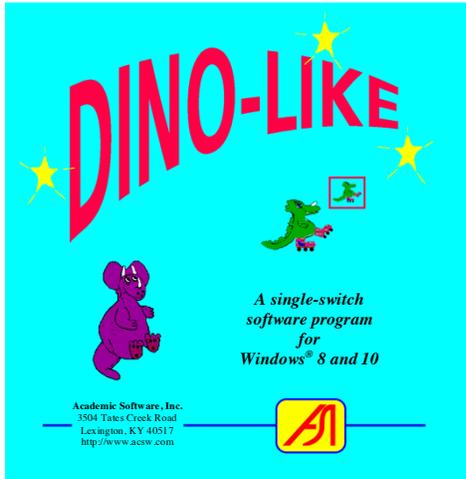
After the **Game Controls** are adjusted, return to the **Main Menu** by pressing **ESCAPE**. Any change you make in the **Game Controls** will be saved automatically. Then press **ANY KEY** to play *Dino-FIND*.

The **Dino-FIND** window can be repositioned and resized on the display screen. Changes will be saved automatically.

(Pressing **ESCAPE** at any time always returns to the previous screen.)

**Enjoy Dino-FIND!**

Welcome to ...



*a single-switch software program  
for pattern matching and  
early scanning practice*

*Dino-LIKE* is a matching game. Single-switch users select dinosaurs that are identical to the target dinosaur, using a horizontal or vertical scan to choose from a match and two distractors, a match and one distractor, or the match alone. Rewards include music and animation.

## INSTRUCTIONS

The **Main Menu** offers four options:

- Q ..... to quit *Dino- LIKE*
- C ..... to view **Credits**
- G ..... for **Game Controls**
- ANY KEY ..... to play *Dino- LIKE*

**Game Controls** offer seven options:

- 1 ..... **mode of play**
- 2 ..... **discrimination level**
- 3 ..... **scan speed**
- 4 ..... **animation delay**
- 5 ..... **music**
- 6 ..... **beep tone**
- 7 ..... **switch key**

To customize the **Game Controls**:

- Press number 1 to select a different mode of play: e.g., HORIZONTAL or VERTICAL scan with 1, 2, or 3 options for matching.
- Press 2 to change the discrimination level for matching by SHAPE and COLOR or by SHAPE, COLOR, and ORIENTATION.
- Press 3 or 4 to set the *scan speed* or adjust the *animation delay*. A second window will appear. Use the UP and DOWN arrow keys to change the setting. The scan or animation displayed will adjust to the new speed or delay. When the desired setting is selected, press ANY KEY to return to the **Game Control Panel**. Your selection will be saved and used throughout the program.
- Toggle the *music* OFF, FIXED, or RANDOM by pressing number 5. (FIXED associates a particular song with a particular dinosaur; RANDOM randomizes the songs.)
- Toggle the *beep tone* OFF or ON by pressing number 6.
- Select a key from the keyboard to simulate the switch by pressing number 7 and then pressing the *switch key*.

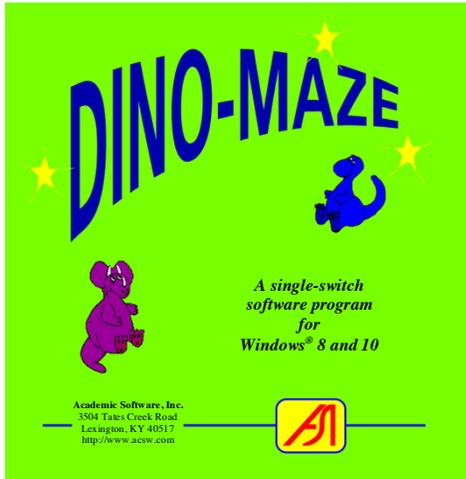
After the **Game Controls** are adjusted, return to the **Main Menu** by pressing ESCAPE. Any change you make in the **Game Controls** will be saved automatically. Then press ANY KEY to play *Dino-LIKE*.

The **Dino-LIKE** window can be repositioned and resized on the display screen. Changes will be saved automatically.

(Pressing ESCAPE at any time always returns to the previous screen.)

**Enjoy Dino-LIKE!**

Welcome to ...



*a single-switch software program  
for cause & effect learning  
and early scanning practice*

*Dino-MAZE* is designed as an educational tool for directionality training. Three maze games are inhabited by small dinosaur characters who must move themselves or move objects from one point in the maze to another. Single-switch users involved in the cause & effect activity help each dinosaur solve the maze simply by pressing their switch each time the animation stops. Single-switch scanners are required to make decisions regarding in which direction the animated character should go to get from the start to the finish.

## INSTRUCTIONS

The **Main Menu** offers four options:

- Q ..... to quit *Dino-MAZE*
- C ..... to view **Credits**
- G ..... for **Game Controls**
- ANY KEY ..... to play *Dino-MAZE*

**Game Controls** offer six options:

- 1 ..... **mode of play**
- 2 ..... **scan speed**
- 3 ..... **animation delay**
- 4 ..... **music**
- 5 ..... **beep tone**
- 6 ..... **switch key**

To customize the **Game Controls**:

- Press number **1** to toggle the mode of play from “Cause & Effect Play” to “Scanning Play.”
- Press **2** or **3** to set the *scan speed* or adjust the *animation delay*. A second window will appear. Use the UP and DOWN arrow keys to change the setting. The scan or animation displayed will adjust to the new speed or delay. When the desired setting is selected, press ANY KEY to return to the **Game Control Panel**. Your selection will be saved and used throughout the program.
- Toggle the *music* OFF, FIXED, or RANDOM by pressing number **4**. (FIXED associates a particular song with a particular dinosaur; RANDOM randomizes the songs.)
- Toggle the *beep tone* OFF or ON by pressing number **5**.
- Select a key from the keyboard to simulate the switch by pressing number **6** and then pressing the *switch key*.

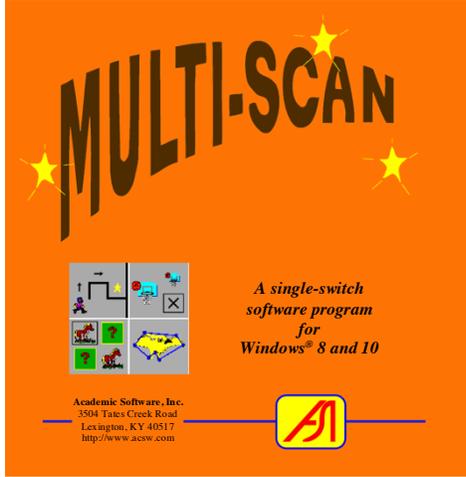
After the **Game Controls** are adjusted, return to the **Main Menu** by pressing ESCAPE. Any change you make in the **Game Controls** will be saved automatically. Then press ANY KEY to play *Dino-MAZE*.

The **Dino-MAZE** window can be repositioned and resized on the display screen. Changes will be saved automatically.

(Pressing ESCAPE at any time always returns to the previous screen.)

**Enjoy Dino-MAZE!**

*Welcome to ...*



*a single-switch activity center  
featuring educational games  
for classroom and home*

*Multi-SCAN* is a pre-reading/readiness activity center featuring built-in adjustable single-switch controls for four educational games: *Dot-to-Dot*, *Find*, *Match*, and *Maze*; and six animated graphics libraries appropriate for a wide range of age/ability including *Animals*, *Cosmetology*, *Dinosaurs*, *Independent Living*, *Sports*, and *Vocations*.

*Multi-SCAN* lets you select a graphics library, choose games, set a schedule of play, adjust the difficulty level, and change other settings for each game independently. You can save game setups under each user's name for later recall and print out individual performance reports after each play session. Meanwhile the single-switch user can select games independently and play indefinitely or follow a pre-determined *Lesson Plan*.

## INSTRUCTIONS

*Multi-SCAN* runs in a window with a menu bar. Setup and play are controlled by choosing numerous options listed under four menus.

- **FILE:** Use these options to play or quit *Multi-SCAN*. Other FILE options let you save or load game setups and view or print the *Multi-SCAN* Play Report.
- **CONTROLS:** Use these options to turn music and beep sounds ON/OFF, adjust the scan and animation speeds, change the "switch key," and set or restore numerous individual game options (e.g., game ON/OFF, # of play iterations, different modes of play, and difficulty levels).
- **LIBRARIES:** Choose any one of the six animated graphics libraries.
- **HELP:** View the program credits, reset game defaults, and access the detailed User's Guide.

Select the *Play Games* option from the FILE menu to access the Play Screen. Choose a game by activating an external adaptive switch or by clicking the mouse button or by pressing the ENTER key (the default "switch key") when the scan reaches the desired icon. Continue play when the selected game begins. After a preset # of plays or whenever the ESCAPE key is pressed, control returns to the Play Screen. To quit, press ESCAPE to return to the Main Screen and select the *Quit* option from the FILE menu.

Create individualized *Lesson Plans* tailored to the current interests and learning goals for particular students. View or print a detailed Play Report following lesson completion with success rates, time on tasks, and other performance data.

Included on the CD is a [Multi-SCAN User's Guide](#) in Adobe Reader PDF format which you can print and read for further detailed information.

The **Multi-SCAN** window can be repositioned and resized on the display screen. Changes will be saved automatically.

(Pressing ESCAPE at any time always returns to the previous screen.)

***Enjoy Multi-SCAN!***

## *What is SS-Demo?*

A small demonstration program named **SS-Demo** is distributed freely with all Academic Software, Inc., software products. This is provided for you to test the use of an external adaptive switch with another program besides **Dino-GAMES** or **Multi-SCAN**. The SS-Demo ClickOnce Installer installs this program and adds an icon for it to the Windows START SCREEN APPS page and to the Desktop.



Run this demo by double-clicking its Desktop icon. A scene will appear and music plays. Along comes a character. This simple program is pretty much self-explanatory.

If you have a multi-function adaptive switch interface (like *WinSCAN* from ASI), you can configure a scanning control to access all of the command buttons. If you have a single-function switch interface (like *SS-ACCESS* from ASI), you can configure it to send either the **ENTER** key or the **S**-key to stop the character using an external switch. Another press of the switch will paste the original character in place and begin moving a copy of that character to the left. Continue pressing the switch to paste and move as many characters as you wish!<sup>1</sup> Use the regular keyboard to enter other commands: e.g., press **A** to view the program credits or **Q** to quit.



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<sup>1</sup> After 10 characters are added, the SS-Demo display starts over. The window can be resized and will remember its last size and position.

## INSTALLATION INSTRUCTIONS

The CD contains program and installation files for computers running the Windows 8 or 10+ operating system. To install, insert the CD in the CD drive and open it using the File Explorer.<sup>2</sup>

The **DinoGAMES CD** contains four folders: **DinoDOT Publish**, **DinoFIND Publish**, **DinoLIKE Publish**, and **DinoMAZE Publish**. These contain ClickOnce installers for each of the **DinoGAMES**. To install a game on your computer, open a “Publish” folder, double-click on the file named **setup.exe**, and follow the on screen instructions.

The installer will install the game in a “safe” location on your computer, add it to your Start Menu’s list of “applications,” and place a shortcut icon on your desktop. Installed this way, you can use the *Programs and Features* option (by right-clicking on the Start Menu) to un-install the program if desired.

To run a program, click on *START* and select the program from the “App List” or double-click on the Desktop shortcut game icon.

**Note:** All ASI software requires Microsoft .Net 4.5.1 Framework be installed on your computer. Microsoft Windows, since version 7, comes equipped with .Net core software and will update that as needed automatically over the Internet. Thus for installation on an older computer, an Internet connection may be required. You may need administrator access to your computer for this.

The **DinoGAMES CD** also contains four “EXE” files, one for each game, in folders named **Dino... Release**. These are stand-alone programs that you can copy to your Desktop (or any other folder on your hard drive) or run directly from the CD.<sup>3</sup> Be sure to copy each entire “Release” folder if you install this way because each folder contains files needed by its respective executable program.

The **Multi-SCAN CD** contains one folder: **MultiSCAN Publish** for installation, and one stand-alone executable file in its **Release** folder.

Your CD also includes this User’s Guide and a copy of our *ASI Product Catalog* as PDF files. We hope you (and the children you work with) enjoy these early educational computer games.

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<sup>2</sup> If your computer does not have a built-in CD drive, we suggest using an external USB CD Drive. Another alternative is to find another computer that does have a drive and copying all of the files and folders on the DinoGAMES or MultiSCAN CD to a USB flashdrive. A third option is to email [customerservice@acsw.com](mailto:customerservice@acsw.com) and request an ISO file (a CD-ROM disk image that your computer can read).

<sup>3</sup> When run from the CD, these programs will not “remember” Game Controls or window size or position settings because CDs are read-only.