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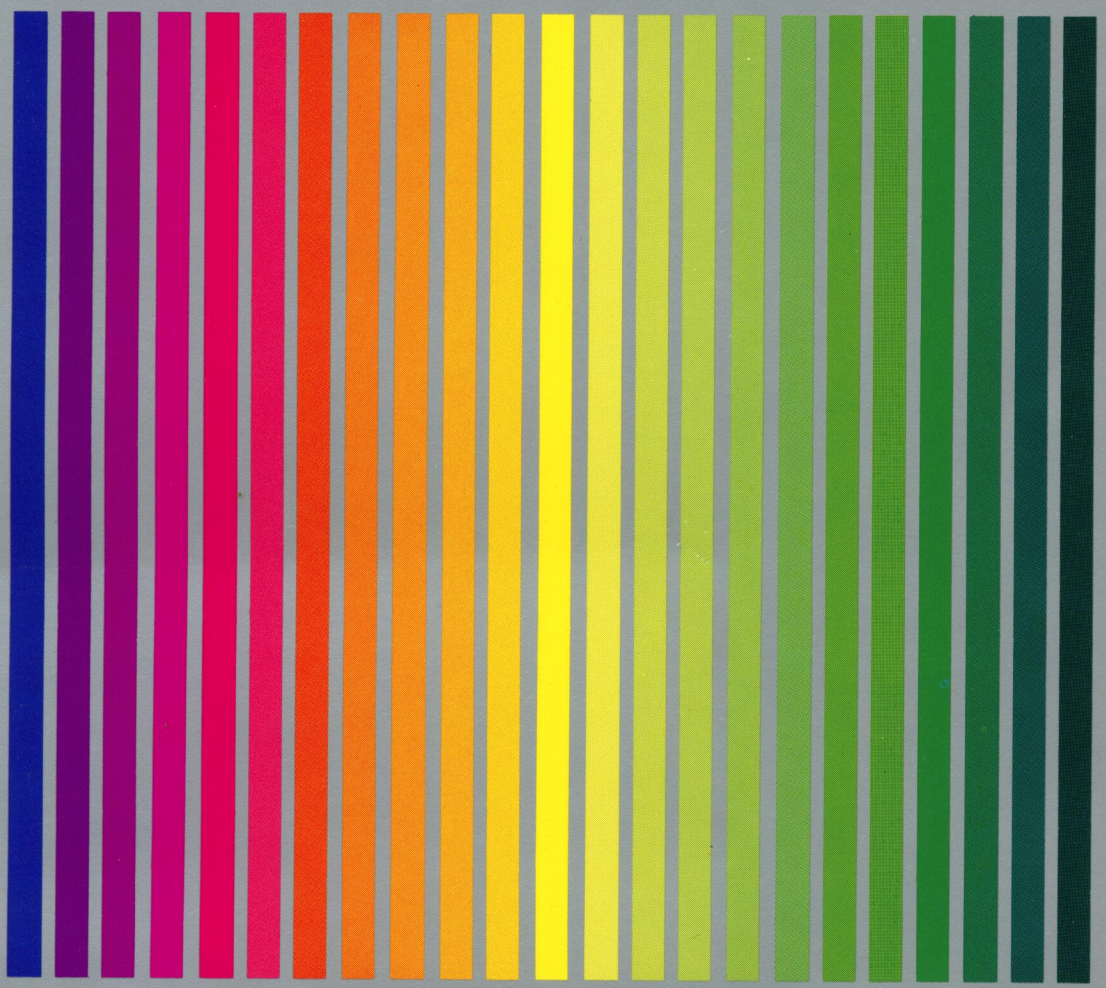

ATLAS OF CANADA

APX-10093 APX-20093

User-Written Software for ATARI Home Computers

ATLAS OF CANADA

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INTRODUCTION

OVERVIEW

ATLAS OF CANADA is a program for learning the provinces of Canada, their capitals, and various landmarks. The landmarks include lakes, islands, bays, rivers, straits, and prominent cities. The program draws an outline of Canada and then highlights a province and its capital, or a landmark. You identify the entity, based on its position on the map and a clue (for example "province" or "river"). If you guess wrong, the correct name displays. The outline then changes to blue and the program repeats these steps for another entity, until all the provinces and their capitals, along with the landmarks, are outlined on the map.

ATLAS OF CANADA displays your number of correct answers as you progress through the program. It presents the provinces and landmarks in a different order each time you begin a session.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

GETTING STARTED

LOADING ATLAS OF CANADA INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

2. If you have an ATARI 850 Interface Module, turn it off.

3. If you have the cassette version of ATLAS OF CANADA:

   a. Turn on your TV set.

   b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

   c. Slide the ATLAS OF CANADA cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

   e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen.

If you have the diskette version of ATLAS OF CANADA:

   a. Turn on your disk drive.

   b. When the BUSY light goes out, open the disk drive door and insert the ATLAS OF CANADA diskette with the label in the lower right-hand corner nearest to you. Close the door.

   c. Turn on your computer and TV set.

   d. When the READY prompt displays on your TV screen, type RUN "D:ATLAS" and press the RETURN key. The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

The title screen, consisting of the words

ATLAS OF CANADA

and an outline of Canada, displays briefly.

USING ATLAS OF CANADA

The program highlights a province or landmark, randomly selected, by outlining it in white in its proper geographic location on the map. The title over the map changes to:

```
ATLAS OF CANADA
  CORRECT 0
  PROVINCE

?
```

(if the first selection is a province) and a yellow question mark appears on the left-hand side of the screen, below the title. As you type in the name of the province, its capital, or the landmark, your answer displays in front of the question mark. The program interprets a misspelled name as a wrong answer. Therefore, use the DELETE/BACK S key to correct typing errors and retype the name. When you're satisfied with your answer, press the RETURN key. (If you don't know the name and don't want to guess, press the RETURN key without typing in a name. The program will interpret this response as an incorrect answer.)

If your answer is correct, the program congratulates you. If your answer is incorrect, the program tells you "WRONG" and displays the correct answer.

Whenever the program asks you to identify a province, it then always asks you next to identify the provincial capital. The display over the map changes to:

```
ATLAS OF CANADA
  CORRECT 0
  PROVINCE
<name of province>
  CAPITAL

?
```

Type in your answer in the same way you did for the province. After you respond, the program verifies your answer and computes your score, which it displays under the title at the top of the screen. It then prompts you for the next province or landmark and repeats these steps.

REPLAYING ATLAS OF CANADA

To replay ATLAS OF CANADA, press the START key. The program will start over.

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ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

STAMP

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