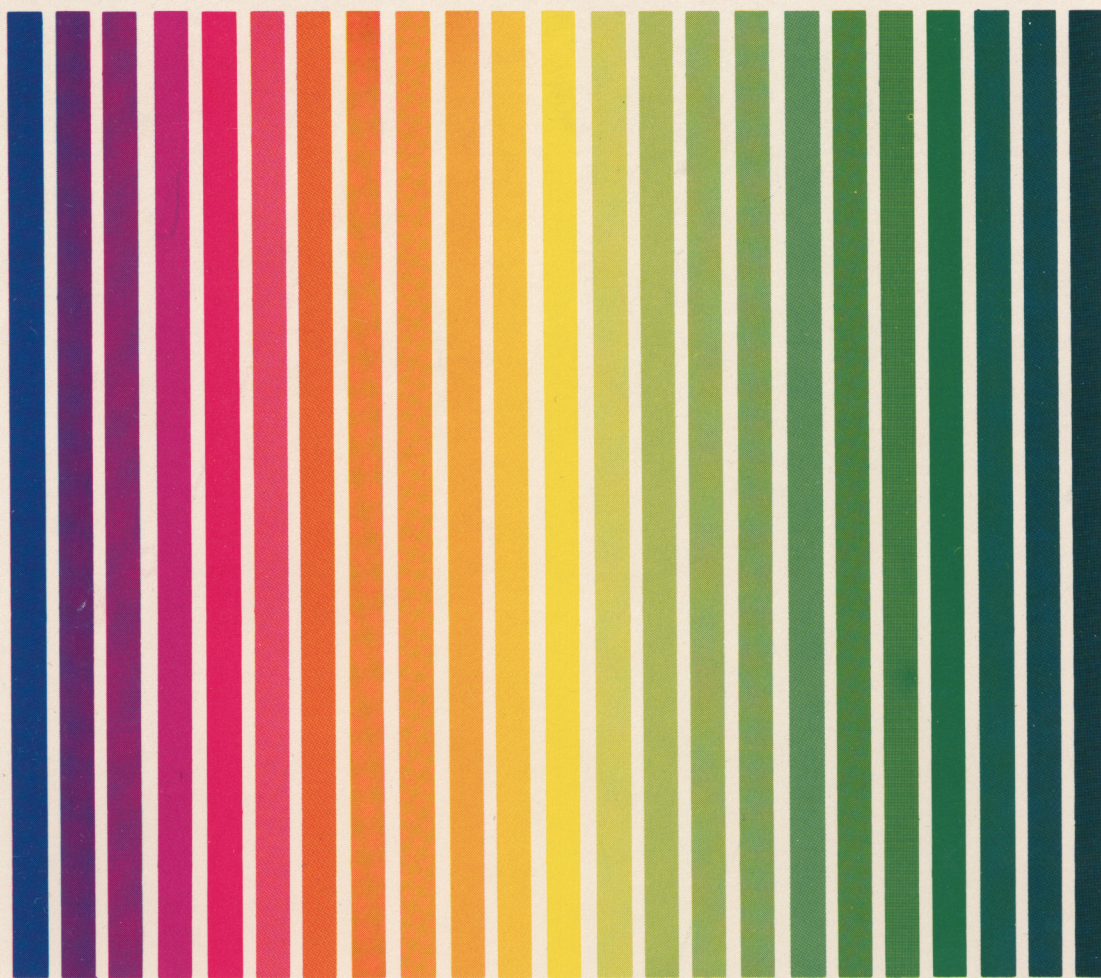


APX ATARI® PROGRAM EXCHANGE



COMEDY DISKETTE

A melange of computer silliness (ages 10 and up)

Diskette: 32K (APX-20027)

User-Written Software for ATARI Home Computers

COMEDY DISKETTE

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COMEDY DISKETTE

by

Bill Carris
Chris Crawford
Dave Johnson
Bob Polaro
Carl Von Loewenfeldt

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The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

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ATARI 400™ Home Computer

ATARI 800™ Home Computer

ATARI 410™ Program Recorder

ATARI 810™ Disk Drive

ATARI 820™ 40-Column Printer

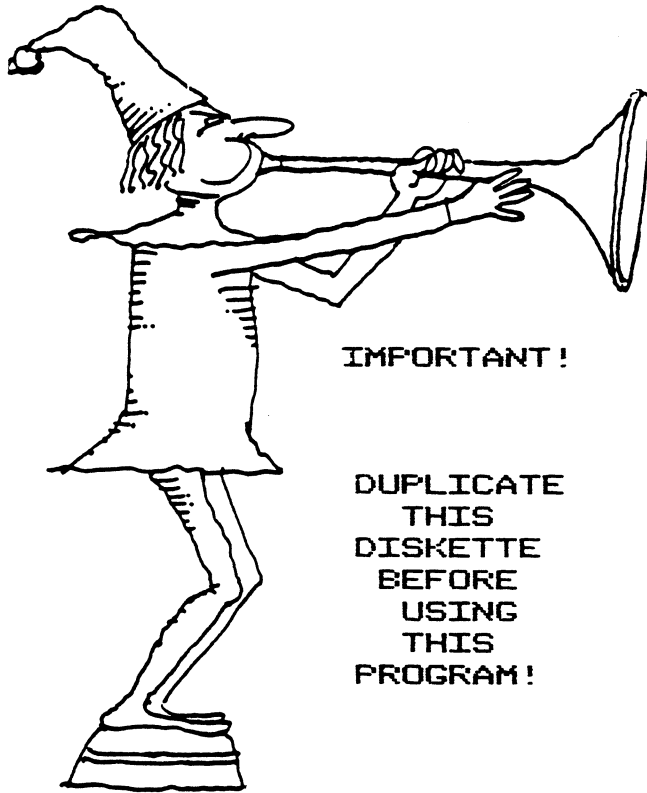
ATARI 822™ Thermal Printer

ATARI 825™ 80-Column Printer

ATARI 830™ Acoustic Modem

ATARI 850™ Interface Module

Printed in U.S.A.



This APX diskette is unnotched to protect the software against accidental erasure. However, this protection also prevents a program from storing information on the diskette. The program you've purchased involves storing information. Therefore, before you can use the program, you must duplicate the contents of the diskette onto a notched diskette that doesn't have a write-protect tab covering the notch.

To duplicate the diskette, call the Disk Operating System (DOS) menu and select option J, Duplicate Disk. You can use this option with a single disk drive by manually swapping source (the APX diskette) and destination (a notched diskette) until the duplication process is complete. You can also use this option with multiple disk drive systems by inserting source and destination diskettes in two separate drives and letting the duplication process proceed automatically. (Note. This option copies sector by sector. Therefore, when the duplication is complete, any files previously stored on the destination diskette will have been destroyed.)

REQUIRED ACCESSORIES

32K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive

GETTING STARTED

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
2. Turn on your disk drive and insert the COMEDY DISKETTE.
3. At the READY prompt, type RUN "D:filename" and press RETURN. Use the filename of the program you want. The exact commands appear under the individual descriptions. If you have more than one disk drive, follow the device initial (D) with the number of the drive containing the COMEDY DISKETTE (e.g., type RUN "D2:filename" for disk drive two). The program will load into RAM and the fun begins!

(Note. To recover after each of these programs, press the SYSTEM RESET key and wait for the READY prompt.)

ACHTUNG!

by Carl von Loewenfeldt

Command to load program: RUN "D:ACHTUNG"

Are there occasions when you'd like an effective way to keep curious fingers from touching your computer keyboard? How about at that last cocktail party when Jack broke his record for downing mai tais and remaining upright, then thought it hilarious to add semicolons to a couple of your most complicated programs? What about the time your five-year-old had 25 friends over for a birthday party and all 25 attacked your computer at once? Well, try setting up this program and watch the fun. Be sure to turn up your volume to get its full Teutonic effect. If you don't understand the fractured German message, press any letter or number on the keyboard; the result speaks for itself!

NERDQUIZ

by Bill Carris

Command to load program: RUN "D:NERDQUIZ"

If you're worried that spending too much time with your computer(s) is distorting your personality, try taking the NERDQUIZ to evaluate your degree of deterioration. Just follow along and answer the questions. This state-of-the-art quiz automatically runs an exhaustive analysis of your responses and then displays your NERD quotient. (If you're disappointed at the results and want to try again, press any letter or number on the keyboard.)

BURP

by Bob Polaro

Command to load program: RUN "D:BURP"

Face it! It's a real bore to see the same, monotonous READY prompt every time you power up your computer with the BASIC cartridge inserted. Apparently the resident Program Bug also became fed up with looking at this prompt and designed a more creative one. See if you like the improvement!

FIRST PERSON FIRING SQUAD

by Chris Crawford

Command to load program: RUN "D:FPFSQUAD"

You've been tearing your hair out trying to find the stray semicolon that's fouling up the program you've been working on since you got up this morning. Your spouse is yelling that you're already late for Herb's surprise birthday party for Joan. The kids are whining because you've been hogging the computer and TV all day and they're desperate to watch cartoons. Rolf is nipping at your heels-- he wants his dinner! A fitting way to cap off your frustration before calling it quits is to run FIRST PERSON FIRING SQUAD. Load the program, take a deep breath, and press START. (P. S. Tell your heirs to press the SYSTEM RESET key to recover.)

FUNNY DOS

by Chris Crawford

Command to load program: RUN "D:DOS.SIS"

You're so accustomed to the DOS menu selections that you don't even bother to read the menu anymore, right? You just press the letter you want and off you go! Well, try running FUNNY DOS for a change. We guarantee you'll pay more attention to these selections!

SOCRATES

by Dave Johnson

Command to load program: RUN "D:SOCRATES"

Do you salt your conversation with colleagues with cogent sayings? Do you punctuate points with your boss with pithy proverbs? Do you reinforce lectures to the kids with apt aphorisms? Do you enjoy pondering the meaning of abstruse adages? Then you'll love SOCRATES. Load the program and get ready to increase your arsenal of axioms!

ADVANCED TECHNICAL HINTS

You might want to change some of the nouns used in this program or add more to them. The structure of each saying is:

```
      A
is the
      B
of
      C
```

The nouns replacing A, B, and C come from DATA statements. A and C use the same DATA statements, which you'll find in lines 1000 - 1040 (called the "A" LIST). B uses a different set of DATA statements, located in lines 2000 - 2020 (called the "B" LIST).

To substitute different nouns, edit the appropriate DATA statements.

To add more nouns, edit the appropriate DATA statements and also change the value of the variable associated with the A or B list that specifies the total number of words in the list. Line 10 contains the variable for the A list (the variable is NUM=45). Line 20 contains the variable for the B list (the variable is NUM1=26). The random number generators in lines 100, 110, and 120 use these variables, and so you need to increase the value of the affected variable for your additional nouns to be selected.

When adding to or relacing words in the DATA statements, leave one space between the end of the word and the comma separating the word from the next entry if the word has an odd number of letters (e.g., PANIC ,,...). Leave no space between the end of the word and the comma if the word has an even number of letters (e.g., TERROR,...). You need to follow this pattern to obtain the correct centering of your word in the saying.

Limited Warranty on Media and Hardware Accessories. We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI Home Computer products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Computer Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

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**For the complete list of current
APX programs, ask your ATARI retailer
for the APX Product Catalog**

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are 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 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 programs)
- _____ 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 program or user instructions:

From

STAMP

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

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