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RINGMASTER™

LEARNING

Monkeys, elephants, and camels teach multiplication tables
under the big top
(ages 6 and up)

by **Gregor Novak**

Requires: One ATARI Joystick Controller

Cassette version (1):
(APX-10234)

ATARI 410 or 1010 Program Recorder
16K RAM

Diskette version (1):
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ATARI 810 or 1050 Disk Drive
16K RAM

Edition A

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RINGMASTER

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The ATARI Program Exchange
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Introduction

OVERVIEW

Step right up to the circus! Watch the elephants and the camels on parade as the music plays. Everyone's in a carnival spirit--especially one rambunctious monkey named Thymus. He's stealing the show by scampering all around the big tent. He hops onto the backs of the marching elephants or camels.

Using your joystick controller, you're the ringmaster--you guide Thymus where he wants to go, and you make sure he jumps successfully. He'll make it if he always leaps onto the back of an elephant or camel numbered with a multiple of the number he started from at the bottom of the screen. He makes his way through four rows of animals marching to and fro, from the bottom of the screen to the top and back. He has to pay attention to the music so he's in a safe place when the tune ends. And he'd better not fall!

As you try higher levels of the game (up to the seventh), the speed of the parade increases, and the length of the tune decreases. Thymus has to hop more nimbly, so you have to think faster. At some of the levels, you can press a button for help, and the program displays the multiples of the number you're working on.

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

16K RAM

ATARI 410 or ATARI 1010 Program Recorder

Diskette version

16K RAM

ATARI 810 or ATARI 1050 Disk Drive

CONTACTING THE AUTHOR

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Indianapolis, Indiana 46208

or telephone him at:

317/283-3371

Getting started

1. Remove any program cartridge from the cartridge slot of your computer.
2. Plug your Joystick Controller into the first controller jack of your computer console.
3. If you have the cassette version of RINGMASTER:

- a. Have your computer turned OFF.
- b. Turn on your TV set.
- c. Insert the RINGMASTER cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.
- d. Turn on the computer while holding down the START key.
- e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of RINGMASTER:

- A. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the RINGMASTER diskette with the label in the lower right-hand corner nearest to you. Close the door.
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen appears. (The three notices at the bottom of the page are moving in a continuous line from right to left across the screen.)

RINGMASTER

by g novak

copyright (c) 1983 sagesoftware
adjust tint on tv for red background
press joystick button to start

Figure 1 First display screen

Using RINGMASTER

OBJECT OF THE GAME

When you press the joystick button (or the START key on the computer console) to begin the game, you see the first of seven "boards": a display of marching elephants on a red background. Though you see only four rows of animals, the screen is really organized into eight rows, as in the following diagram:

- 8 - free row
- 7 - moving animals
- 6 - moving animals
- 5 - free row
- 4 - moving animals
- 3 - moving animals
- 2 - free row
- 1 - home row

Figure 2 Rows in each board

The monkey starts out from his "home row" at the bottom of the screen. He has to get back before the tune ends. If he's in the home row when the music stops, the music starts over again. (Remember this if you have to leave the game for a while: the music just plays on and you can continue the game when you return.)

The next row is a "free row"; there are no elephants or camels, and the monkey can run left and right. Elephants are marching across the third and fourth rows. The monkey can cross these rows only by jumping on a "safe number": a multiple of the highlighted number in the home row. For example, if 3 is highlighted, a safe number could be 6, 9, 12, 15, 18 and so on.

In the middle of the screen is another free row. From this row, the monkey can jump to and from the rows of marching elephants, and run right and left. Above the middle row are two moving rows, and, across the top of the screen, another free row.

You control the monkey with your joystick. In the home row, you can move him from number to number, or you can move him up and out of the row. Once he's out of the row, he can't jump back until he has completed the trip to the top and back. At the top he must jump off the elephant into the top row and then start the return

journey. At the bottom, he must jump off the elephant, through the free row, and into the home row. The number that was highlighted turns dark.

You've completed the first board when the monkey makes successful trips from each of the three home row positions. Now try to complete all seven boards!

BOARDS

The program starts on the first board, but if you'd like to try a different one, press the SELECT key. The program displays the next board. Continue until you reach the one you want.

The second board is similar to the first except that its home row now displays five numbers. The home row of the third board contains eight numbers, from 2 through 9.

When you reach the fourth board, be prepared for some changes. The screen turns blue, and the tune is faster. No numbers appear in the home row. The monkey must still complete eight trips, jumping from safe number to safe number. However, on this board, a jump is safe if it's a jump onto a multiple of the number displayed on either side of the middle row. This number changes each time you push the joystick back or forward. The number never changes while the monkey is riding. The rest of the rules are the same as for the first three boards.

Board five is similar to the third board, but this time, camels are marching to and fro, and you hear a new tune. The numbers reappear in the home row. They're moving faster, and the tune is shorter, so you have to make decisions faster. The number the monkey started from isn't highlighted, so you have to remember it.

In boards six and seven, there are no numbers in the home row; the safe number is displayed in the middle row, and the tune gets faster. On board seven, you have only three tries (instead of five).

When you complete a board successfully, you move to the next higher one. You can also move to the next board by pressing the SELECT key or the OPTION key.

MUSIC

Two different tunes accompany the action: one for the first four boards (when you see elephants), and one for the fifth, sixth, and seventh (when the camels appear). The tune starts when Thymus jumps out of the home row. Try to get the monkey back to the home row before the tune ends.

When you complete a board successfully, a different tune sounds to congratulate you.

NUMBER OF TRIES

Your monkey has five tries to complete any of the first six boards. On the seventh board, he has only three. White dots on the home row (between the numbers) mark off how many tries remain.

You crash (and lose a try) when any of the following happen:

- jumping onto a wrong number;
- colliding with the right or left side of the screen;
- landing on the edge of an elephant, or between two animals;
- getting caught outside the home row when the tune ends;
- using the help feature.

When you have only one dot left, a crash or a call for help restarts the board.

HELP

On the first three and the fifth boards, you can get help with multiplication facts. Press the joystick button while the monkey is in the home row. You see multiples of the number the monkey is working on. Each call for help is the equivalent of a crash. Move the monkey in any direction to return to the game.

RESTARTING

You can start over whenever you like. Press the **START** key to return to the beginning of the same board.

SCORING

There's no score keeping. To compete with a friend, take turns at the joystick and try to get to a high board before your friend does.

Summary of controls

JOYSTICK	moves the monkey; backward and forward to jump; left to right to run in free rows
JOYSTICK BUTTON	turns on HELP row of numbers (boards 1,2,3, and 5 only); starts game from title screen
SELECT	advance game to next higher board; after board seven, it jumps back to board one
OPTION	advance game to next higher board
SYSTEM RESET	return to title screen
START	restarts game you're playing; begins play from title screen

A musical note

The musical tunes in this game play an essential part. When you put the game aside, the tunes will stay in your mind.

If you find yourself humming the music the elephants are marching to, you're indebted to Dmitri Kabalevsky, a Russian composer born in 1904. He wrote many pieces for children, including the one in this program (No. 20 from his Opus 39, a collection of piano pieces). It's sometimes called "Clowns" or "Clown" in English. In this game, Mr. Kabalevsky's melody and rhythm have been reproduced faithfully. It isn't a difficult piece to play. It's available from Frederick Harris Music Co., Ltd., Oakville, Ontario, Canada. It doesn't have a U.S. publisher, although it's probably included in several piano collections for children.

The main melody of the faster boards and the title screen is from the middle of the first movement of a student violin concerto by F. Seitz, a teacher who wrote tuneful pieces for student violinists. As far as the author knows, Mr. Seitz's concertos aren't available in print, although instructional materials (including the Suzuki books) carry parts of them.

The rest of the tunes are parts of old Slovenian folk songs arranged by the author of RINGMASTER.



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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.

Ringmaster (234)

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
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

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

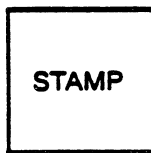
8. What did you especially like about the user instructions?

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



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[seal here]