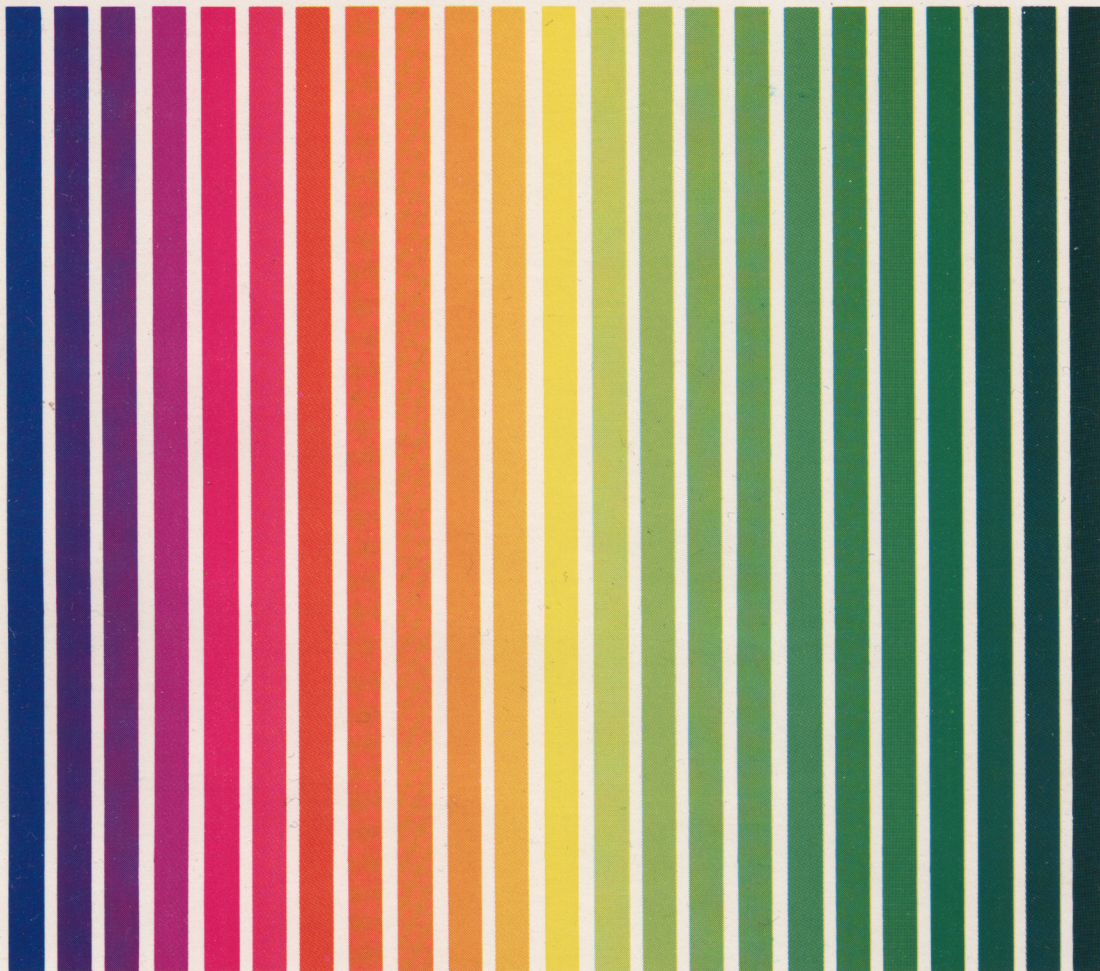# αPX

ATARI® PROGRAM EXCHANGE

Robert Zdybel

TACT TREK

A tactical-level interstellar combat game (teens and up)

Cassette: 24K (APX-10031)   Diskette: 32K (APX-20031)

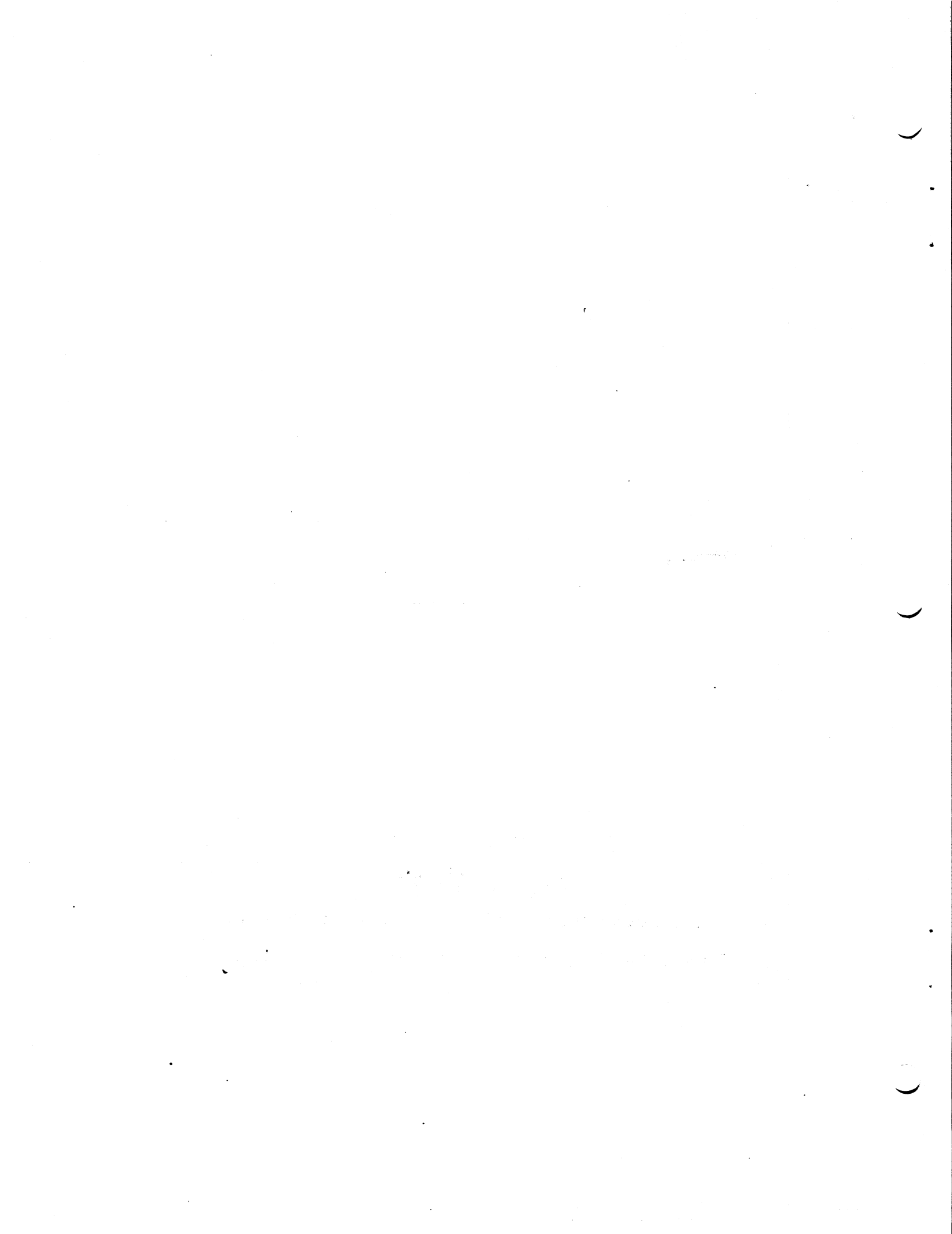## User-Written Software for ATARI Home Computers

Robert Zdybel

TACT TREK

A tactical-level interstellar combat game (teens and up)

Cassette: 24K (APX-10031)   Diskette: 32K (APX-20031)

TACT TREK

by

Robert Zdybel

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ATARI 825™ 80-Column Printer
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CONTENTS

INTRODUCTION

GAME OVERVIEW

In a precious spare moment of reflection, you recall how thrilled and overwhelmed you were as a kid watching the launching of the first space shuttle from Cape Kennedy! Musing to yourself, you realize what a long way the space program has come in just thirty years. Here you are whizzing around the entire galaxy in one of the United Nations' regular patrol ships, the Enterprise, intent on maintaining peace. Of course, it isn't easy. Ever since the first interplanetary patrol ship accidentally ran into those warmonging starships the Krieger, Warrior, and Varnon, the patrol hasn't had a moment's peace. Sometimes you face just one of these predators; sometimes you're up against the whole lot. Thank goodness you logged those hundreds of hours in training school playing TACT TREK. The fact is you still enjoy passing a Sunday afternoon fighting off these enemies! The simulations are uncanny in their similarity to the real thing.

What continues to fascinate you is that TACK TREK is a real-time, tactical-level combat game. A trained captain pilots each well-armed enemy spaceship. But deep in interstellar space, you, the battle-scarred Enterprise commander, expertly track the enemy and fire your weapons at just the right moment. Of course, these enemy ships don't rely on mere numbers to overpower you. They combine strategy with powerful weapons. Thus, each time you enter a command from your keyboard to change course, launch a torpedo, and the like, the enemy issues its own command. The computer executes these commands while the spaceships move through space, and you see ten "scans" of the resulting action.

You make a mental note to play a game when you get back to Earth this weekend.

REQUIRED ACCESSORIES

24K RAM for cassette version
32K RAM for ATARI 810 diskette version
ATARI BASIC Language Cartridge
ATARI 410 Program Recorder for cassette
ATARI 810 Disk Drive for diskette

GETTING STARTED

SETTING UP

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

2. If you have the cassette version of the game:

    a. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.

    b. Press the RETURN key. TACT TREK will begin execution automatically.

If you have the diskette version of the game:

    a. Turn on your disk drive and insert the game diskette.

    b. Power up your computer and turn on your video screen. TACT TREK will begin execution automatically.

FIRST DISPLAY SCREEN

After the COPYRIGHT 1981 ATARI notice displays, the game prompts you for the number of enemy spaceships you want to battle. The prompt is:

       HOW MANY OPPONENTS? (1 TO 3)?

Enter 1, 2, or 3 and press the RETURN key.

MAIN DISPLAY SCREEN

After a few seconds' wait, while the computer sets up the game, you'll be eagerly scanning the Enterprise instrument panel checking all your data. Your panel looks roughly like this (the numbers in parentheses aren't on the actual display; they represent degrees, as explained below):

```
----------------------------------------------------
|              K         (90)                       |
|                                                   |
|                                                   |
|                                                   |
|                                                   |
|(180)                     +                   (0) |
|                                                   |
|                                                   |
|                                                   |
|                                                   |
|                        (270)                      |
|---------------------------------------------------|
|              WARP   COURSE   RANGE   BEARING|
| ENTERPRISE    1        0                           |
| KRIEGER       1       246     .8553    116        |
| COMMAND?                                          |
|_____|
```

Figure 1.   Instrument Panel

In this session, and in all the examples that follow, you face only one enemy starship, the Krieger. The top of your panel contains the sensor scan, with your starship represented by the + and the Krieger by the K. The bottom of your panel contains the command window. Each time you issue a command number in the command window, the data changes in the command window. Following are descriptions of the sensor scan, the command window, and your command choices. A summary of commands, weapon and vessel specifications, and a functional layout of the Enterprise are at the end of these instructions.

SENSOR SCAN

Use the sensor scan to keep track of the enemy relative to the Enterprise and to view the results of your and the enemy's commands.

Symbols used

The symbols used in the sensor scan are as follows:

> + = Your starship, the Enterprise, always center-screen
>
> K,W,V = Enemy spaceships
>
> . = Photon torpedo
>
> ✶ = Antimatter probe

Orientation and measurements

The sensor scan uses two-dimensional space. Distances are in megameters (M) relative to the Enterprise and speeds are in warp factors (a warp factor equals 100M/second).

Angles are measured in degrees from 0 to 360. Midway down the right-hand side of the scan is zero degrees. Count degrees counterclockwise so that the top of the screen is 90 degrees and the bottom of the screen is 270 degrees. Your starship is always positioned at the center of the scan, and your view is scaled so that the most distant enemy ship is always at the edge of the scan. The speed at which torpedoes move is a good indicator of speed relative to scale: if the torpedoes move toward you rapidly, the enemy ship is close; if they take one or more complete turns to approach you, the enemy is farther away.

Three-step turns

Each turn comprises two seconds in game time. These two seconds are divided into ten .2-second segments, and your sensor scan is updated for each segment (unless, of course, the enemy has destroyed your sensors). Each turn consists of these steps:

1. You issue a command.

2. The enemy issues a command under computer control.

3. The commands execute and the results appear in the sensor scan for each .2-second interval, for 10 intervals.

COMMAND WINDOW

You use the command window both to issue your commands and to read important data about your position relative to enemy spaceships. For each ship on the screen, the following information displays:

WARP -- The ship's current speed.

COURSE -- The direction the ship faces relative to the sensor scan. (This direction isn't
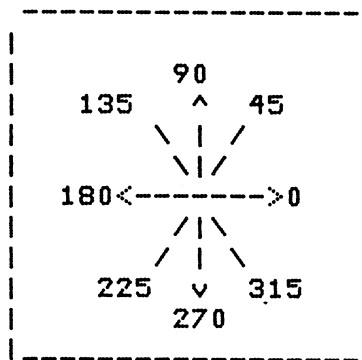
always the direction the ship is traveling. It could be traveling backwards from the course.)

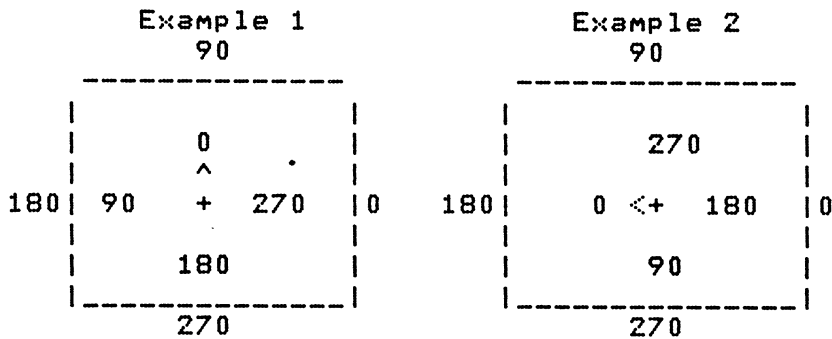RANGE -- The ship's distance from the Enterprise in M (megameters).

BEARING -- The ship's position relative to the sensor scan.

Degrees absolute vs. degrees relative

You must keep in mind two orientations: a spaceship's (absolute) orientation on the scan and the direction the Enterprise is facing. BEARING always shows a ship's absolute position and COURSE always shows a ship's absolute direction in terms of the sensor scan:

```
 ------------------
|                  |
|         90       |
|    135   ^   45  |
|       \  |  /    |
|        \ | /     |
|   180<-------->0 |
|        / | \     |
|       /  |  \    |
|    225   v   315 |
|         270      |
|                  |
 ------------------
```

However, you operate all weapons in degrees relative to the Enterprise. You must therefore think in terms of the attitude of the Enterprise for actions like firing phasers and photon torpedoes, which have blind zones in which you can't fire some weapons. In the two examples below, the absolute degree orientation of the sensor scan are the numbers outside the box and the relative degree orientation of the Enterprise are the numbers inside the box. The symbol <+ points in the direction the Enterprise is facing.

```
        Example 1                    Example 2
           90                           90
      --------------              --------------
     |              |            |              |
     |       0      |            |      270      |
     |       ^   .  |            |              |
 180 |  90   +  270 | 0      180 |  0  <+  180   | 0
     |              |            |              |
     |      180     |            |      90       |
      --------------              --------------
           270                          270
```

You must monitor all this information carefully if you plan to emerge victorious from battle!

Entering your commands

The last line in the command window contains the COMMAND? prompt. After studying the sensor

scan, the data in the command window, and the possible actions you can take, enter the number of your chosen command and pressing the RETURN key. (Note. If you're fighting three enemy starships, the column headings and the data for the Enterprise won't display in the command window owing to the window's having only three lines available for data. However, with quick reflexes, you can catch the Enterprise data using a CTRL-1 function before this information scrolls out of the command window.)

COMMANDS

1. FIRE PHASERS

The command looks like this:

```
COMMAND? 1

FIRE PHASERS 1234

SPREAD? (10 TO 45)?10

DELAY BEFORE FIRING? (0. TO 1.2)?0
```

Phasers are pure energy weapons that emit phased energy interfering with the structure of matter. Each of the Enterprises's four phaser banks can hold a charge of ten (10) energy units. This capacity decreases when a phaser is damaged. Phasers discharge their energy fully when fired, spreading their destructive force through space.

In general, you first use command 4 (LOCK PHASERS) to set the course of your phasers either to auto-track or to manual mode. Then you use command 1 to fire the phasers. Each ship has a 90-degree blind zone behind it through which you cannot fire phasers; this zone extends from 136 degrees to 224 degrees. (If you did fire your phasers in this zone, you'd destroy the ship's engineering section.) The maximum range of phasers is 1000M. (Note. Phasers are preset in manual mode at the start of each game, and you may use them immediately. See the weapon specifications at the end of these instructions for their initial course.)

As captain, you designate which banks to fire and their firing order in response to the FIRE PHASERS prompt. In the example, we're firing all four phasers in normal order. These phasers then fire in whatever direction they are pointed.

Next you must specify the phaser beam, that is, the arc of destruction. You can set it from a minimum of 10 degrees to a maximum of 45 degrees. The narrower the angle, the more deadly the path of destruction, but the wider the angle, the more targets you can hit at once. The total beam width measures twice the spread. In our example, we want to concentrate the destructive power of our phasers in a 10-degree spread, which therefore has a destructive beam of 20 degrees.

Your third decision involves whether you wish to delay the firing of the first phaser in order to give the enemy time to get closer so that you can inflict maximum damage. Phasers fire at .2-second intervals (that is, one per scan), and you can delay the firing of the first phaser by as long as 1.2 seconds in response to the DELAY BEFORE FIRING prompt. In our example, we don't want to delay firing.

2. FIRE PHOTON TORPEDOES

The command looks like this:

```
COMMAND?2
```

```
FIRE TORPEDOS 123456

DELAY TO LAUNCH? (0 TO 0.8)0
```

The Enterprise has six photon torpedo tubes. First, use command 7 (LOAD/UNLOAD TORPEDO TUBES) to load your torpedoes. Undamaged tubes will load with ten energy units or with whatever fuel is left, whichever is less. Next, use command 5 (LOCK PHOTON TORPEDO TUBES) to set each of these to auto-track or to manual mode. Then, use command 2 to fire your torpedoes. (Note. As with phasers, photon torpedo tubes are preset to manual mode at the start of the game, and you may use them immediately in this mode without first locking the tubes via command 5.)

Torpedoes have the same blind zone that phasers do (136 – 224 degrees) through which you cannot fire. Each tube fires an antimatter torpedo held suspended in a magno-photon force field. Torpedoes detonate when they get too close to matter or when they're disturbed by an explosion or by a phaser hit. Antimatter explosions heavily weaken shields, but they don't damage equipment as much as phasers do. The maximum range of a torpedo is 6000M, after which they auto-detonate. Photon torpedoes travel in a straight line at warp 12.

As Captain, you designate which tubes to fire and in what order in response to the FIRE TORPEDOS prompt. In this example, we're firing all six in normal order.

Like phasers, photons fire at .2-second intervals and you can delay the firing of the first one as long as .8 seconds. You might want to delay, for example, if both you and the enemy fire your photons—you can delay in hopes the enemy's photon misses, and your torpedo hits its mark, at the maximum distance from you! Experience shows that torpedoes are best used for distances greater than 1100M; at smaller distances, they can damage your ship when they explode. It's also a good idea to avoid launching more than two torpedoes at a time because of the "pearls-on-a-string" effect—the first torpedo explodes near its target, but it also causes the second torpedo to explode. This second explosion, in turn, affects the third torpedo, which is often too far away to damage its intended target, but will explode nevertheless because of the impact of the second torpedo, and so on.

3. LAUNCH PROBE

The command looks like this:

```
COMMAND?3

FUEL AVAILABLE =150

FUEL TO USE (10 TO 150)?25

TIME DELAY? (0 TO 15)?15

PROXIMITY? (0 TO 1250)?250

PURSUE ENEMY? (Y OR N)?Y

PURSUE WHOM?K
```

A probe is a slow-moving, antimatter device equipped with an internal guidance system that enables it to track enemy vessels and explode under specific conditions. They consist of at least ten energy units in an antimatter pod similar to a torpedo. Probes launch at warp 3 from an undamaged probe launcher. They have an advantage of not having a blind zone; you may launch them in any direction from 0 to 360 degrees.

As Captain, you control how much energy to allocate to the probe in response to the FUEL TO USE prompt (after studying the FUEL AVAILABLE data). In our example, we want to expend 25 units. Remember that once you launch the probe, you can never recover the energy expended.

Next you enter a time delay in response to the TIME DELAY? (0 to 15) seconds prompt. The probe detonates after this period if it hasn't reached the proximity range you set. If you specify no delay (i.e., 0), then the probe explodes as soon as it's launched. In our example, we want to delay the probe by 15 seconds so that it travels as far as possible from our ship before detonating.

You also specify a proximity fuse for probe detonation in response to the PROXIMITY? prompt. That is, if the probe gets within this range of the enemy, it explodes. In our example, we want the probe to explode if it gets within 250M of the enemy.

You may set a probe on any course by answering N to the PURSUE ENEMY? (Y OR N)? prompt and then specifying your course in response to the COURSE? prompt. Or, you may order it to pursue an enemy by responding Y to the PURSUE ENEMY? (Y OR N) prompt and then specifying which enemy in response to the PURSUE WHOM? prompt. In our example, we chose to pursue the Krieger.

Write down the number the computer assigns to a probe launch. Then, if your probe misses its target, you can use command 6 (PROBE CONTROL) to redirect it or detonate it.

4. LOCK PHASERS

The command looks like this:

```
COMMAND?4

AUTO TRACKING? (Y OR N)N

COURSE? (0 TO 360)?90

LOCK PHASERS 1234
```

Phasers locked on an enemy vessel automatically aim towards it. Locked phasers can track an enemy ship through the blind zone, but they won't fire while in this zone. To fire at vessels behind you, change course 45 degrees.

You may set your phasers to auto-track an enemy vessel by answering Y to the AUTO TRACKING? (Y OR N) prompt. A prompt then asks

```
TRACK WHOM?
```

You enter the initial of the enemy ship you want to aim towards. Then you specify which

phasers you want locked in response to the LOCK PHASERS prompt.

You may also lock your phasers manually by responding N to the AUTO TRACKING? (Y OR N)? prompt, and then designating your direction of fire in response to the COURSE? (0 to 360)? prompt. In the example, we chose to lock all six phasers to a course of 90 degrees (relative).

When you rotate a phaser manually, you disengage any previous locks and you position them as described, relative to your course. For example, if your course is 18 degrees and your phasers are set to zero degrees relative, they'll actually point 18 degrees absolute. If your course is 30 degrees and your phasers are set to 45 degrees, then you'll hit a target bearing of 75 degrees.

Once you lock a phaser, it remains locked until relocked, overridden, or damaged. Also, if your battle computer sustains damage and your phasers are set to auto-track, they are released and they rotate to zero degrees relative to your ship. However, you can still rotate them manually without the battle computer.

5. LOCK PHOTON TORPEDO TUBES

The command looks like this:

```
COMMAND?5

AUTO TRACKING? (Y OR N)?Y

TRACK WHOM?K

LOCK TUBES 123456
```

This command follows the same rules and procedures as command 4 (LOCK PHASERS). In the example, we've chosen to lock all six photons tubes to auto-track the Krieger.

6. PROBE CONTROL

The command looks like this:

```
COMMAND?6

PROBE #?2

TIME DELAY? (0 TO 15)?0

PROXIMITY? (0 TO 1250)?1250

PURSUE ENEMY? (Y OR N)?N

COURSE?0
```

Use this command to redirect or detonate a probe that may have missed. You'll need to know the number the computer assigned to the probe upon launch--write it down whenever you launch a

probe using Command 3 (LAUNCH PROBE). The format is identical to that used in Command 3. To set off the probe remotely, set the time delay to zero.

In the example, we're resetting the proximity and course for probe #2.

7. LOAD/UNLOAD TORPEDO TUBES

The command looks like this:

        COMMAND?7

        LOAD OR UNLOAD?L

        TUBES 123456

        TUBES = 10 10 10 10 10 10

        FUEL NOW = 58

Use this command to load your torpedo tubes for firing or to unload them for restoring to the ship's central energy supply. You first specify which action you want to take in response to the LOAD OR UNLOAD? prompt. Then you indicate which torpedo tubes you want to work with in response to the TUBE prompt.

The amount of energy available for loading or that remains for unloading displays in the TUBES = prompt. Tubes are loaded with ten (10) units of energy, unless damaged.

In this example, we're loading all six torpedoes with the available (undamaged) 10 units of energy each.

FUEL NOW indicates the fuel remaining in the ship's central energy supply.

8. MANEUVER

The command looks like this:

        COMMAND?8

        PURSUE ENEMY? (Y OR N)?Y

        PURSUE WHOM?K

        WARP FACTOR (-9 TO 9)1

Use this command to control the course of your ship. You can control your own course by answering N to the PURSUE ENEMY? (Y OR N)? prompt; you then must specify your course in response to a COURSE? prompt.

Or, you can direct the helmsman to face an enemy vessel whenever possible by answering Y to the PURSUE ENEMY? (Y OR N)? prompt. In the example, we've elected to pursue the enemy.

In either case, you must also designate your warp speed. Remember that speed and direction changes are NOT instantaneous. Rate of rotation is directly proportional to speed. That is, the faster you travel, the less maneuverable you are. In addition, if your warp drive sustains damage, you may use only subwarp speed (e.g., .2) and your maneuverability greatly diminishes. In the example, we designate a warp speed of 1 to retain great maneuverability.

9. SCAN

The command looks like this:

COMMAND?9

SCAN WHOM?K

SCANNING KRIEGER

SURVIVORS = 350

PHASERS ...
   CONTROL 90   0   0   270
   CHARGE   10   10   10   10

TUBES ...
   CONTROL 120 60   0   0   300 240
   LOAD   10 10   10 10   10   10

SHIELDS ...100 100   100   100

REGENERATION RATE = 10
FUEL REMAINING = 98
ENGINE EFFICIENCY = 0.75

Use this command to obtain a detailed report of the status of any vessel, the Enterprise or enemy. When you use this command, you forfeit your scan window for that turn. If your sensors have sustained damage, however, you can't obtain a report about other vessels. (If your sensors are damaged, you'll also lose your scan window!) You can always obtain a report on youself.

The report lists which devices are damaged, the number of survivors and shield strength. You also see the engine efficiency, regeneration rate (explained below), and weapon status. The lock control displays for each weapon by the first three letters of the target ship's name <e.g., ENT for Enterprise>. The letters DMG indicate a weapon is damaged and won't work.

The second row of numbers under PHASERS and TUBES indicate the maximum charge the weapon currently can support. Each weapon starts with 10 units; these units decrease as the weapon sustains damage. A negative number indicates the weapon is discharged but is capable of holding a charge equal to the number.

SHIELD efficiency is specified in percentage. It starts at 100 and can decline to zero. The amount of energy consumed by a shield is inversely proportional to its efficiency. That is, a shield that is 10% effective uses 10 times more energy than a shield that is 100% effective. For this reason, you should turn off very inefficient shields to avoid draining your power supply. Sheild #1 is 50% morepowerful and burns 50% more energy than do your other shields.

REGENERATION indicates the number of fuel units you can replace every second.

FUEL REMAINING indicates the amount of energy left to power the ship.

ENGINE EFFICIENCY indicates the number of fuel units the engine is consuming per warp-second. As damage accrues, this number increases, meaning efficiency decreases.

O. ALTER POWER DISTRIBUTION

The command looks like this:

        COMMAND?O

        PHASERS .. 10 10 10 10
        SHIELDS .. 100 10 100 100

        SATISFACTORY?N

        PHASERS TO CHANGE STATUS <RETURN>

        SHIELDS TO CHANGE STATUS 2 <RETURN>

        PHASERS .. 10 10 10 10
        SHIELDS .. 100 0 100 100

        SATISFACTORY?Y

Use this command to modify the power distribution, if you want to. You can use this command to turn off inefficient shields and restore their energy to the main power supply. That's what we've done in the example, so that our shields now are 100 0 100 100. You can also use this command to turn the shields back on. Whichever is the current status of your phasers and shields, entering their number in response to the PHASERS TO CHANGE STATUS or SHEILDS TO CHANG: STATUS prompt reverses the status.

With this command you can turn off the automatic loading of phasers and restore their energy to the main supply.

Be careful not to waste energy by indiscriminately firing phasers or torpedoes. Traveling at high speeds also burns fuel rapidly. Another power drain can be the amount of energy expended on probes. Remember that you can't make up for huge power losses during battle. And once your energy is gone, you can no longer move: you become a sitting duck for the enemy!

SUGGESTED STRATEGY

The best way to pick up some basic strategies is to keep playing the game and experimenting. Don't get discouraged if you can't win right away. This game is tough! It takes time to become accustomed to the spatial relationships and to evaluate all the data and possible strategies. But after a while, you'll discover many useful tactics.

Keep these points in mind. First, your weapons are powerful. If you fire photons at an enemy at close range, you're going to feel the effects as well. Second, photons and probes can be set off prematurely by other explosions. Thus, if you launch a torpedo or probe at the same time you're hit, your torpedo will explode and double the damage. Third, with proper timing, you can destroy torpedoes with your phasers before they get close enough to do major damage. This technique takes some practice to perfect.

A simple strategy for a beginner is as follows.

1. Fight only one attacker.

2. Pursue him (command 8—MANEUVER) at warp 1.

3. Lock on all phasers (command 4—LOCK PHASERS).

4. Watch his progress closely.

5. When he gets within 1100M, fire (command 1—FIRE PHASERS) and keep firing as long as he's within this range.

6. When he's out of range, scan him (command 9—SCAN).

When you become familiar with the game, practice firing your torpedoes. Finally, when you can use your probes successfully and defeat the enemy ship, you're ready for more than one opponent!

WEAPON AND VESSEL SPECIFICATIONS
ENEMY EXCEPTIONS ARE ENCLOSED WITHIN [BRACKETS]

PHASERS

NUMBER OF BANKS	4
MAX RANGE	1000 MEGAMETERS
MAX SPREAD	90 DEGREES (45+45)
MIN SPREAD	20 DEGREES (10+10)
MAX HIT WITH MAX SPREAD	10
MAX HIT WITH MIN SPREAD	45
LOSS OF SHIELD 1 PER HIT	HIT/4.5
LOSS OF SHIELDS 2-3-4 PER HIT	HIT/3
FIRING ANGLES	0-135, 225-360 DEGREES

TORPEDOS

NUMBER OF TUBES	6
MAX RANGE	6,000 MEGAMETERS
LAUNCH SPEED	WARP 12
TIME DELAY	5 SECONDS
PROXIMITY DELAY	500 MEGAMETERS
EXPLOSION RADIUS	500 MEGAMETERS
MAX HIT FACTOR	50
LOSS OF SHIELD 1 PER HIT	HIT/3
LOSS OF SHIELDS 2-3-4 PER HIT	HIT/2
FIRING ANGLES	0-135, 225-360 DEGREES

PROBES

NUMBER OF PROBE LAUNCHERS	1
LAUNCH SPEED	WARP 3
MAX TIME DELAY	15 SEC
MAX PROXIMITY DELAY	50 TIMES NUMBER OF UNITS LAUNCHED
MAX EXPLOSION RADIUS	50 TIMES NUMBER OF UNITS LAUNCHED
MIN UNITS LAUNCHED	10
MAX UNITS LAUNCHED	DEPENDS ON FUEL LEVEL
MAX HIT FACTOR	5 TIMES NUMBER OF UNITS LAUNCHED
LOSS OF SHIELDS PER HIT	SAME AS TORPEDOS
FIRING ANGLES	ALL

VESSELS

MAX TURNING RATE	22.5 DEGREES/SECOND
MAX SPEED	WARP 9 [11]
CREW	450 [350]
ENGINE EFFICIENCY	1 [.75] UNITS/SECOND (AT WARP 1)
REGENERATION RATE PER SECOND	10 UNITS
PHASER DEPLOYMENT	90,0,0,270
PHASER BANK LEVELS	4 X 10 UNITS
PHASER CHARGE/DISCHARGE RATES	4 X 10 UNITS
SHIELD DRAIN	3 X 1 & 1.5 (UNITS/SECOND)
SHIELD PERCENTAGES	4 X 100
TORPEDO DEPLOYMENT	120, 60, 0, 0, 300, 240
TUBE LEVELS	6 X 0 UNITS

Summary of TACT - TREK Commands

1. Fire Phasers
2. Fire Photon Torpedoes
3. Launch Probe
4. Lock Phasers
5. Lock Photon Torpedo Tubes
6. Probe Control
7. Load/Unload Photon torpedo Tubes
8. Maneuver
9. Scan detailed damage report
0. Alter Power Distribution

Enterprise Functional Lay-Out

APPENDIX 2

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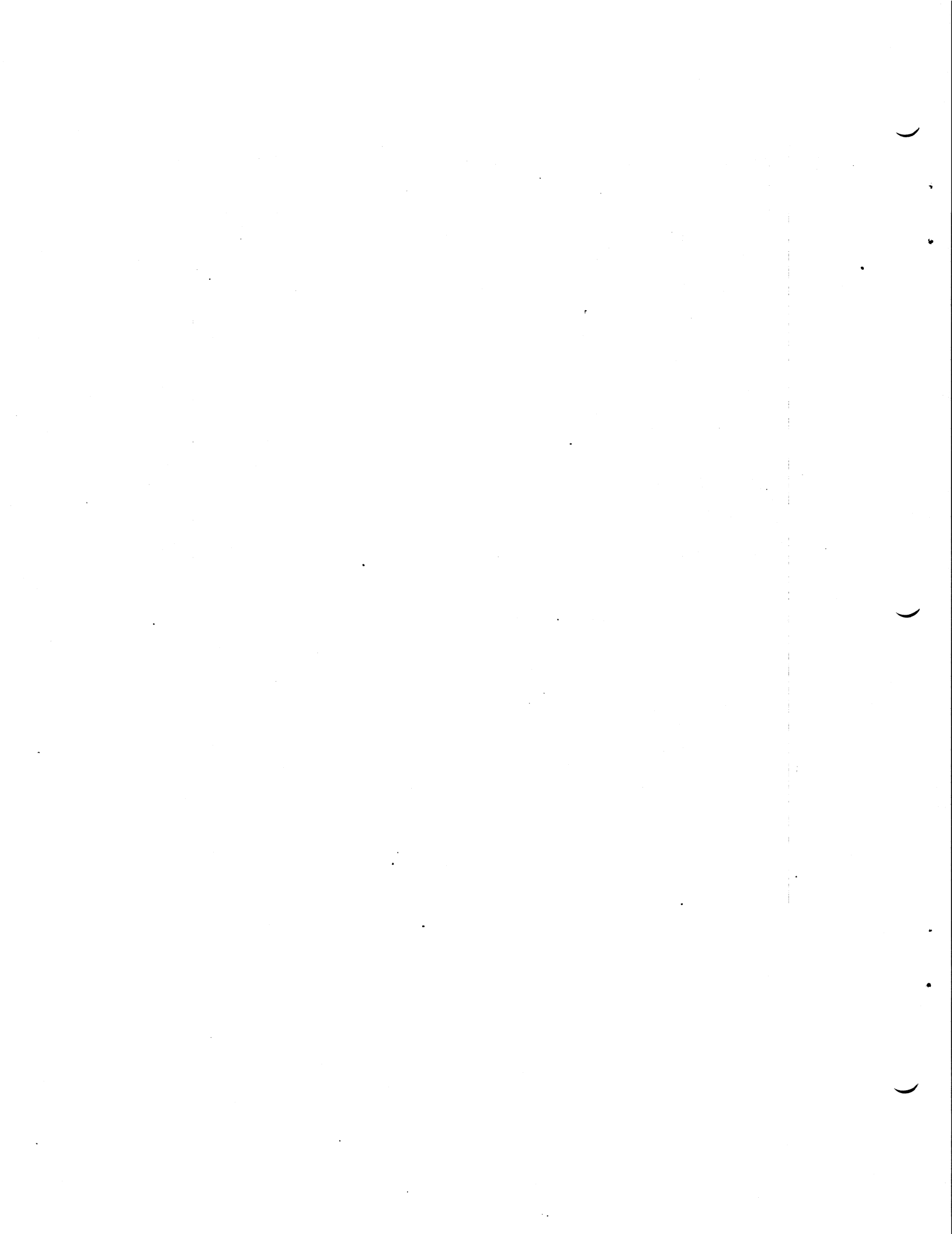
Review Form

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?

_____

_____

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9. What revisions or additions would improve these instructions?

_____

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_____

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:

_____

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From

_____

_____

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STAMP
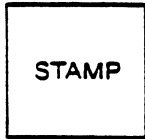
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