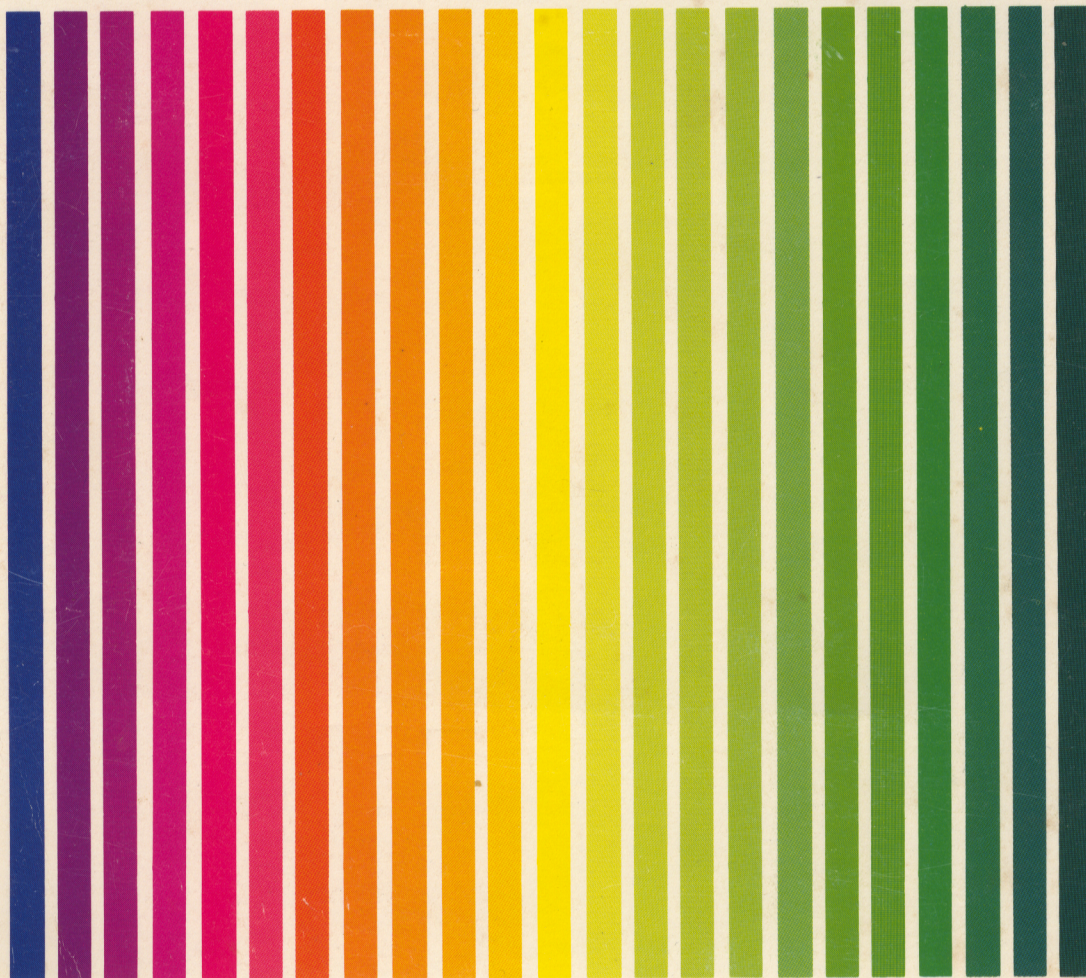


APX ATARI® PROGRAM EXCHANGE



Al P. Casper

COUNTER

An introduction to numbers in four languages (ages 3-8)

Cassette: 16K (APX-10148)

Diskette: 24K (APX-20148)

User-Written Software for ATARI Home Computers

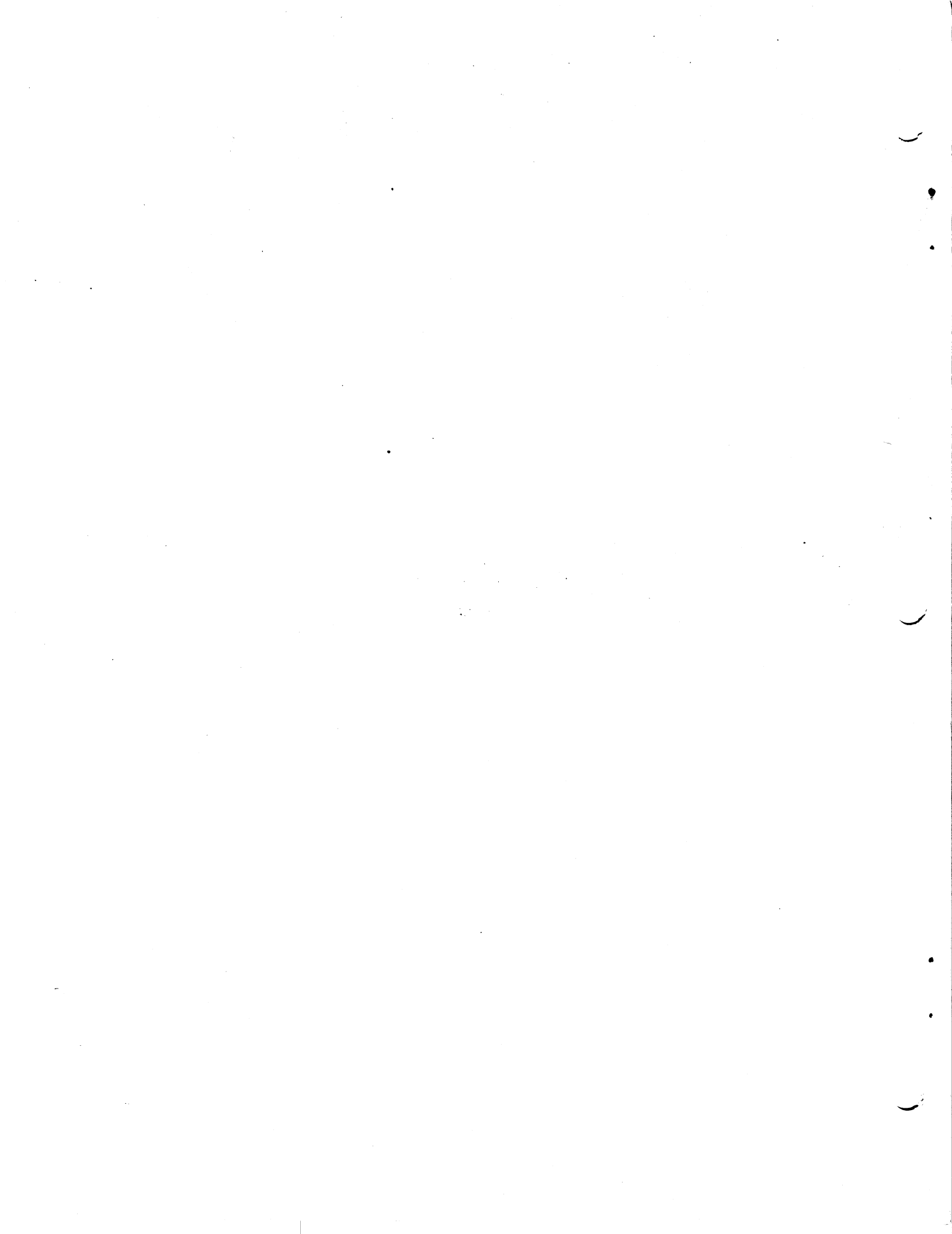
Al P. Casper

COUNTER

An introduction to numbers in four languages (ages 3-8)

Cassette: 16K (APX-10148)

Diskette: 24K (APX-20148)



COUNTER

by

Al Casper

Program and Manual Contents © 1982 Al Casper

Copyright On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI®
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

Distributed by

The ATARI Program Exchange
P. O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

To request an APX Software Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/745-5535.

INTRODUCTION

OVERVIEW

COUNTER is a colorful, friendly, and fun way for young children to learn to count to fifteen in any of four languages: English, Spanish, French, and German. COUNTER offers six skill levels and a variety of ways to enter numbers, making the program continually challenging and interesting as a child progresses.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

OPTIONAL ACCESSORIES

A set of ATARI Paddle Controllers
One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about COUNTER may write to:

Al P. Casper
152 East Juneau Avenue
Milwaukee, WI 53202

ACKNOWLEDGMENT

Jill Casper, Carolyn Clay, and Dudley C. Blank helped with the translations for COUNTER.

GETTING STARTED

LOADING COUNTER INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the left cartridge slot of your computer.
2. If you plan to use either the Paddle or Joystick Controller options, plug your Paddle or Joystick controllers into the first (the leftmost) controller jack at the front of your computer console.
3. If you have the cassette version of COUNTER:
 - a. Have your computer turned OFF.
 - b. Insert the COUNTER 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.
 - c. Turn on the computer while holding down the START key.
 - d. 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 COUNTER:

- 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 COUNTER diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

CHOOSING YOU OPTIONS

The title and program options display as follows.

```
-----  
1      COUNTER*      ENG  
-----  
      * OPTION *  
  
LENGUA          LANGUAGE  
LANGUE          SPRACHE  
  
SELECT          *      LEVEL  
START           *      BEGIN  
  
-----  
-----
```

The number (1) to the left of the COUNTER* title indicates the skill level, and the abbreviation (ENG) to the right of the title indicates the language. You can change both options, as described below, before starting to play. Or, you can use the easiest skill level and the English version by pressing the START key now.

SKILL LEVEL

Press the SELECT key to choose a higher skill level. The six levels available are:

Level 1	Counts to 5	Long time limit
Level 2	Counts to 10	Long time limit
Level 3	Counts to 15	Long time limit
Level 4	Counts to 5	Short time limit
Level 5	Counts to 10	Short time limit
Level 6	Counts to 15	Short time limit

A long time limit waits for about 60 seconds for a response. A short time limit waits for about 30 seconds for a response. When a time limit expires without a response, the correct number automatically displays and COUNTER then goes on to another set of objects.

LANGUAGE

Press the OPTION key to choose another language. The four languages available are:

ENG	English	
ESP	Spanish	Espanol
FRA	French	Francais
DEU	German	Deutsch

STARTING THE PROGRAM

When you're ready to begin, press the START key.

COUNTER's AUTOMATIC CYCLING FEATURES

COUNTER automatically starts cycling through the program whenever it expects some kind of input (for example, selecting an option or entering an answer) but receives none after about one minute.

To regain control of the program, press the START key.

You can start the cycling feature yourself anytime the message:

IT'S YOUR TURN

displays, by pressing the SELECT key.

USING COUNTER

PART 1: COUNT WITH ME

In part 1 of COUNTER, the computer places Gorks (five-legged creatures from Atariland) on the screen, displays the number of Gorks, and chimes once for each Gork. Part 1 continues until all Gorks up to the selected skill level limit display. You can control the time of the display by pressing 2 for the slower speed or 1 for the slowest. Press 3 or any other key to return to the original display speed.

You can end part 1 at any time by pressing the START key. After a short delay, part 2 begins.

PART 2: IT'S YOUR TURN

In part 2, a number of objects such as barns or sailboats display, one at a time. This lets you count the objects as they appear on the screen. After all the objects display, the bars at the bottom of the screen rotate their colors. That's your signal to count the objects and enter a number.

Entering your count

You may enter your count in different ways, and you can go back and forth between these ways at any time. You can use the SPACE BAR on the keyboard or the Paddle Controller or Joystick Controller to count up to the total number of objects on the screen. Or, you can enter the total number directly by pressing a number key on the keyboard. In every case, if the number you enter is correct, the screen turns green and a short melody plays before COUNTER continues. If the number is incorrect, the screen briefly flashes orange and yellow and then COUNTER waits for another guess. COUNTER doesn't continue until you select the correct number or until the time limit is reached.

Counting with the SPACE BAR and START key

Press the SPACE BAR once to count each object on the screen. The numbers in the upper right- and left-hand corners of the screen, as well as the word for the number being counted (displayed in between the two numerals) show how far you've counted. If you make a mistake and press the SPACE BAR too many times, keep pressing the SPACE BAR until the number starts over at 1, and count up again. Then press the START key to tell COUNTER you've finished counting.

Note. When you use this method, you can't have a Joystick or Paddle Controller plugged in.

Counting with a Paddle Controller

Using a Paddle Controller requires more skill and is recommended for older children. Turn the paddle slowly to count each object on the screen. The numbers in the upper right- and left- hand corners of the screen, as well as the word for the number being counted (displayed in between the two numerals) show how far you've counted. If you make a mistake and increase the number too far, turn the paddle in the other

direction. Then press the red trigger button to tell COUNTER you've finished counting.

Counting with a Joystick Controller

Press the red trigger button once to count each object on the screen. The numbers in the upper right- and left- hand corners of the screen, as well as the word for the number (displayed between the two numerals) show how far you've counted. If you make a mistake and press the red button too many times, keep pressing it until the number starts over at 1, and count up again. Then move the joystick in any direction to tell COUNTER you've finished counting.

Entering a total with the number and START keys

You can count up the objects on the screen to yourself and then enter the total by pressing the number key(s) and then pressing the START key. If you press the wrong number key, correct the number by pressing the number key(s) you really wanted.

THE PROGRESS REPORT

COUNTER doesn't continuously display the number of correct and incorrect answers. However, you can obtain a progress report by pressing the ATARI key. After a brief pause, the score displays above the bars at the bottom of the screen.

RESTARTING COUNTER

To restart COUNTER at any time, press the OPTION key, which returns you to the option display. You can then reselect the skill level and language. Do not press the SYSTEM RESET key to restart the program.

QUICK REFERENCE SHEET

SKILL LEVEL AND LANGUAGE SELECTION

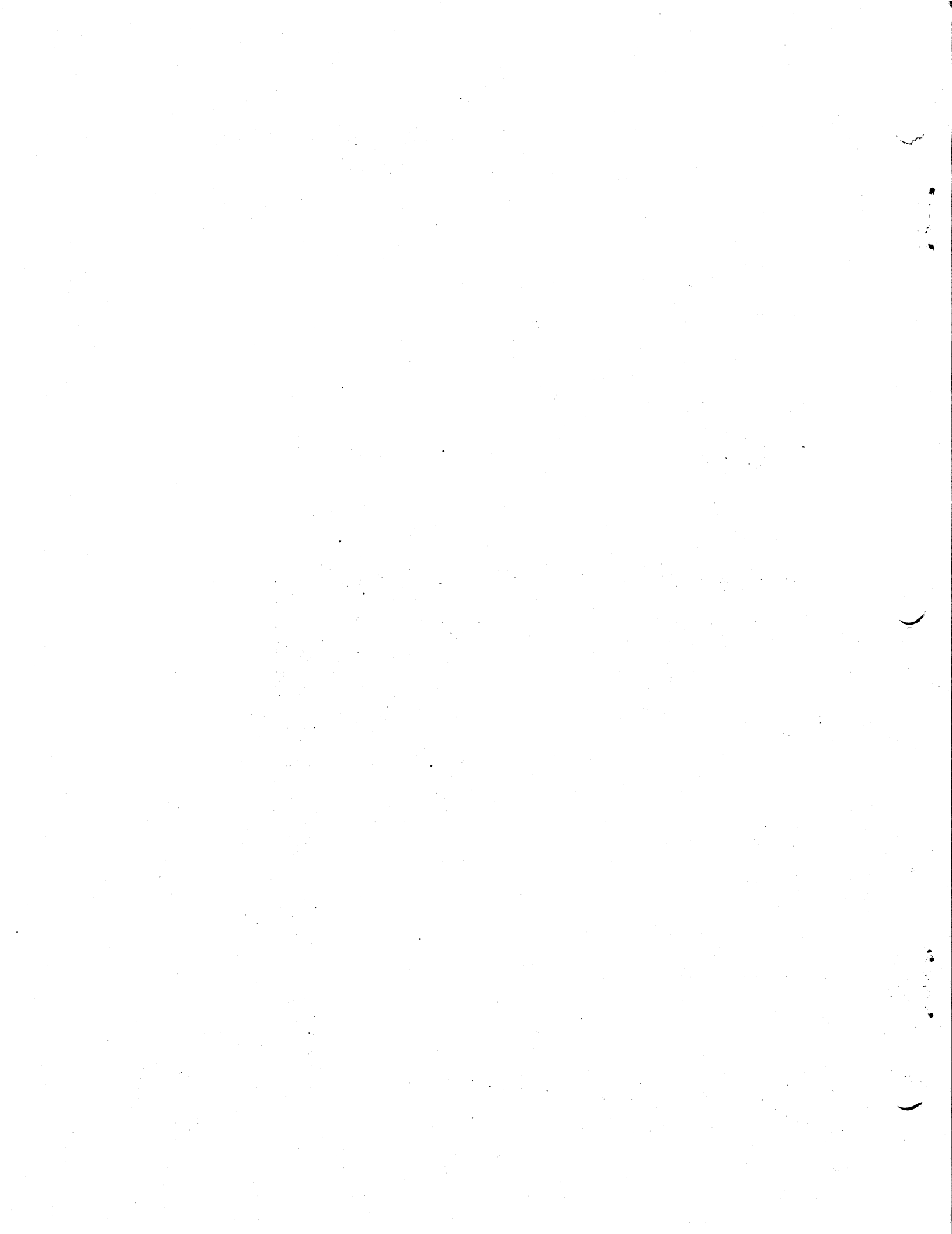
Use the	To
OPTION key	Select the language
SELECT key	Select the skill level
START key	Start COUNTER
1	Display Gorks at slowest speed
2	Display Gorks at slower speed

PART 1: COUNT WITH ME

Use the	To
START key	End the Gork display and continue the program End the auto-cycling feature
OPTION key	Return to skill level and language selection

PART 2: IT'S YOUR TURN

Use the	To
SPACE BAR	Increase the number displayed (then press START)
Number keys	Indicate the count total (then press START)
START key	Complete a number guess from the keyboard End the auto-cycling feature
Joystick	Increase the number by pressing button (and move Joystick)
Paddle	Change a number by turning paddle (then press button)
OPTION key	Return to skill level and language selection
SELECT key	Start the auto-cycling feature
ATARI key	Display a progress report
TO USE THE	DO THIS
Keyboard	Make sure no paddle is plugged into jack 1
Paddle	Plug the paddle into jack 1
Joystick	Plug the joystick into jack 1



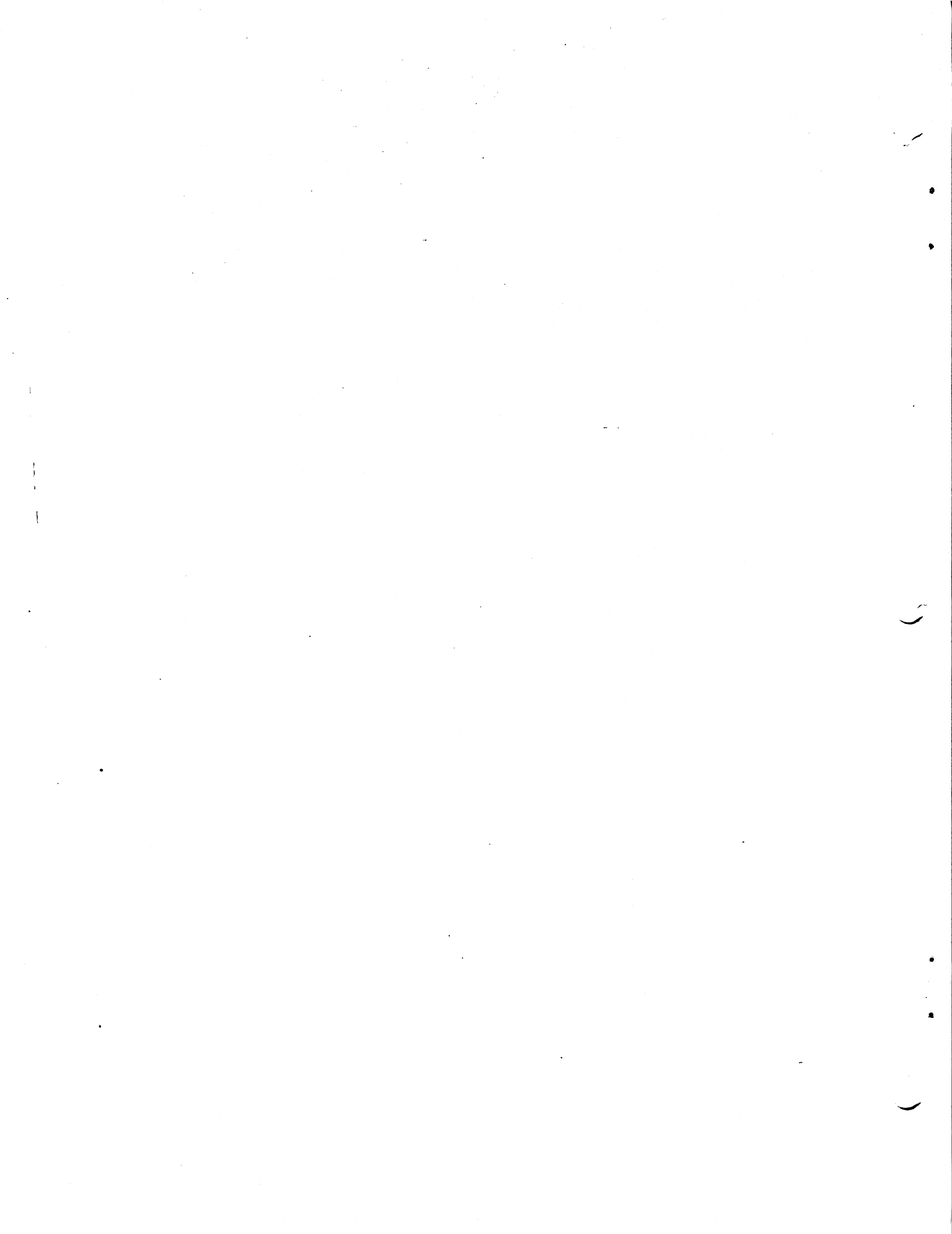
LIMITED WARRANTY ON MEDIA AND HARDWARE ACCESSORIES.

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 products; or (3) has been serviced or modified by anyone other than an Authorized ATARI 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.

DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS.

Most APX programs have been written by people not employed by Atari, Inc. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. To offer these programs to the widest number of people economically, we don't put APX products through rigorous testing. Therefore, APX products are sold "as is", and we do not guarantee them in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. We are not liable for any losses or damages of any kind that result from use of an APX product.



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

ATARI Program Exchange
Attn: Publications Dept.
P.O. Box 50047
60 E. Plumeria Drive
San Jose, CA 95150

[seal here]