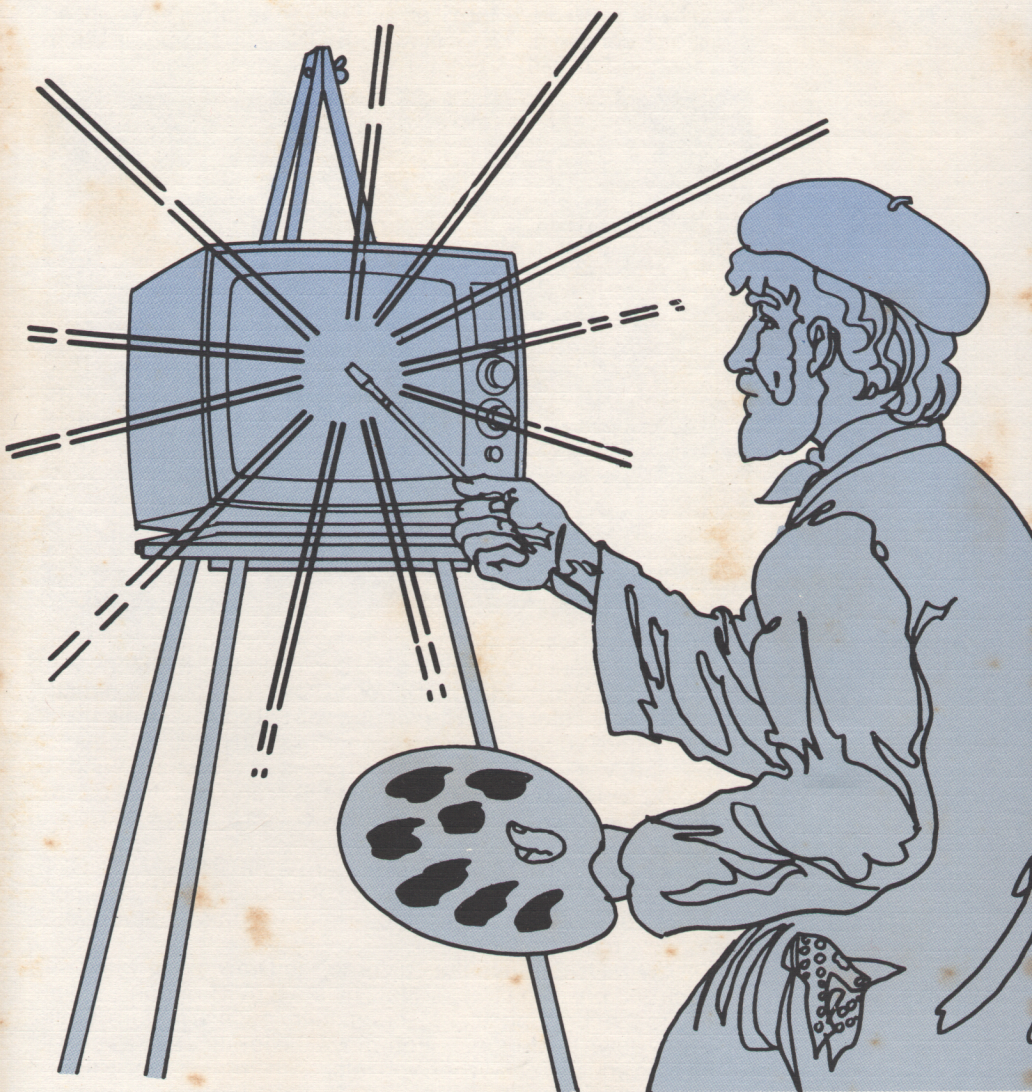


EPYXTM
COMPUTER SOFTWARE

Fun with Art

INSTRUCTION MANUAL



Fun with Art designed by ISM, LTD.

INTRODUCTION

Enter the world of art! This learning game brings the magic of the palette and brush to your video screen with amazing results.

In Fun with Art, there are 24 different design modes to choose from. By using just a few modes, for example, you can outline a bird, color it in, transfer it to another part of the screen and magnify it 8 times to do detailed work!

Fun with Art can be enjoyed by anyone—including the beginning computer user and novice artist. Yet this game is loaded with sophisticated features that will prove useful to even the advanced computer enthusiast and skilled artist.

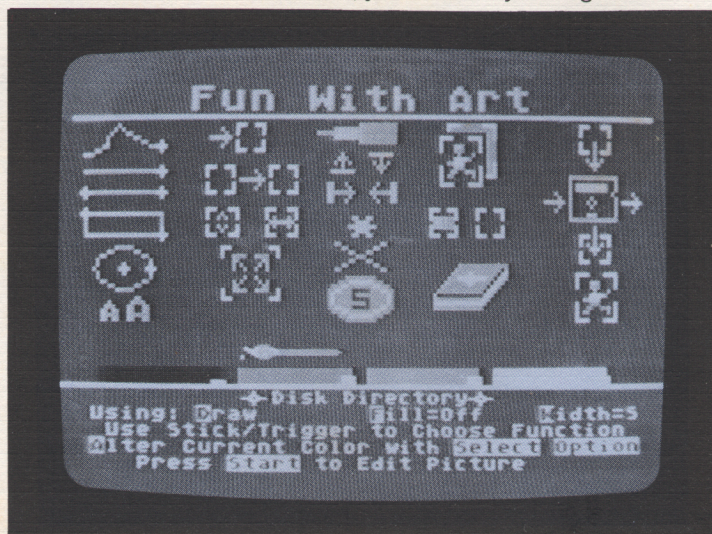
The object of this program is to have fun exploring the world of color, shapes and graphic designs. Just follow these instructions and you will be on your way to creating an artistic MASTERPIECE!

REQUIRED: 1) Atari 400, 800 or 1200 Computer.

2) Joystick

To begin Fun with Art, insert the ROM cartridge into your Atari. If you have a disk drive, turn it on and, when the motor stops, insert a diskette containing DOS. Now, turn ON your computer. When you see the Fun with Art Menu, you are ready to begin.

GETTING STARTED



LEARNING ABOUT THE MENU

Fun with Art will be easy to use once you've studied the Menu. Begin experimenting by moving the cursor around the Menu with your joystick. Watch the MODE WINDOW. It is located directly below the four color bars. The window will tell you the name of the symbol where your cursor is positioned. As you move your cursor across the Menu, you will see the names in the Mode Window changing. Once you are familiar with the Menu and its symbols, you won't have to refer to the window—but it's always there if you need it.

Directly below the Mode Window, there is the CURRENT MODE INFORMATION line. If you forget what mode you are in, simply glance at this line. The Current Mode Information will tell you what features you are currently using.

TRYING THINGS OUT

DRAW MODE: Move the cursor to the Draw mode with your joystick and press the trigger. Now, hit the START button and you will go to the "drawing board" screen to try out this feature. While you hold down the trigger button, move the joystick and a line will appear on your screen. When you release the trigger, you will stop drawing—the cursor, however, can still move to a new point from

FIVE IMPORTANT NOTES...

which to draw. After you've finished using your first Fun with Art mode, return to the Menu by pressing the START button again.

1. **Entering a new mode.** When you position the cursor over a new mode in the Menu, you must always press the trigger before you can use it. By pressing the trigger, you "tell" the computer which mode you wish to use.

2. **From the Menu to your picture and back.** Whenever you want to go from the Menu to your picture (i.e., after you've selected a new mode), press the START key. When you wish to return to the Menu, hit START again.

3. **Plotting a point.** When you place the cursor where you want a point and push the trigger, you are "plotting a point." This phrase will be used frequently in your Fun with Art instructions.

4. **Changing cursor speed.** While you are designing your picture, you may wish to change the speed at which the cursor moves. To decrease the cursor speed, press the SELECT key. To increase its speed, press the OPTION key. (The longer you hold down the keys, the more your cursor speed will decrease or increase.)

5. **Your starting colors.** Each time you begin Fun with Art, the color bars will be black, green, orange and white. Automatically, you will start drawing in green. To change color or create a new one, see "Pick Color," page 6.

OUTLINE MODE: This mode is very useful when you want to draw objects rapidly. Go to the drawing board screen and press the trigger of your joystick to create the starting point of your line. Now, move the cursor away from this first point and press the trigger again. A line will connect the two points.

In this mode (and all modes that require two pushes of the trigger), you will notice that a stationary cursor image is left behind where you first pushed the trigger. This cursor image makes sure you won't forget the site of your first point.

After the first line is drawn, move the cursor and press the trigger again. A second line will be drawn from the end of your first line to your new position. In the Outline mode, lines are always connected to other lines — parallel lines cannot be drawn.

LINE MODE: The Line mode is very similar to the Outline mode except that when you plot a third point, a line is not automatically drawn from the first line to create a second line. In order to draw a line, you must always push the trigger at each end of the line (plot both ends), just as you did when making the first line. Using the Line Mode, you can draw parallel lines.

BOX MODE: To create a box, press the trigger button once. (This point will be the first corner of your box.) Next, move the cursor diagonally to the opposite point of the box you want to draw. Press the trigger again and a box will form around the two points! With this mode you can create any size square or rectangle.

CIRCLE MODE: To draw a circle, first plot the center of your circle by hitting the trigger. Now, move the cursor to any position along the curve of the circle you wish to draw and press the trigger again. It's that easy! (If you begin a circle too close to the screen's edge, the circle will not fit on the screen — it will appear incomplete).

If you wish to draw an arc, you may intentionally plot a circle which will not fit on the screen. Then, using BLK Xfer (Block Transfer, see below), you can move the arc any place you wish. If you want a half circle on the edge of the screen, draw a full circle in the middle of the screen and use Block Transfer to move half of it to the screen's edge.





SMALL/LARGE TEXT: In this mode, you can type letters and words on the screen in small or large sizes. Once your text is on the screen, it can be moved or altered. By using the Zoom mode, for example, you can change the shape and style of your letters.

BLOCK Xfer (Block Transfer): Block Transfer is one of the most powerful features in Fun with Art. With this mode, you can move a design from one part of the screen to another. To move a shape or design, plot a point at one corner of the image and another point in the opposite corner (similar to the Box mode). When you hit the trigger for your second point, block markers will appear around the area to be transferred. You can adjust the position of the markers with the joystick, or, if you don't like the size of the block you've created, hit the START button and begin again. When you are satisfied with the size and position of the block markers, press the trigger to set them in place.

Now, move your joystick and notice that there are two sets of block markers. One set remains stationary around your image and the other set moves with the joystick to the place where you want to transfer your image. Once you have chosen the new site for your design, hit the trigger and everything in the original box will be moved to the new area. The original image is erased.

BLK COPY (Block Copy): The Block Copy mode lets you duplicate an image already on your screen. Follow the steps used in BLK Xfer: put block markers around your image and use your joystick to move an additional set of markers to the area where you want your design duplicated. When you press the trigger button, you will have a copy of your picture and the original will stay in place.

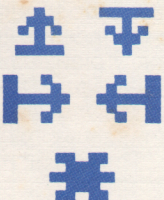
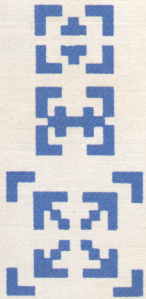
BLK UPEND (Block Upend): Use this mode exactly as you would use BLK Copy—only, with this mode, your duplicated image will appear upside down on the screen!

BLK MIRROR (Block Mirror): This mode is also like BLK Copy. Your original image will remain exactly the same but your new image will appear backwards (mirrored).

BLK ZOOM: The Block Zoom mode is very useful when you are doing detailed work or putting final touches on your picture. In this mode, a set of pre-defined block markers will appear on your screen. This block can be moved anywhere with your joystick. To do detailed work on your image, put the block markers around the appropriate area and press the trigger. You will see the image within the block magnified 8 times! You can change segments of your design by using the joystick and pressing the trigger just as you did in the Draw mode. A small menu will be at the bottom of the screen that lists the options you can use to alter your image. To leave the Zoom mode and return to the full screen, press the ESC or START key.

SMALL/MEDIUM/LARGE WIDTH: Whenever you draw, outline, box, etc., you have three widths from which to choose. (The "width" is the thickness of the line you draw.) Simply go to the menu, position the cursor on the width you desire and press the trigger.

FILL/UP/DOWN/RIGHT/LEFT/OFF: Fill can be used to color in shapes or areas to add warmth and texture to your picture. Using your cursor, select the direction in which you want to fill: up, down, right or left. Return to the picture screen and press your trigger. Color will fill in the direction you have specified until it reaches the end of the screen or hits an image or line with equal or greater color priority. (See the description of Color Priority on Page 7.) To stop the fill mode, simply place your cursor over the Fill Off symbol and hit the trigger.





ERASE PICTURE: If you are not satisfied with your picture, or have completed a picture and want to begin a new one, use this mode to clear your screen. (NOTE: If you want to save your picture before starting the next one, see Save/Load Picture, page 6.) Go to the Menu, place the cursor over the Erase symbol ("X") and press the trigger. The computer will ask you, "Are you sure?" This prevents you from accidentally erasing your picture. Hit "Y" for Yes, "N" for No.



STOP F.W.A. (Stop Fun with Art): Use this mode when you would like to leave Fun with Art and go into the DOS (Disk Operating System) of your ATARI. When you press the trigger, you will be asked if you are sure you want to leave fun with Art. As before, answer with Y or N. (NOTE: When you stop Fun with Art, the picture you are currently working on will be lost... unless you save it. See Save/Load Picture, page 6.)



BLK C-FORM (Block Colorform): To use the Block Colorform feature, you must use the Load Colorform mode first — see explanation of SAVE/LOAD PICTURE and LOAD COLORFORM, page 6. Block Colorform allows you to transfer images from one picture to another. (If you drew a fantastic tree in an earlier picture, you can use it again in your latest drawing!) Just place the cursor over the BLK C-FORM symbol on the Menu and press the trigger. After you hit START, you will see your current picture for several seconds and then it will be replaced by the Colorform screen. You can transfer images from the Colorform screen to your picture-in-progress. Using the Block Transfer technique, create and adjust block markers around the image you want to add to your picture and hit the trigger. The screen will switch back to your picture and the block markers will appear. Move the block to the area you have designated for the Colorform and press the trigger again. Fun with Art will reproduce the image on your current picture and then return to the Colorform screen.



BLK/COLOR SWAP: With this mode, you can change the color of any section in your picture. First, move the cursor above the bar displaying the color you want to change. Press the trigger. Now, move the cursor above the bar showing the color you want your image to become. Next, press the START button and return to your picture. Using block markers, define the area where you want the color changed. When you have adjusted the markers, press the trigger to set them in place. Hit the trigger once more and the image will appear in the new color — for example, if everything in the blocked area was white, it will now be blue!



BLK ERASE: In this mode, use the block marker method described in Block Transfer. Plot 2 points in opposite corners of the section you want to erase and press the trigger. Everything within the block markers will be cleared from the screen.



DISK DIRECTORY: The disk directory will list all names on the disk that are currently in your disk drive. Simply place the cursor over the book symbol and press the trigger. The first three file names will appear. Each time you press any key, three more names will appear until all the names on the disk are displayed. At the end of the list of names you will see how many free sectors are still available. Now, hit any key and you will see the Menu at the bottom of your screen.



BLOCK WRITE/READ: This mode enables you to save a portion of your design on disk or cassette and then "read" (transfer) it into any picture! For example, draw a green square on the screen and then return to the Menu. Move the cursor to the BLOCK WRITE symbol and press the trigger. If you have a disk connected to your system, Fun with Art will display the current file name and ask you if you wish to use this name now. Type N (for No) and use the following formula to enter your new file name: *D:NEW FILE NAME. PIC*. Now, type: *D:SQUARE.PIC* and then hit RETURN. Your picture will reappear with the green square. Use your joystick to create block markers around the square, press the trigger, and this portion will be saved.

(NOTE: Those of you without disk drives will not use file names because, with cassettes, no directory exists. To save your square on cassette, move the cursor over the Save/Load Picture symbol. Press the trigger and you will hear two beeps. Now, put a tape into the cassette player [make sure it is rewound] and press the Play and Record buttons simultaneously. Lastly, hit the space bar and your design will be saved.)

When you wish to put the square back into your picture, move the cursor to the BLOCK READ symbol and push the trigger. When the computer asks you whether you want to use the current file name, press Y (Yes). (NOTE: If using a cassette, bring back your square by following the same instructions as saving your square. Do not hit the RECORD button on the cassette player, only the PLAY button.) Your picture will return with the block cursor on the screen. Select the location where you want your green square and press the trigger. Once again at the Menu, press START to view the picture and the green square you have called back from disk or cassette.

SAVE/LOAD PICTURE: Fun with Art lets you save your picture on either disk or tape. To save a picture, move the cursor over the SAVE symbol on the Menu and press the trigger. (This mode operates just like Block Read/Write.) You will see the last file name you entered and be asked if this is the name you wish to use. Press Y or N. If you press N, you will be asked to type in the new name for your current picture. Remember, the formula to use is *D:NEW NAME. PIC*. The name of your picture must be 8 letters or less. For example, two common file names to be saved on disk are entered like this: *D:TREES.PIC* and *D:FACE.PIC*.

To load a picture, use the same process as you did with Save Picture: move the cursor over the Load symbol and press the trigger. You will see the last file name you entered and be asked if this is the picture you wish to load. Press Y or N. If you press N, enter the name of the picture you wish to load using the formula described in Save Picture. If you have forgotten which names are on your disk, consult the Disk Directory.

LOAD COLORFORM: This mode works the same way as Load Picture. Enter the name of the picture you wish to use as a colorform and this secondary picture screen will be loaded. (Remember, you use Block Colorform to transfer Colorforms to your picture.) Your current picture is not affected by loading a picture into the Colorform area.

PICK COLOR: As you already know, there are four color bars on the Menu. To use a new color, move the cursor over the color bar you want and press the trigger. The small paint brush will jump over to the new color. (NOTE: Look at the Mode Window to be sure it says "Pick Color" and not "Color Height") The color you choose is referred to as the "current color."



To alter the color or tint of the current color, use the **SELECT** and **OPTION** keys. The **SELECT** key will change the color you are drawing with and the **OPTION** key will change the tint of the color. The **SELECT** key will give you 16 colors and the **OPTION** key offers you 8 varying shades of those 16 colors. In total, you have 128 different colors to choose from!

When altering the current color, it is important to know exactly where you left the cursor in your picture. The reason is that when you alter a color, the color change appears only from your cursor position to the bottom of the screen.

For example, draw a white box with **FILL UP** and leave the cursor in the middle of the box. Now, return to the Menu and put the paint brush over the white color bar. Hit the **SELECT** key and you will notice the white color in the bar has changed to yellow. Push the **START** button and view your picture. You will see that the color change starts in the middle of the white box—making the lower half yellow. To add a third color to your box, put the cursor in the center of the yellow band and hit **START** again. Press **SELECT** three times and then hit the **OPTION** key four times. A dark red color will appear under your brush. Return to the picture and you will see a white, yellow and red box!

COLOR HEIGHT: Color Height allows you to give one color greater priority over another. This means that a color can be set to draw either over or under another color. To set a color priority, place the cursor over the white box to the right of each color bar and press the trigger. A color with priority of 1 (a single push of the trigger) has the lowest priority. A color with 4 (4 trigger pushes) has the highest priority.

Fun with Art always begins with the black bar at a priority of 1, green - 2, orange - 2, and white - 2. Black, the background color, has the lowest priority and the other colors will draw over it.

To further illustrate this feature, try entering black - 1, green - 4, orange - 3, and white - 2. Orange will draw over anything white, but will disappear behind anything green. Green, set at the highest priority, will cover every other color. You can change your color arrangement at any time to help create various effects in your picture. (NOTE: When you draw or block transfer an object on the screen, it will appear over a color of equal or lesser priority. If you are using the Fill mode, your drawing will stop at a color of equal or greater priority.)

CHANGING COLORS: When designing your picture, keep in mind that each horizontal line crossing your screen is limited to four different colors. Also, there must be a minimum distance of one horizontal line between two color changes. For example, let's say that you want to change a section of the background color. Alter the horizontal lines 5 through 10 from black to blue. Later, if you try to change lines 6 through 10 from blue to red, Fun with Art will sound the error buzzer. When this happens, move the cursor one position away (i.e., to 7) and try to change the color again.

If you want to change colors without returning to the Menu, press the **SPACE BAR**. You will see a color bar appear at the bottom of your screen indicating which color you will be using. Perhaps you have a white screen and would like to change the bottom half to yellow. Place your cursor in the middle of the screen and hit the **A (ALTER)** key. A white horizontal line with an arrow pointing down will be displayed on the screen. Using the **SELECT** and **OPTION** keys, as explained in Pick Color, you can change the

COLOR THEORY

CHANGING ON THE FLY

lower half of the screen to yellow — or any one of the 128 different colors. This feature is especially useful when you wish to compare and contrast colors with one another.

This feature of Fun with Art can save you time by enabling you to change modes without having to switch back and forth from picture to Menu. In the Mode Window, you will see that most of the mode names have one letter that is highlighted (e.g., the F in F ill and the B in B ox.)

If you are working on your picture and press the key of a highlighted letter, you will automatically go to the new mode without having to return to the Menu. For instance, suppose you are in the Draw mode and wish to make a box. Simply press B for Box and you can change to the Box mode "on the fly." The only mode from which you cannot change "on the fly" is the Small/Large Text mode.

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