

COMPUTER PROGRAM CASSETTE

STATES AND CAPITALS

CX4112

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Use the following procedure to start your STATES & CAPITALS Computer Program Cassette.

- Insert an ATARI® BASIC (Computing Language) Cartridge into your ATARI 400™ or ATARI 800™ computer console slot. (Insert in the LEFT CARTRIDGE slot on the ATARI 800 console.)
- Make sure the ATARI 410TM Program Recorder is properly connected to the computer console, and to a wall or power outlet. (See your Program Recorder Owner's Manual for further details if necessary.)
- 3. Turn your television on.
- Power up the computer console by pressing the POWER switch on the right side of the console to ON.
- If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below. (See the NOTE on the last page of these instructions if you have loading problems.)
- Insert side 1 of the STATES & CAPITALS Program Cassette into the ATARI 410 Program Recorder. REWIND the tape all the way to the beginning if it is not already at that position. When the tape stops, push STOP (STOP/EJECT).
- Type CLOAD on the computer keyboard and hit manner. The "beep" sound is a reminder to press PLAY on the Program Recorder. Hit the key again on the computer console.

You will notice through the window of the **Pro**gram **Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.

- When the READY prompt is again displayed on the screen, type RUN on the keyboard and hit work. You will hear another beep sound.
- The screen display will now show an ATARI logo along with a LOADING STATES & CAPITALS message. An audio track with music will accompany this process and will provide you with some additional information.

VOLUME NOTE: During the first loading process (Step 7) you will hear digital, computer-type noise in the background. Although this is normal, you may have a tendency to turn the volume down on your television. If you do, be sure to turn the volume back up for the audio track that takes place during the next loading process (Step 8.)

- 10. At the conclusion of this loading process the introductory display for the ATARI STATES & CAPITALS program will be shown on the screen. Toward the middle of the screen will be the question, INSTRUCTIONS (Y/N)? If responding yes, type Y on the keyboard. If responding no, type N. (It is a good idea to read the instructions the first time you play.)
- 11. If you respond no (N), the computer will immediately begin loading the program into memory. After responding yes (Y), however, the computer will display the following sets of instructions:



STATES AND CAPITALS

AFRANSOM SELECTION
MODEUPINGATIONS.

PRESS RETURN



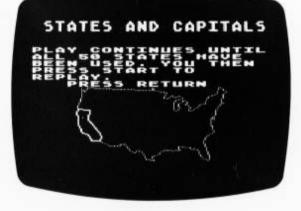
STATES AND CAPITALS

SHET PULLINE OF PLACED
LOCATION BONTHE MAP.

PRESS RETURN



STATES AND CAPITALS
THE PRESS RETURN
PRESS RETURN



STATES AND CAPITALS
THE CORRECT PROBLESS OF AVERAGE PRESS RETURN

STATES AND CAPITALS
STATES AND CAPITALS
STATES AND CAPITALS
PRESS START TO LOAD

You must press press each time it is called out on the screen to scroll through the instructions.

- 12. After the last set of instructions, press on the console to load the program into the computer. A LOADING STATES & CAPITALS message will appear on the screen. Another beep sound will occur, followed by music.
- 13. After the program has been loaded into the computer, the following display will appear on the screen and you will be ready to start:



The outline of the first state (randomly selected) will appear on the screen in its proper geographic location. You must type in the name of the state using the computer keyboard. If you misspell a name it will be recorded as incorrect. After entering the name of the state, hit DELUMN, then enter the name of its capital and hit RETURN.

If you don't know the name of a particular state or capital, and don't want to make a guess, hit want to make a guess want

To begin again, or to reset at any time, press That's almost all you need to know. The computer will keep score for you, but don't forget to spell correctly.

Here's just one tip to give you a head start. The capital of Minnesota is St. Paul (not Saint Paul).

Side 2: The previous instructions apply to side **1** of the cassette tape. Side **2** does not include introductory instructions, only the program itself. To start side **2:**

 REWIND the tape to the beginning of that side, then press STOP (STOP/EJECT).

- Type CLOAD on the keyboard and press
- After the "beep" sound press PLAY on the Program Recorder and hit again on the computer console.
- 4. When the READY prompt appears, type RUN and hit BETUPS. The ATARI logo will appear on the screen while the program is automatically loaded into the computer. The STATES & CAPITALS program will subsequently appear on your television screen, at which time you're ready to start.

NOTE: If an ATARI Disk Drive is connected to the computer, the Disk Operating System and system software use almost 9K of available RAM (Random Access Memory). This overhead needs to be taken into account when calculating the amount of RAM required to run a program.

If you have problems loading the program, and if you have other peripherals in addition to the **Program Recorder** attached to the computer console, you should try disconnecting the other peripherals and connecting the **Program Recorder** directly into the console to isolate the problem. If loading problems persist, consult the **ATARI 410 Program Recorder** Operator's Manual.

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