



Home Computer Software

For **ATARI**\* 400/800\* Computer

# FIGURE FUN



*Instructions for use*

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# **INTRODUCTION**

*Programmed by A. French.*

# **FIGURE FUN -**

## **FizzBuzz**

## **The Train Game**

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*Fizzbuzz* is a computer version of the old parlour game where players call out Fizz or Buzz each time a number comes up that is divisible by the agreed Fizz or Buzz numbers. A Fizzbuzz number is divisible by both. One or two can play this game; each time you guess incorrectly you lose a life, and the object is to reach the highest possible number before your five lives are gone.

*The Train Game* presents a set of numbers and you have to select the final one in the series from a choice displayed onscreen. Your opponent is the clock: You have to solve as many puzzles as you can – scoring points as you go – in 60 seconds. The computer keeps the score, and awards time bonuses for answering correctly. Have a good game!

# HOW TO LOAD YOUR PROGRAM

- 1** Make sure the computer is turned OFF at the power switch on the right-hand side of the console, and ensure the computer contains an ATARI\* BASIC Cartridge; close the lid.
- 2** Disconnect any other peripherals, such as a printer or disc drives, as they may cause problems with loading your program.
- 3** Connect your television to the computer and switch the television ON. Turn down the sound if you want to avoid background noise before and during loading.
- 4** Connect your ATARI\* 410\* Program Recorder to the computer and then to a power point.
- 5** Place the cassette in the recorder.
- 6** Press REWIND, if necessary, to bring the tape back to the start. When the tape stops, press STOP.
- 7** Press START on the computer console and hold it down while you press the power switch on the right-hand side of the console to ON.
- 8** The computer will 'beep' as a signal for you to press PLAY on the recorder and release the START key. Next, press RETURN on the computer and the program will load into the computer.

- 9 After loading, the title appears on the television screen. Press *STOP* on the recorder. Adjust the volume control to receive sound effects.

*PROBLEMS* If the program fails to load an error message appears on the screen. When this happens turn the computer *OFF* at the right-hand power switch, go back to Step 6 above and try again. If you have any further problems, consult your *ATARI\** handbook.

*WARNING* Do not press *SYSTEM RESET* as this will clear the program.

## **HOW TO PLAY FIZZBUZZ**

- 1 After the title, the computer asks you to choose the following: 1 or 2 players; a Fizz number between 1 and 19; a Buzz number between 1-19; speed of play 1-9, and whether you want to play using a Joystick or the computer keys (S or K). If you want a 2 player game using Joysticks, you will have to insert a second Joystick. To make your choices, type in the appropriate number or letter and press *RETURN*. The asterisk then moves down to the next choice. You can move the asterisk with the *SELECT* key if you wish to change something. When you have chosen all your options, press *START*.
- 2 Large white numbers are displayed, beginning with 1. As soon as a number



appears that is divisible by your chosen Fizz or Buzz numbers, or both (Fizzbuzz), move the Joystick or press keys as follows:

<b>Joystick</b>		<b>Keys Player 1</b>		<b>Keys Player 2</b>	
Fizz	Left	Fizz	A	Fizz	K
Buzz	Right	Buzz	X	Buzz	]
Fizzbuzz	Up	Fizzbuzz	S	Fizzbuzz	L
Cancel	Down	Cancel	Z	Cancel	[

'Cancel' is to delete a wrong choice before the computer penalizes you with the loss of a 'life'.

Each time you score, the word FIZZ, BUZZ or FIZZBUZZ is displayed onscreen. Each time you guess incorrectly, one of your 'life' figures crashes to the ground. The game ends when you have lost all five lives. The Hi-Score figure records your best score at a particular level.

- 3** To increase the speed of play during a Joystick game, press the trigger. This will increase the speed by one unit. In this way you can challenge your opponent in a 2 player game. To start a new game, press START. To change the game options, press OPTION.

## **HOW TO PLAY THE TRAIN GAME**

- 1** After the title, use the SELECT key to choose a Skill Level 1-5, and then press START.

**2** The train appears in the background, threading through the hills. When it appears on the rail in the foreground, the engine is pulling six wagons. Up to five wagons carry numbers forming a series from left to right. You have to select the number which should go in the wagon on the right from a choice of white numbers displayed above the train. Use your Joystick to move the white cross to left or right into position above the number you want, and press the trigger. If you have chosen correctly, the sixth wagon fills up with your number, and the train whistles and chugs off. If you are wrong, you have to try again.

**3** You are competing against the clock. The object is to score as many points as possible in 60 seconds, before the 'Time Up' signal shows, and the game ends. In addition to points for correct answers, you can also receive a time bonus. If you answer correctly first time, you receive a time bonus of 10 seconds. The time bonuses are as follows:

<b>No. of attempts</b>	<b>Time bonus</b>
1	10
2	5
3	3
4	2
5	1

**4** The 'High' score on the right of the screen records your highest score at a particular Skill Level. After each game the computer returns to the Skill Level display, and you choose again.

# HOW TO PLAY

## FIZZBUZZ

- 1 Place cassette in recorder and load program into your computer.
- 2 After title, choose number of players (1 or 2), Fizz and Buzz numbers, speed of play, and whether you want to use Joystick or computer keys.
- 3 Press START, and large white numbers appear onscreen.
- 4 As soon as a number appears that is divisible by either of your chosen Fizz or Buzz numbers or by both (Fizzbuzz), use your Joystick or press keys to score.
- 5 You have five lives. Each time you guess wrongly you lose a life. The game ends when you have lost all five lives.

## THE TRAIN GAME

- 1 Place cassette in recorder and load program into your computer.
- 2 After title, press SELECT to choose level of skill.
- 3 Press START and train appears, moving from background to foreground.
- 4 Up to five of the train's six wagons carry numbers which make up a series.
- 5 Use your Joystick to complete the series from numbers displayed above the train.
- 6 Score points by completing as many series as possible in 60 seconds.

*These games require an ATARI\* BASIC cartridge.*

**This is only intended as a basic guide. For more detailed instructions see inside.**

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