



TRIVIA TREK

by *JERRY WHITE*

TRIVIA TREK, trive-a trek, n. (Swiftly Software) An exciting game pertaining to a mass accumulation of random facts and figures that will test the minds of one or two players. Complete with 2000 answers, 500 questions in 50 categories. Create your own question and answers. Recommended by **TRIVIATS**.

TRIVIATS, trive-ets, n. (Trivialand) Lovers of trivia able to store mass amounts of data and dazzle strangers with knowledge of many wonderous and trivial things.

32K DISK

Swiftly Software
Inc.

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INTRODUCTION

TRIVIA TREK is supplied on a double-sided, self-booting diskette containing, on Side 1, MENU, TRIVIA and CREATE/EDIT and, on Side 2, data files of 500 multiple choice questions (including 2000 answers) in 50 categories. TRIVIA, the master game program, loads the questions and answers supplied on your Master Diskette or separate question and answer files of your own, created with the CREATE/EDIT program. The MENU program is your doorway to TRIVIA and CREATE/EDIT. For proper operation, TRIVIA and CREATE/EDIT must be loaded only from the TRIVIA TREK MENU program.

CAUTION: Do not attempt to store data on or duplicate the Master Diskette. Use of the Master Diskette for data storage or its attempted duplication can result in loss of data and damage to the Master Diskette. While Swifty Software has taken every precaution possible to prevent loss or damage, we cannot be responsible for the improper use or abuse of our products. In the unlikely event of a diskette failure, you may obtain a replacement diskette by returning the TRIVIA TREK Master Diskette along with \$12.00 for the replacement, shipping and handling to Swifty Software, P.O. BOX 641, Melville, New York 11747.

STARTING UP

Boot-up your computer with Side 1 of the Master Diskette and the MENU program will automatically load. MENU Displays three options on your screen: TRIVIA, CREATE/EDIT and EXIT. To run the game program, TRIVIA, select option (1). NOTE: There is no need to

press the (RETURN) key. Similarly, to run CREATE/EDIT, press (2). Use option (3) to EXIT from the TRIVIA TREK program. Here, as elsewhere within TRIVIA TREK, when only a single key entry is required, pressing the (RETURN) key is unnecessary unless specifically requested by a program prompt.

TRIVIA and CREATE/EDIT instructions are detailed below. If the EXIT option is chosen, you are prompted to insert your own diskette (containing a DOS) in Disk Drive 1. Note that your computer will automatically reboot whenever (SYSTEM RESET) is pressed.

PLAYING TRIVIA TREK

LOADING TRIVIA

TRIVIA is the game playing program of TRIVIA TREK. Selecting MENU option (1) will automatically load the game.

Insert the Master Diskette (SIDE 1 up) into Drive 1 and boot-up (cold start) your system. After the MENU program has automatically loaded, select option (1) to automatically load TRIVIA

BEFORE BEGINNING PLAY

TRIVIA's first prompt is: "HOW MANY PLAYERS ?". PRESS (1) or (2) without pressing (RETURN). Next, enter the name(s) of the player(s) as prompted. Corrections may be made using the (DELETE BACK S) key. Press (RETURN) after each name is correctly typed.

TRIVIA will now prompt you to insert Side 2 of the Master Diskette or your own data diskette into the Drive. Remove the Master Diskette and if you wish to use the 2000 answers and 500 questions that are supplied with TRIVIA TREK, flip it over, and reinsert SIDE 2. If you are using questions and answers you have created, (see instructions for CREATE/EDIT) insert your own data diskette. Now, press (START).

The names of all the available trivia categories will be automatically entered into memory (this takes a few seconds, be patient). Shortly, you will be given the option of pressing (1) to obtain a screen listing of all available user selectable categories or pressing (2) to automatically select categories at random (without a screen listing). This feature can be used with the questions and answers supplied on TRIVIA TREK's Master Diskette or with your own categories created with the CREATE/EDIT program. Since this is your first time through, press (1). This will provide you with an overview of the trivia categories provided.

Assuming you have loaded the trivia files from Side 2 of the Master Diskette, you now have a screen listing of the 50 available categories. If you loaded your own data diskette, the categories you have created are listed. Type in the number corresponding to the category you desire and press (RETURN). For example, if category 5 is desired, press (5); for category 32, press (32), etc. (RETURN) is required, and prompted for, because the input can be 1 or 2 digits long.

PLAYING THE GAME

A TRIVIA round consists of ten questions. Each question has four multiple choice answers, only one of which is correct. TRIVIA automatically randomizes the placement of answers from game to game to prevent the memorization of numerical sequences. Answers may be entered via the joystick(s) or the keyboard for either player or any combination of the two. Controller Jack 1 is for the first player's joystick and Controller Jack 2 is for the second player's joystick. The joysticks are properly used by positioning the arrow next to your choice and pressing the red firing button to enter the answer. Keyboard answers are entered by typing the appropriate number (1 to 4).

In two player games, the name of the player who

is "up" is displayed at the bottom of the screen along with one of two little smiling faces (Triviats). One is at the upper left of the screen (player one) and the second is at the upper right of the screen (player two). These Triviats appear, one at a time, on the respective side of the player it expects an answer from.

SCORING

10 points are awarded for each correct answer entered on the first attempt and 5 points for a correct answer on the second attempt. There is no penalty for an incorrect answer, except for the disapproval of your Triviat. In a single player game, you have two chances to answer, while the two player version gives the opponent the second guess and a chance for the 5 points. In the two player game, player one has the first opportunity to answer questions 1,3,5,7, and 9 while player two is first with questions 2,4,6,8 and 10. The player order is maintained even if a question is answered incorrectly on the first try, and the opponent enters the correct answer for the 5 points. The highest possible single round score is 100 points in a single player game and 75 points in the two player version.

END OF ROUND

At the completion of each 10 question round, two options are available. Press (1) to CONTINUE PLAY or press (2) to QUIT. The QUIT option prompts you to insert any diskette (containing a DOS) into the drive and press (SYSTEM RESET). Whenever the (SYSTEM RESET) is pressed, control is turned over to the diskette in Drive 1. If the TRIVIA TREK Master Diskette (Side 1) is in Drive 1, you will return to the MENU program.

CONTINUING PLAY

Assuming you pressed (1) to continue play, you have returned to the options choice of user or computer category selection. Choose either and continue trekking.

With two players, it is suggested (to maintain peace and keep the Triviats happy) that an even number of rounds be played and that the two players alternate selection of categories.

CREATE/EDIT

OVERVIEW

The CREATE/EDIT program in TRIVIA TREK has been designed to make the creation, editing and saving of questions and answers in your own categories a quick and simple task. CREATE/EDIT may be used by the entire family, with every member of the household creating and saving unique data files of questions and answers.

GETTING STARTED

A blank diskette formatted with Atari's DOS Ver. 2.0S is required to save the data files you will create using CREATE/EDIT. DO NOT attempt to write on either side of the TRIVIA TREK Master Diskette. For further information on formatting diskettes refer to your Atari DOS 2.0S Manual. Remember, CREATE/EDIT should be used only on data files you create on separate data diskettes. When using CREATE/EDIT there is no need to specify "D:" or the Drive number when saving data files. The Program automatically assumes you are using Disk Drive 1.

LOADING CREATE/EDIT

Boot up to the TRIVIA TREK MENU program with Side 1 of the Master Diskette. After the MENU program has loaded, select option (2) to automatically load and execute CREATE/EDIT. After CREATE/EDIT has loaded, remove the TRIVIA TREK Master Diskette, and insert your own formatted data diskette.

ENTERING A CATEGORY (DATA FILE) NAME

The first prompt line in CREATE/EDIT asks for the

name of the data file you are creating or editing. Data file names must conform to Atari DOS 2.0S standards which allow for name lengths of up to 8 characters beginning with a letter. CREATE/EDIT automatically adds the extender ".DAT" to all Trivia Trek data files. If you attempt to enter any other extender, CREATE/EDIT will ignore that extender and replace it with ".DAT".

For ease of identification, try to select reasonably descriptive and unique file names using a maximum of 8 letters (for example; "SOFTAUTH" for trivia questions on software authors.) If a file not written by CREATE/EDIT but containing the extension ".DAT" already exists on your data diskette, the TRIVIA game program will treat it is a TRIVIA TREK data file and you will see some very strange results.

For practice let's create a data file. Type in a name of your own choosing, for example "SWIFTY" and press (RETURN). Two options are now presented: to create a new file, (1), or write over/edit an existing file, (2). Since this is a new data file, PRESS (1). As a reminder, a screen prompt tells you to remove the TRIVIA TREK Master Diskette and insert your own data diskette in the disk drive. Verify that this has been done and then press (START).

NOTE: after pressing (START) a built in safety feature of CREATE/EDIT will inform you if an existing file using the same file name is present on on your data diskette. If this is the case, the screen will prompt you to press (1) to write over the old file (continue) or press (2) to rename the new file.

ENTERING QUESTIONS AND ANSWERS

Every TRIVIA TREK data file must contain ten questions, four possible answers for each and the number of the correct answer entry. The input format is simple and provides full screen editing. Many keys have been disabled to prevent errors, but the (DELETE BACK S) and (CTRL) + (Arrow) keys may still be used. The (ESC) key is used to exit from a question/answer

screen to return to the CREATE/EDIT prompt screen. Pressing (ESC) while the prompt screen is displayed key will cause your data file to be written to the data diskette.

The first line on the prompt screen asks you to enter the QUESTION number from 1 to 10 using 0 (zero) for the number ten. The second line of the prompt says "PRESS (ESC) TO SAVE YOUR DATA FILES". Do Not press the (ESC) key while the prompt screen is displayed, until entry of your ten questions, including editing, is completed.

Since, in our example, this is the first question, press (1). Using page flipping techniques, the screen display changes instantly to the data entry format for questions one and two. The cursor is positioned in the upper left hand portion of the screen directly under QUESTION 1. If you had chosen QUESTION 2, the same screen would have appeared with the cursor positioned under QUESTION 2. In either case, however, you have access to both questions.

Notice that the cursor is automatically positioned at the starting point for writing the question. The end of each entry (question and answer) is marked with Atari's "ball" character. Note that for the question, the "ball" is at the end of the second line. It is important to remember that the question will appear exactly as you type it in. As you approach the end of the top line, take care not to begin a word that can't be completed before you reach the right margin. It is not necessary to move the cursor to the end of the line. By pressing (RETURN) at the end of an entry the cursor will automatically reposition itself at the beginning of the next line. If your question uses only one line, press (RETURN) twice. CREATE/EDIT allows for a maximum question length of 70 characters and a maximum answer length of 20 characters.

Type in a question of your choice that refers to your selected category. Press (RETURN) either once or twice (as required) to position the cursor at the

first answer line. Using the same technique, but only using a single line for each, type in your four answers one by one. After the fourth question has been typed in, the cursor automatically positions itself at the Correct Answer Block. Enter the number of the correct answer.

The cursor is now positioned at the question line of QUESTION 2. Type in your second question and answer set. Press (ESC) when finished to return to the prompt screen. Now, type (3) to continue with questions three and four. In a similar manner complete all ten questions.

SAVING DATA FILES

After completing all 10 questions, return to the CREATE/EDIT prompt screen. Press (ESC) and all five screens containing the ten question and answer sets will be read from memory and written onto your data diskette. A new data file has now been created that TRIVIA will load and score.

The CREATE/EDIT screen prompt now gives you the option of RERUN, (1), or MENU, (2). If you press (2), you will be prompted to insert the TRIVIA TREK Master Diskette (Side 1) into your Drive and press (SYSTEM RESET) to continue. For our example, however, we will edit (RERUN) the data file.

EDITING DATA FILES

Press (1) to rerun CREATE/EDIT, then type the name of the sample file just created and press (RETURN). The file is now being read from the data diskette into memory. Next we will select Option (2) to Write Over/Edit an existing file.

To verify that the data files are correctly entered on the diskette specify QUESTION 1 at the next prompt. You should see the first two question and answer sets you previously entered. If there are any changes you wish to make, do so now, using the (CTRL) and (Arrow) keys or (DELETE BACK S) keys as necessary.

When finished, or if no changes are needed, press (ESC) to return to the CREATE/EDIT prompt screen. Continue to check and edit your other question and answer sets in the same fashion until you are completely satisfied with the results.

Upon completion of your editing of the data file return to the CREATE/EDIT prompt screen and press (ESC) to save the edited file to the diskette. You have now gone completely through the CREATE/EDIT program and are ready to TREK on creating your own TRIVIA TREK question and answer files.

SOME (TRIVAL) CLOSING REMARKS

If you have a printer, printed copies of your data files can be easily made directly from the data diskette. Load in a DOS and use the COPY FILE Option ("C"). The correct command is: (FILENAME.DAT , P:). To "copy" (display) data files to the screen use (FILENAME.DAT , S:).

Many of the questions contained in the data files provided with TRIVIA TREK are based on world records current as of the publication date of this game. The "correct" answers to all questions are accurate, to the best of our knowledge and belief, as of January, 1982. However, although SWIFTY SOFTWARE is proud to present this program, we must disclaim responsibility for any errors or inaccuracies in the provided questions or answers or for any strange quirks in the Author's sense of humor.

Should you wish to share especially interesting or amusing question and answer data files with other fellow triviats, we will be happy to review those files for possible inclusion in future TRIVIA TREK releases. Submissions should be on diskette or print-out and contain at least twenty (20) question and answer sets (two files). Each file should be in a single category. Send your submissions to:

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