APX ATARI® PROGRAM EXCHANGE

Gary A. Dacus

PRESIDENTS OF THE UNITED STATES

One-player quizzes on U.S. presidents (ages 10 and up)

Cassette: 24K (APX-10068) Diskette: 32K (APX-20068)

User-Written Software for ATARI Home Computers

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by

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Program and Manual Contents ©1982 Gary A. Dacus

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The ATARI Program Exchange
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INTRODUCTION

OVERVIEW

With PRESIDENTS OF THE UNITED STATES, you can learn the names of the presidents and have a good time, too. This one-player quiz program has two levels. On the novice level, you select a name from four choices. Use this level unless you can readily identify the presidents with minimal information. On the advanced level, you type in the president's first and last name--spelling counts! For both versions, you guess the president based on four clues: (1) term of office, (2) order of presidency, (3) political party, and (4) a general clue describing an event during the president's term or something about his personal life. You have one chance per question. The program displays a running total of your correct answers as you play and your final total at the end of the forty questions.

The game remains a challenge even at the novice level because the program varies the set of names from which you choose the correct one and it also varies the position of the correct choice within the set. These variations both add to the game's interest and ensure that correct answers aren't the result of memorizing letter choices.

REQUIRED ACCESSORIES

Cassette version

24K RAM
ATARI 410 Program Recorder

Diskette version

32K RAM
ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

CONTACTING THE AUTHOR

Users wishing to contact the author about PRESIDENTS OF THE UNITED STATES may write to him at:

19900 SW 92 Avenue
Miami, Florida 33157

GETTING STARTED

LOADING THE PROGRAM INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

2. If you have the cassette version of the program:

   a. Turn on your TV set.

   b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

   c. Slide the program cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

   e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen.

If you have the diskette version of the program:

   a. Turn on your disk drive.

   b. When the BUSY light goes out, open the disk drive door and insert the program diskette with the label in the lower right-hand corner nearest to you. Close the door.

   c. Turn on your computer and TV set.

   d. When the READY prompt displays on your TV screen, type RUN "D:PRES" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the program diskette (e.g., RUN "D2:PRES" for disk drive two). The program will load into computer memory and start.

FIRST DISPLAY SCREEN

The first screen displays the program title and copyright information, followed by a colorful menu for selecting a multiple choice or fill-in-the-blanks game. The menu looks as follows:

```
                    <American flag>

     PRESIDENTS OF THE UNITED STATES
    SELECT OPTION: A. MULTIPLE CHOICE
                   B. FILL IN THE BLANKS
    ?
```

Figure 1 Game Option Menu

When the question mark appears at the bottom of the screen, type an "A" for the multiple choice option or a "B" for the fill-in-the-blanks option and press the **RETURN** key. Your selected option remains in effect throughout the game.

USING PRESIDENTS OF THE UNITED STATES

MULTIPLE CHOICE OPTION

If you selected the multiple choice version, read the clues and then enter the letter corresponding to your choice and press the RETURN key. The program indicates whether your choice is correct. If it is, the program automatically displays the next set of clues. If it isn't, the program displays the correct choice briefly and then goes on to the next set of clues.

FILL-IN-THE-BLANKS OPTION

If you selected the fill-in-the-blanks version, type in the first and last name (don't worry about middle initials, except to identify a president uniquely) of your answer in response to the set of clues the program displays and then press the RETURN key. You must spell the president's name correctly for the program to credit you with the right answer. You might want to use the multiple choice version several times before using this version, to study the spelling of the presidents' names you're unsure of. The program indicates whether your choice is correct. If it is, the program automatically displays the next set of clues. If it isn't, the program displays the correct choice briefly and then goes on to the next set of clues.

SCORING

The program keeps a running total of your correct answers in the upper left corner of the screen. After you've gone through the forty sets of clues and have given your answers, the program displays your total correct responses at the bottom of the screen.

In the multiple choice version, you can earn a total of forty points for correctly identifying all the presidents.

In the fill-in-the-blank version, you can obtain partial credit as follows:

1. You earn one point for giving the correct last name.

2. You earn an additional point for giving the correct first initial. However, to earn this point, you must uniquely identify the president. Thus, you wouldn't earn the extra point if you enter an incorrect first initial <u>but</u> a correct last name.

3. You can earn a total of three points for giving a correct full first and last name, earning a maximum total of 120 points.

RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by pressing the SYSTEM RESET key, typing RUN, and pressing the RETURN key. You can then select the version you want to use and start again.

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

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are 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 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 programs)
_____ 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 program or user instructions:

From

STAMP

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