STATES & TRAITS ™

DesignWare®

A Note to Parents

Geography and History Included

Although *States & Traits* could be called a "geography" game, it's really more than that. This program comes with data bases to teach the following facts:

- **The location of each state on the United States map.**
  EXAMPLE: The player moves the state outline into the proper position on the U.S. map.

- **The location of each state as defined by bordering states.**
  EXAMPLE: "Which Rocky Mountain state is between Montana and Colorado?"

- **Historic facts about each state.**
  EXAMPLE: "In which state was the first automobile factory built in 1899?"

- **The name of the capital of each state.**
  EXAMPLE: "In which state is Montgomery the capital?"

- **Current facts about each state.**
  EXAMPLE: "Which state is famous for being America's Dairyland?"

- **The location of landforms.**
  EXAMPLE: "In which state are the Rio Grande, the Pecos, the Red and the Sabine Rivers?"

States and Traits — An Expandable Tool

While this game isn't exactly an adjustable wrench, there are some similarities. An adjustable wrench will fit many situations and so will the *States & Traits* program. This program has features that capitalize on your child's creativity. In addition to the data bases that come with the product, your children can add their own. They can create trait lists that help them learn the names of the state governors, the dates the states entered the union, the names of state senators and representatives, trivia, the location of famous Revolutionary War battles, and so forth.

Because geography does not receive the emphasis that it has in the past, national tests reveal declining geography skills. *States & Traits* is one way a parent can provide fun activities that supplement the school curriculum in this area.

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CUSTOMER SUPPORT

If you have questions about using States & Traits, call the DesignWare Hotline **(415) 546-1866**.

About the Game

States & Traits provides hours of family entertainment while you improve your United States geography skills. The program has three game settings. One teaches state locations. The other two cover different types of state information:
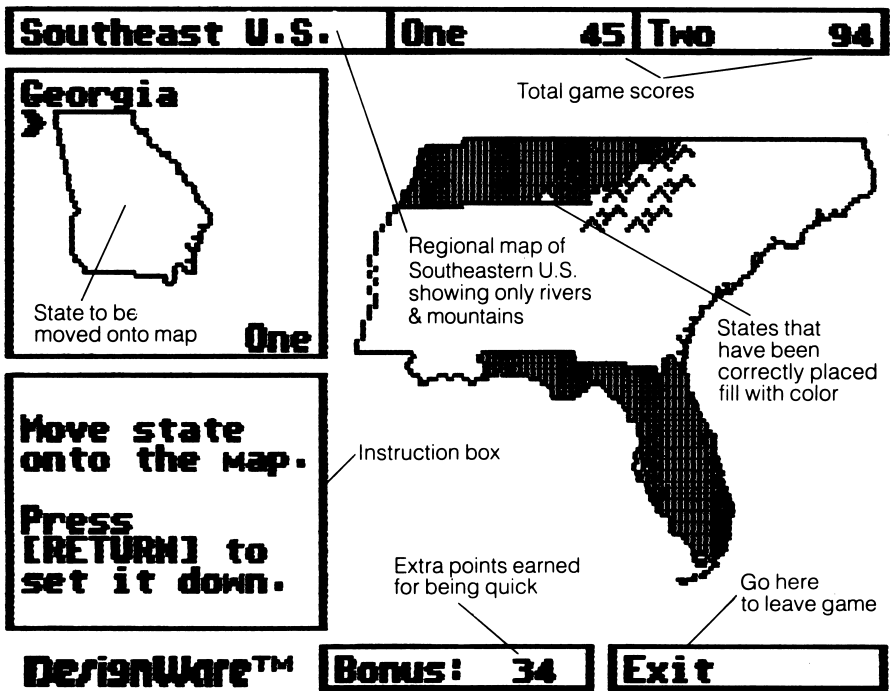
• **Place States on Map game** – Learn where states are by moving a state outline to the correct position on the map. (You can play with a regional map or a map of the entire United States.) Refer to Illustration No. 1.

• **Match States & Traits game** – Match clues (like state names, current and historical events, state borders and capitals) to the locations on the U.S. map. Refer to Illustration No. 2.

• **Make Your Own Trait Game** – Study history and geography facts by creating your own clues and quizzing yourself on the answers. Make up trivia games to play with your family and friends!
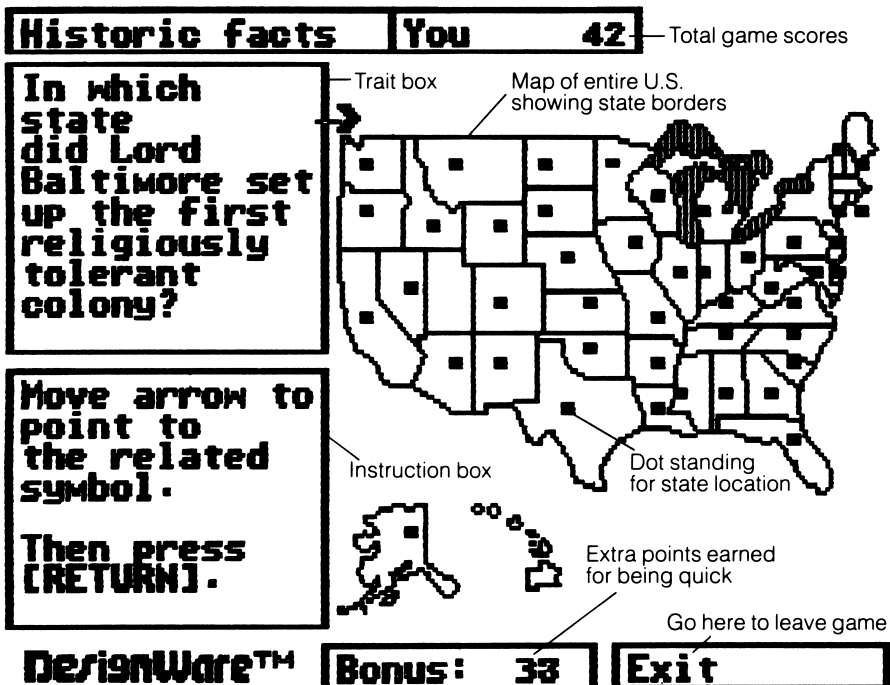
You can play all three games with a map showing state borders, or an outline with just rivers and mountains. In all cases, the quicker you get the right answer, the higher your score will be.

For more instructions, watch the demonstration at the beginning of the program, or read the rest of this manual.

1. *Place States on U.S. Map Game Screen*

Historic facts | You 42 — Total game scores

In which state did Lord Baltimore set up the first religiously tolerant colony?

— Trait box

Map of entire U.S. showing state borders

Move arrow to point to the related symbol.

Then press [RETURN].

Instruction box

Dot standing for state location

Extra points earned for being quick

Go here to leave game

DesignWare™ | Bonus: 33 | Exit

2. *Match States and Traits Game Screen*

The Terms in This Manual

This manual often refers to BUTTON 1 (RETURN) and BUTTON 2 (ESC). It shows joystick keys first (BUTTON 1 and BUTTON 2) and keyboard keys second (RETURN and ESC). If your computer doesn't have these keys, use the corresponding keys on your machine. For example, if your joystick has only one key, press ESC to exit.

"Arrow keys" are the keys that move your arrow. Most of the time this will include cursor (CRSR) keys and the I,J,K and M keys (I-up, J-left, K-right, M-down). When you create your own trait lists, however, a small dash known as a "cursor" (_) appears on the screen. In this case,

you may use only your arrow or cursor keys and **not** your I-J-K-M keys.

Commodore® 64 users: You can use your "left" and "up" arrow keys or your I-J-K-M keys or your "down" and "right" cursor (CRSR) keys without pressing another key. But to use your cursor keys to go up and left, you must also press SHIFT — but **not** SHIFT LOCK. (Refer to your computer manual or the instructions on the screen.)

The **Joystick/Keyboard Guide** at the end of this manual will help you remember which keys to use for your computer. Highlight the section that applies to you and refer to it until you are familiar with the **States & Traits** games.

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Getting Started

Apple® II Plus, IIe and IIc computers: Put the States & Traits disk into disk drive 1 with the label facing up. Close the disk drive door, then turn on the computer and the monitor.

IBM PC® and PCjr®: Put the States & Traits disk into the disk drive with the label facing up. Close the drive door and turn on the computer. If you are using this program with the IBM PC, a Color/Graphics Monitor Adapter is required. It will not work with the IBM monochrome monitor.

Atari® 400, 800, 1200XL computers: Remove the BASIC cartridge. Then turn on the disk drive. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the **States & Traits** disk with the label facing up and close the disk drive door. Turn on the computer and the monitor.

Atari® 600XL (48K), 800XL and other Atari XL computers with built-in BASIC: Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the **States & Traits** disk with the label facing up and close the disk drive door. Hold down the OPTION key. Turn on the computer and the monitor.

Commodore® 64: If you are using a joystick, be sure to plug it into Control Port 2 (on the right side of your machine) **before** you load the DesignWare program. Turn on the disk drive first. Then turn on the computer and the monitor. Put the game disk into disk drive 1 with the label facing up. Close the drive door. When the word READY appears on the screen, type the following:

LOAD"*",8

Then press RETURN. A message will tell you the computer is searching for a program. When the word "READY" appears, type RUN and press RETURN to load the program. This process takes a few minutes.

Is everything loaded? Now the program will start automatically. Wait a few seconds for the demonstration to begin. To skip the demonstration, press the ESC key when the title screen appears. This takes you directly to the *Main Menu*.

The Flashing Disk

A small picture of a disk will sometimes flash on the bottom right corner of the screen. This lets you know when the computer is getting information from the disk. You cannot continue until the disk disappears.
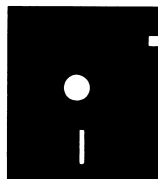
3. Flashing Disk

The Demonstration

The demonstration runs automatically at the beginning of the program and shows how the **States & Traits** games are played. It will help you to decide which skill level to choose. To go through it faster, press RETURN after you have read the information on the screen. To end the demo, press ESC. It will continue until you do this.

Changing Game Settings

Be sure to make any game setting changes **before** you begin to play the **States & Traits** games. To do this, go to the *Main Menu*. The game settings are located in the two large boxes in the lower half of the *Main Menu* screen. Use the I-J-K-M or arrow keys to move to the setting you want to change. Press BUTTON 1 (RETURN).

- Players? – (one or two)
- Name 1 – ("you," "one" or any three initials you type)
- Name 2 – ("two" or any three initials you type – **only** if you indicate "two" in the *Players?* setting)
- Joystick – (yes or no)
- Sound – (yes or no)
- Skill level – (hard or easy)
- Disk drives – (one or two)
- Background? – (black or white)

Refer to Illustration No. 4.

Changing or Adding Player Initials

Move the arrow to *Name 1* or *Name 2* and press BUTTON 1 (RETURN). Three spaces will appear. Type 3 letters. You can use the left arrow or delete key to make changes. Then press BUTTON 1 (RETURN).

Note: You can type initials for Player Two **only** if you have already indicated "two" in the "Players?" setting. If two people play a game, they alternate turns.

When all settings are as you want them, move the arrow up to the name of the game you want to play. Press BUTTON 1 (RETURN) to begin.

Using the Joystick or Keyboard

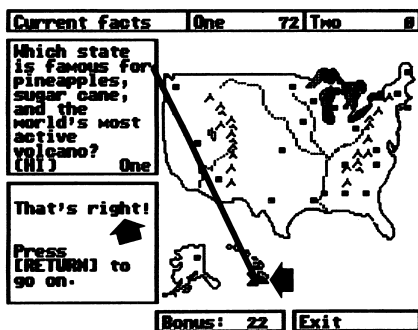You can use either a joystick or the keyboard to play the games. However, the program is set for keyboard use, so you need to change this setting to use your joystick.

```
> Players?   Two | Sound?         Yes
  Name 1:    One | Skill level?  Easy
  Name 2:    Two | Disk drives?   Two
  Joystick?   No | Background?  White
                   High score:    150
```
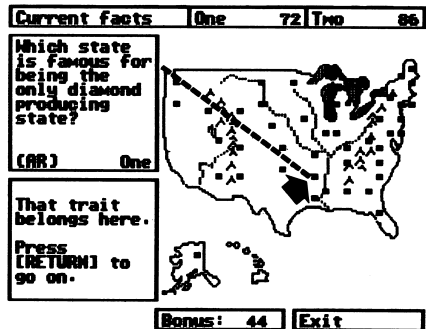
4. Game Settings Section of Main Menu Screen

If you use a joystick to play:

- To move the arrow or state, move the joystick.

- For the **Place States on U.S. Map** game: Use the joystick to move the state to its exact location on the map. Press BUTTON 1 to "drop" the state there. If you are right, the state fills with color and the program tells you that you've made the correct choice. If you are wrong, the state outline appears in the correct position and flashes. Press BUTTON 1 again to continue playing.

- For the **Match States & Traits** game: Indicate your answer by moving the arrow to a position directly to the **left** of the square dot that stands for the correct state. (The arrow should touch the left side of this dot.) Press BUTTON 1 to show that this is your answer. The program tells you if you've chosen the right state. If you are wrong, the arrow flashes and moves to the correct state. Press BUTTON 1 to continue.

| Current facts | One | 72 | Two | |

Which state
is famous for
pineapples;
sugar cane;
and the
world's most
active
volcano?
(HI)   One

That's right!

Press
[RETURN] to
go on.

Bonus: 22   Exit

5. *Match States & Traits Screen*
   When Answer Is Right

| Current facts | One | 72 | Two | 86 |

Which state
is famous for
being the
only diamond
producing
state?

(AR)   One

That trait
belongs here.

Press
[RETURN] to
go on.

Bonus: 44   Exit

6. *Match States & Traits Screen*
   When Answer Is Wrong

- For **Make Your Own Trait** games: Use the joystick to move the arrow to the trait box, map location or *See List/Change* box. EXCEPTION: When you are using the keyboard to type a trait question or list name, you cannot use your joystick. To make corrections, use your arrow or delete keys. To continue, press RETURN. (See **Making Your Own Trait Games.**)

If you use the keyboard to play:

- To move the arrow, use the arrow keys (if you have them) or the I-J-K-M keys.

- For the **Place States on U.S. Map** game: Use the arrow keys or I-J-K-M keys to move the state to its exact location. Press RETURN to "drop" the state there. If you are correct, the state fills with color and the program says you're right. If you are wrong, the state outline appears in the correct position and flashes. Press RETURN to go on.

- For the **Match States & Traits**

game: Indicate the correct answer by moving the arrow to a position just to the left of the square dot that stands for the correct state. (The arrow should touch the left side of this dot.) Press RETURN to show that this is your answer. The program tells you if you're right. If you are wrong, the arrow flashes and moves to the correct state. Press RETURN to continue.

- For **Make Your Own Trait** games: Use the arrow keys or the I-J-K-M keys to move the arrow to the trait box, map location or *See List/ Change* box. EXCEPTION: When you are using the keyboard to type a trait question or list name, you must use the arrow or delete keys (and not the I-J-K-M keys) to go back and make corrections. (See **Making Your Own Trait Games**.)
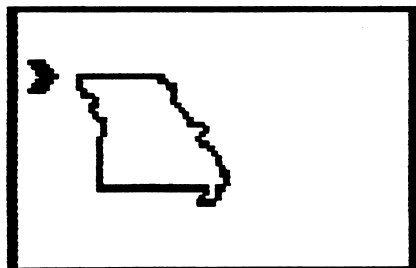
Choosing a Skill Level

The difficulty of play depends on the skill level you set on the *Main Menu*. When the **Place States on U.S. Map** game is set at the *Easy* skill level, the state name appears above the state.

7. *Place States on U.S. Map – "Easy" Skill Level*

At the *Hard* skill level, you figure out the state name by looking at the state outline.

8. *Place States on U.S. Map – "Hard" Skill Level*

When the **Match States & Traits** game is set at the *Easy* skill level, the location dots disappear during the turn, until only five dots are left (including the right answer). When a correct answer is chosen, that state's dot disappears for the rest of the game. At the *Hard* skill level, these dots stay on the map, no matter how much time has passed. If you don't know all the states, you might want to play the game that teaches state names first.

All but five dots disappear
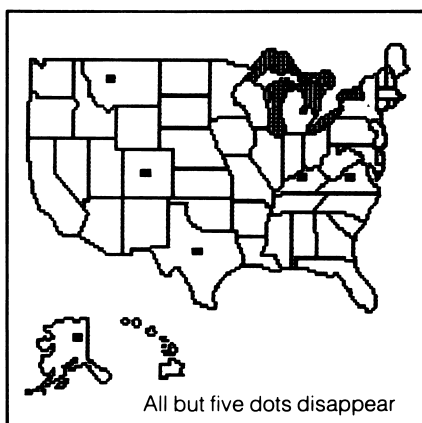
9. *Match States & Traits – "Easy" Skill Level*

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The game's difficulty also depends on which map you use. A map with state borders is easier than one with only rivers and mountains. A map of a region of the United States, such as the Southeast U.S., is easier than a map of all 50 states.

Quitting the Game at Any Time

There is more than one way to leave a game. The easiest is to press BUTTON 2 (ESC) one or two times. (If you have a joystick with only one button, use the ESC key to exit.) The program will tell you what to do next.

For the **Place States on U.S. Map** game, you can also move the state to the far right edge of the *Exit* box and press BUTTON 1 (RETURN).

10. *Leaving the Place States on*
    U.S. Map Game

On the **Match States & Traits** game, move the arrow to the *Exit* box, then press BUTTON 1 (RETURN).

Commodore® 64 users may quit a game or return to the *Main Menu* by pressing the f1 key. Whenever this manual says to use BUTTON 2 (ESC), Commodore 64 users should press the f1 key.

Playing the Games

The Main Menu

On most computers, the program begins as soon as you put the **States & Traits** disk into drive 1. When you stop the demonstration by pressing ESC, the *Main Menu* appears on the screen. It lists your choices for playing **States & Traits**.

You can choose:

• Place States on U.S. Map
• Match States and Traits
• See a Demonstration
• Make Your Own Trait Games

```
Use the I-J-K-M keys to point to
what you want to do or change. Then
press [RETURN].

> Place states on U.S. Map

  Match states and traits

  See a demonstration

  Make your own trait game
```

Players?	One	Sound?	Yes
Name 1:	You	Skill level?	Easy
Name 2:	-	Disk drives?	One
Joystick?	No	Background?	White

DesignWare™   High score: 0

11. *Main Menu Screen*

Place States on U.S. Map

To play this game, move the arrow to **Place States on U.S. Map** in the *Main Menu*. Then press BUTTON 1 (RETURN).

Next, choose your map:

• Do you want a map of the **entire** United States?
                OR...
Would you rather use a map of just one region (Northeast U.S.,

Southeast U.S., Central U.S., or Western U.S.)?

• Do you want a map with all the state borders? (This is a good choice if you don't know where many of the states are.)
                OR...
Would you rather play with a map that shows **only** major rivers and mountain ranges?

```
Use the I-J-K-M keys to point to
the kind of map you want to use.
Then press [RETURN].

  Entire U.S.          Northeast U.S.

  Southeast U.S.       Central U.S.

  Western U.S.         Exit
```

```
Do you want to use a map

> With state borders
  With mountains and rivers
```

12. *Map Settings Screen*

You get these choices for all games.   *You get these choices for the Place States on U.S. Map game and Your Own Traits games.*

Move the arrow to the settings you want and press BUTTON 1 (RETURN). Wait for the map to be drawn.

Start playing as soon as a state outline appears in the upper left box on your screen. Use the arrow keys or joystick to move the state to its exact location on the map. When the state is in place, press BUTTON 1 (RETURN) to "drop" it.

If you are **right**, the program says, "That's right!" and the state fills with

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color. You earn 50 points (for being correct) plus the points in the bonus box (for being fast).

If you are **wrong**, the state outline appears in the correct place and flashes. The program says, "This state goes here." You **lose** 50 points. But don't worry! You'll get a chance to guess that state again. When you finally get it right, it will fill in with black (on color screens) or white (on black-and-white screens).

To start the next turn, press BUTTON 1 (RETURN).

Exiting

To exit **before** starting a game, press BUTTON 2 (ESC) twice. This will take you directly to the *Main Menu*.

To leave the game after you've started playing, press BUTTON 2 (ESC) — or move the state to the far right corner of the Exit box and press BUTTON 1 (RETURN). Then press BUTTON 2 (ESC). The program will let you see the states Player One missed. Press BUTTON 1 (RETURN) to see the states Player Two missed (if there is a Player Two). Press BUTTON 1 (RETURN) again to return to the *Main Menu*.

Match States and Traits

For the **Match States & Traits** game, you match the traits with their location on the map. To start playing, first pick the trait list you want to use:

• State names
• Capitals
• Historic facts
• Current facts
• Bordering states
• Landforms
• Your own traits

```
Use the I-J-K-M keys to point to
the traits you want to use.
Then press [RETURN].

> State names        Capitals

  Historic facts     Current facts

  Bordering states   Landforms

  Your own traits    Exit
```
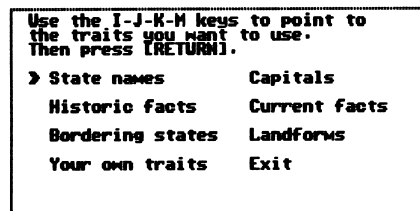
13. Match States & Traits Game Menu

Move the arrow to your choice and press BUTTON 1 (RETURN). Decide whether you want to use the map with all the state borders — or the U.S. outline with just mountains and rivers. Move the arrow to your choice and press BUTTON 1 (RETURN). Wait for the U.S. map to be drawn on the screen.

Reviewing the Traits

The program asks if you want to review a list of traits. This is a good way to study **before** you play the game. If you do **not** want to see the list, move the arrow to "No" and press BUTTON 1 (RETURN). Begin

to play as soon as a question appears in the *Trait* box in the upper left corner.

If you **do** want to review the questions, leave the arrow on "Yes," then press BUTTON 1 (RETURN) twice to go on. The first trait question will appear, with a line pointing to the correct answer. You can scroll through the questions this way:

- The **K** on the keyboard, "**right**" on the arrow keys or "**up**" on the joystick takes you forward in the list.

- The **J** on the keyboard, "**left**" on the arrow keys or "**down**" on the joystick takes you backward in the list.

When you want to begin the game, press BUTTON 1 (RETURN).

Use the arrow keys to review the trait list. Press [RETURN] to start game.
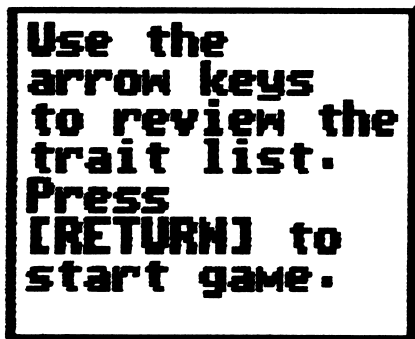
14. *Review Trait List Section – Match States & Traits Game*

Answering the Questions

Your turn starts when the question appears in the trait box. Move the arrow to the square dot that stands for the correct state. When the arrow is touching the **left** side of the dot, press BUTTON 1 (RETURN).

If you are right, the program says, "That's right!" You earn 50 points plus the points remaining in the bonus box under the map.

If you are wrong, the arrow and line flash and move to show the correct answer. A flashing state abbreviation also appears in the **Trait** box. The flashing continues until the next turn begins. You lose 50 points for an incorrect answer.

Press BUTTON 1 (RETURN) to begin the next turn.

Exiting

To exit **before** you start playing the game, press BUTTON 2 (ESC). This will take you directly to the **Match States & Traits** menu.

To leave the game after you've started playing, press BUTTON 2 (ESC) or move the arrow to the Exit box and press BUTTON 1 (RETURN). Now press BUTTON 2 (ESC) and BUTTON 1 (RETURN). You can use the joystick or arrow keys to scroll through the questions Player One missed. Press BUTTON 1 (RETURN) to see the questions Player Two missed (if there is a Player Two). Press BUTTON 1 (RETURN) again to return to the *Main Menu*.

Scoring

Right Answers — For both games, your score depends on how fast you guess the right answer. You earn 50 points for a correct answer **plus** any bonus points left in the bonus box. Although you start each turn with 50 bonus points, these points are subtracted until you press BUTTON 1 (RETURN) to indicate your answer. Remember: The faster you answer, the higher you score!

Wrong Answers — If you guess wrong, your score is decreased by 50 points and you don't get any bonus points. The lowest score you can get is zero (0).

Total Score — The points for each turn are added to (or subtracted from) the points you've earned on previous turns. The new score (including points you've just earned or lost) appears in a box above the map when BUTTON 1 (RETURN) is pressed to begin the next turn.

Making Your Own Trait Games

One of the fun things about **States & Traits** is that you can create your own trait lists. You can enter up to 18 separate lists (of 50 traits each) on another disk and use them to play your own special games.

To do this, go to the *Main Menu*. Move the arrow to *Make Your Own Trait Game* and press BUTTON 1 (RETURN). You will have these choices:

• Initialize a Disk for Trait Games
• Enter a New Trait List
• Review and change a Trait List
• Delete a Trait Game
• Copy your Traits List
• Exit

```
Use the I-J-K-M keys to point to
what you want to do. Then
press [RETURN].

  Initialize a disk for trait games
> Enter a new trait list
  Review and change a trait list
  Delete a trait game
  Copy your traits disk
  Exit
```

15. Make Your Own Trait Game Menu

Trait List Hints

You can create any kind of trait list you want, but keep these points in mind:

• Try not to set up more than one list with the same title. If you use the same name more than once, number each list. EXAMPLE: "Famous Hogs I" and "Famous Hogs II."

• The same state can be the answer to more than one trait question, but a trait question can have only one answer. EXAMPLE: Suppose you're creating a "Products" data base. A possible question might be, "Lumber is the major product in which state?" This is not a good question because lumber is a major product in several states. You can avoid this problem by restating the question another way: "Which state produces the most lumber?"

Initializing Your Disk

If this is the **first** time you are creating a **States & Traits** list, you must initialize a new disk. With your DesignWare game disk in the drive, move the arrow to *Initialize a Disk for Trait Games* and press BUTTON 1 (RETURN). The program asks you to put in your new disk, insert it in drive 1 (if your computer has one drive) or in drive 2 (if your computer has two drives).

Remember: Any other information stored on the new disk will be destroyed, so don't use a disk with information you want to save.

If you have two disk drives: Press BUTTON 1 (RETURN) and wait a few minutes.

If you have only one disk drive: You'll have to swap the Design-Ware game disk and your new traits disk several times. Follow the instructions on the screen, pressing BUTTON 1 (RETURN) after each swap.

Initializing is complete **after** the *Make Your Own Trait Game* menu reappears on the screen.

Making a New Trait List

Once your disk is initialized, you are ready to enter your traits. But first you need to go to the *Enter a New Trait List* menu. If you are starting at the *Main Menu*, move to each of these settings and press BUTTON 1 (RETURN):

From *Main Menu*, go to. . .
Make Your Own Trait Game to. . .
Enter a New Trait List.

The program tells you when to insert your trait disk. Make sure it does **not** have a write-protect tab on it. Press BUTTON 1 (RETURN) to continue.

1. The program asks you to enter a name of the trait list you are creating. Use the keyboard to type a title with no more than **14 letters**.

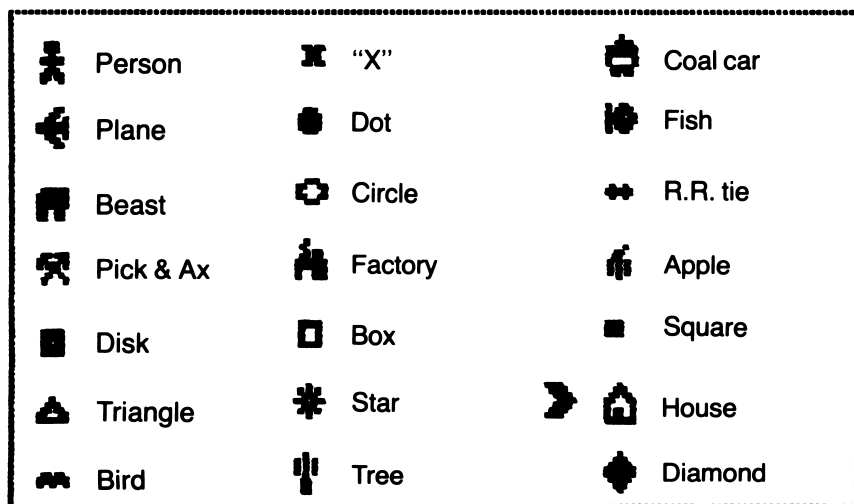If you make a mistake, use the left arrow or delete keys (but not the I-J-K-M keys) to go back and type the name again.

Apple II Plus users: You will have to press the "Control" and "a" keys **before** a letter you want to capitalize. For example, to create a list called "Famous Hogs," type "Control" and "a," F-a-m-o-u-s (space) "Control" and "a," H-o-g-s.

When you have typed in the name of your list, press RETURN. (Joy-stick users cannot use BUTTON 1.)

2. Next the program asks which symbol you want for your map locations. **You may use only one kind of symbol per trait game.** Move the arrow to one of the 21 symbols on the screen. Press BUTTON 1 (RETURN).

Refer to Illustration No. 16.

|		
Person	"X"	Coal car
Plane	Dot	Fish
Beast	Circle	R.R. tie
Pick & Ax	Factory	Apple
Disk	Box	Square
Triangle	Star	House
Bird	Tree	Diamond

16. Symbol Menu for New Trait Game (Symbols are not the same on all computers)

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3. The program asks which map you want to use whenever you play this trait game. (These are the same map choices as in the **Place States on U.S. Map** game.) Move the arrow to the setting you want and press BUTTON 1 (RETURN).

Next choose between a map with state borders and a map with rivers and mountains. You will be able to change this option when you actually play your game. Move the arrow to the setting you want and press BUTTON 1 (RETURN).

4. Wait while the map is drawn. When the map is complete, the words "Trait 1, New trait" will appear in the upper left corner of the screen.

5. Press BUTTON 1 (RETURN) twice to move the arrow to the *Trait* box. Type your question, using no more than six lines. For example, on a "Famous Hogs" list, you might want to ask: "Which state is famous for Indianapolis Slops?"
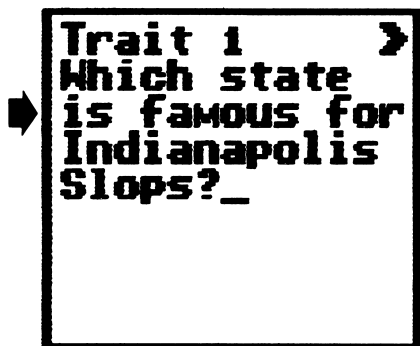
17. Correct Trait Entry
This entry is correct: The word "is" has been entered on one line.

To keep from splitting a word, you may have to finish the line first by putting in extra spaces. Then start the word on the next line.
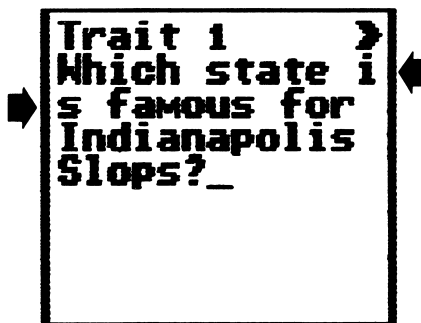
18. Incorrect Trait Entry
This entry is not correct: The word "is" should not be split.

If you make a mistake, use the arrow or delete keys — but not the I-J-K-M keys — to move the cursor back and correct.

Apple II Plus users: To make a capital letter, press the "Control" and "a" keys **before** typing the letter. To make a question mark, use only the SHIFT and "?" keys.

After you finish typing your trait question, press RETURN. (Joystick users cannot use BUTTON 1.)

6. Now place the symbol on the map. To do this, move the arrow to the **left** of the spot on the map where you want to place the symbol. When it's in the correct position, press BUTTON 1 (RETURN). The symbol you have chosen appears on the map.

Northeast U.S.

Trait 1
Which state
is famous for
Indianapolis
Slops?

Notice how the symbol appears to the right of the arrow.
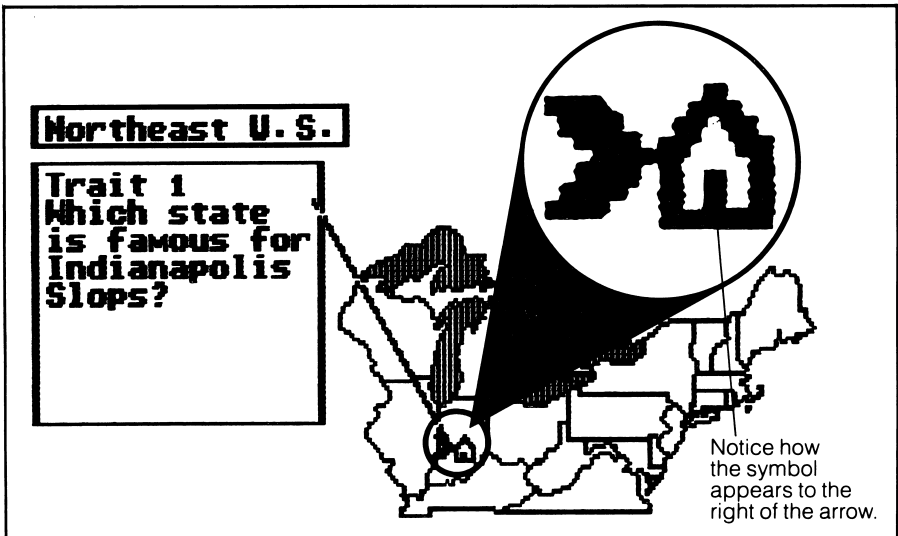
19. Placing Symbol on the Map

7. To change a trait you've just typed — move the arrow back to the *Trait* box and press BUTTON 1 (RETURN). Type the change and press RETURN.

To change a location you've just entered — move the arrow to a spot just to the **left** of the place where you want to move the symbol and press BUTTON 1 (RETURN) twice.

8. You may now enter the next question. To do this, move the arrow to the **Change* box and press BUTTON 1 (RETURN). The trait list will now say "Trait 2, New Trait." Press BUTTON 1 (RETURN) twice. This puts the arrow back in the *Trait* box so you can type your second trait question. Follow the steps described above until all your traits have been entered.

9. You may leave this game by

pressing BUTTON 2 (ESC) or moving the arrow to the *Save & Exit* box and pressing BUTTON 1 (RETURN). The program will tell you how to get back to the *Make Your Own Trait Game* menu. Both ways will save your trait list for future games.

Changing a Trait List

Once you've set up your own trait lists, you can always go back and revise them. You can get from the *Main Menu* to the trait list you've created by moving your arrow to the following settings and pressing BUTTON 1 (RETURN). (Be sure to insert your trait disk when the program requests it.)

From the *Main Menu, go to...*
Make Your Own Trait Game to...
*Review and Change a Trait
    List* to...
the trait list you want to change.

Decide between a map with state borders and a map with just mountains and rivers and press BUTTON 1 (RETURN).

The box at the bottom of the screen now says *See List*. Use your arrow keys or joystick to scroll through the list of trait questions you've created. When you get to the one you want to change (including "New Trait"), you are ready to edit your list.

1. **To add a new trait or location:** Be sure the trait box says "New Trait." The rest of the procedure is like steps 5 and 6 in the **Making a New Trait List** part of this manual. Press BUTTON 1 (RETURN) twice to move the arrow to the *Trait* box. (The *See List* box now says **Change*.) Type your trait question and press RETURN. Move the arrow to the left of the spot on the map where you want to place the symbol. Press BUTTON 1 (RETURN).

2. **To change the trait question:** Make sure the question you want to edit appears in the upper left box. Press BUTTON 1 (RETURN). The *See List* box now says **Change*. Move the arrow to the *Trait* box and press BUTTON 1 (RETURN).

Use the arrow keys (**not** the I-J-K-M keys) to move the cursor (_) to the word or letters you want to change. Type the correction using the keyboard. Press RETURN.

3. **To change the location of a symbol on the map:** Move the arrow to the spot directly to the left of the new location. Then press BUTTON 1 (RETURN) twice. The symbol will move to the new spot.

4. **To see the revised trait list:** Move the arrow down to the **Change* box and press BUTTON 1 (RETURN). The box now says *See List*. You can scroll through your trait list using the I-J-K-M keys, the arrow keys or the joystick. To make more changes in the trait game, repeat steps 1, 2 or 3 above.

5. To store your new list and exit this section of the game, press BUTTON 2 (ESC) or move the arrow to the *Save and Exit* box and press BUTTON 1 (RETURN). This will return you to the *Make Your Own Trait Game* menu.

Refer to Illustration No. 20 and 21 on next page.

```
┌─────────────────────────────────────────────────┐
│  ┌──────────────────────┐                        │
│  │ Move arrow           │                        │
│  │ to the new           │                        │
│  │ location on          │                        │
│  │ the map.             │                        │
│  │ Then press           │                        │
│  │ [RETURN].            │                        │
│  └──────────────────────┘                        │
│      DesignWare™  [ * Change  ][ Save & Exit ]   │
└─────────────────────────────────────────────────┘
```

20. *Change Box – Making Your Own Trait Lists

When this box says *Change, you can take these actions:

Change a question:
- Move arrow to Trait box.
- Press BUTTON 1 (RETURN).
- Type correction.
- Press RETURN.

Change a location:
- Move arrow to new location on map.
- Press BUTTON 1 (RETURN) twice.

Add a new trait question:
- Trait box must say "New Trait."
- Move arrow to Trait box.
- Press BUTTON 1 (RETURN).
- Type trait question.
- Press RETURN.
- Move arrow to location on map.
- Press BUTTON 1 (RETURN).

Go to See List:
- Make sure arrow is in *Change box.
- Press BUTTON 1 (RETURN).

Save Trait List and Exit:
- Move arrow to Save & Exit box.
- Press BUTTON 1 (RETURN).

```
┌─────────────────────────────────────────────────┐
│  ┌──────────────────────┐                        │
│  │ Use arrow            │                        │
│  │ keys to go           │                        │
│  │ through the          │                        │
│  │ list.                │                        │
│  │ Press                │                        │
│  │ [RETURN] for         │                        │
│  │ Enter, Change        │                        │
│  │ or Exit.             │                        │
│  └──────────────────────┘                        │
│      DesignWare™  [ >See list ][ Save & Exit ]   │
└─────────────────────────────────────────────────┘
```

21. See List Box – Making Your Own Trait Lists

When this box says See List, you can take these actions:

Scroll through Trait List:
- Use arrow keys or joystick.

Go to *Change box:
- Press BUTTON 1 (RETURN).

Save Trait List and Exit:
- Press BUTTON 2 (ESC).

Playing Your Trait Game

To play the trait games you create, first go back to the *Main Menu*. Move the arrow to each of these settings and press BUTTON 1 (RETURN). (Insert your trait disk when the program requests it.)

From the *Main Menu*, go to...
Match States & Traits to...
Your own Traits to...
the game you want to play.

Next, choose between a map with state borders and a map with mountains and rivers. Press BUTTON 1 (RETURN). You are now ready to play your game. **Remember:** The rules for playing your trait games are the same as for the **Match States & Traits** game. Have fun!

Deleting a Trait Game

Deleting a trait game you've created is fairly simple. On the *Make Your Own Trait Game* menu, move the arrow to the *Delete a Trait Game* setting and press BUTTON 1 (RETURN).

If your trait disk is not already in the drive, put it in when the program tells you to insert it. Press BUTTON 1 (RETURN).

When the Trait List menu appears, move the arrow to the name of the trait list you want to delete. Press BUTTON 1 (RETURN).

The program will check to make sure you really want to delete this game. If

you do, press BUTTON 1 (RETURN) again. If you've changed your mind about getting rid of this game, press BUTTON 2 (ESC).

Copying a Disk

To copy a disk, first go to the *Make Your Own Trait Game* menu. Move the arrow to *Copy Your Traits Disk* and press BUTTON 1 (RETURN). When the program requests it, put a write-protect tab on your traits disk (the "original disk"). Press BUTTON 1 (RETURN).

If you have two disk drives: Put the disk you want to copy ("original disk") into drive 1. Put the disk that will accept the information into drive 2. Press BUTTON 1 (RETURN). The copying process takes a few minutes. When the program tells you the disk is copied, put the Design-Ware game disk into drive 1 and press BUTTON 1 (RETURN). You are now back to the *Make Your Own Trait Game* menu.

If you have one disk drive: Copying a disk using just one drive takes much longer. You will have to swap disks many times. The program will tell you how to do this. When the program says the traits disk is copied, put the DesignWare disk into drive 1 and press BUTTON 1 (RETURN).

United States Map
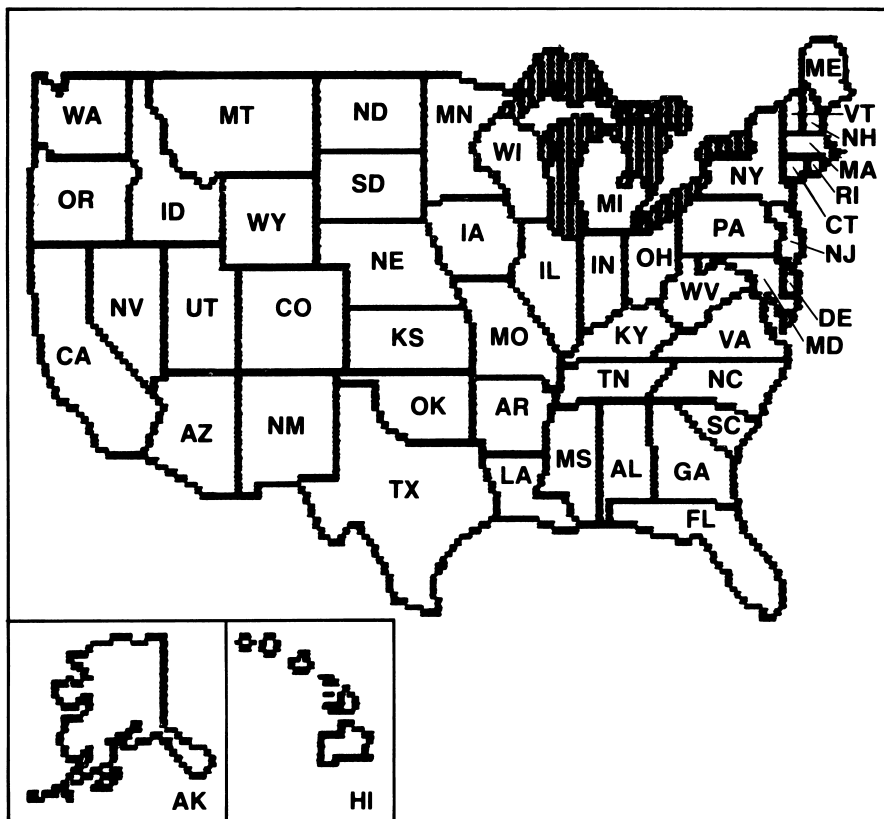
State Abbreviations

AL – Alabama	**LA** – Louisiana	**OH** – Ohio
AK – Alaska	**ME** – Maine	**OK** – Oklahoma
AZ – Arizona	**MD** – Maryland	**OR** – Oregon
AR – Arkansas	**MA** – Massachusetts	**PA** – Pennsylvania
CA – California	**MI** – Michigan	**RI** – Rhode Island
CO – Colorado	**MN** – Minnesota	**SC** – South Carolina
CT – Connecticut	**MS** – Mississippi	**SD** – South Dakota
DE – Delaware	**MO** – Missouri	**TN** – Tennessee
FL – Florida	**MT** – Montana	**TX** – Texas
GA – Georgia	**NE** – Nebraska	**UT** – Utah
HI – Hawaii	**NV** – Nevada	**VT** – Vermont
ID – Idaho	**NH** – New Hampshire	**VA** – Virginia
IL – Illinois	**NJ** – New Jersey	**WA** – Washington
IN – Indiana	**NM** – New Mexico	**WV** – West Virginia
IA – Iowa	**NY** – New York	**WI** – Wisconsin
KS – Kansas	**NC** – North Carolina	**WY** – Wyoming
KY – Kentucky	**ND** – North Dakota	

Western U.S. Map
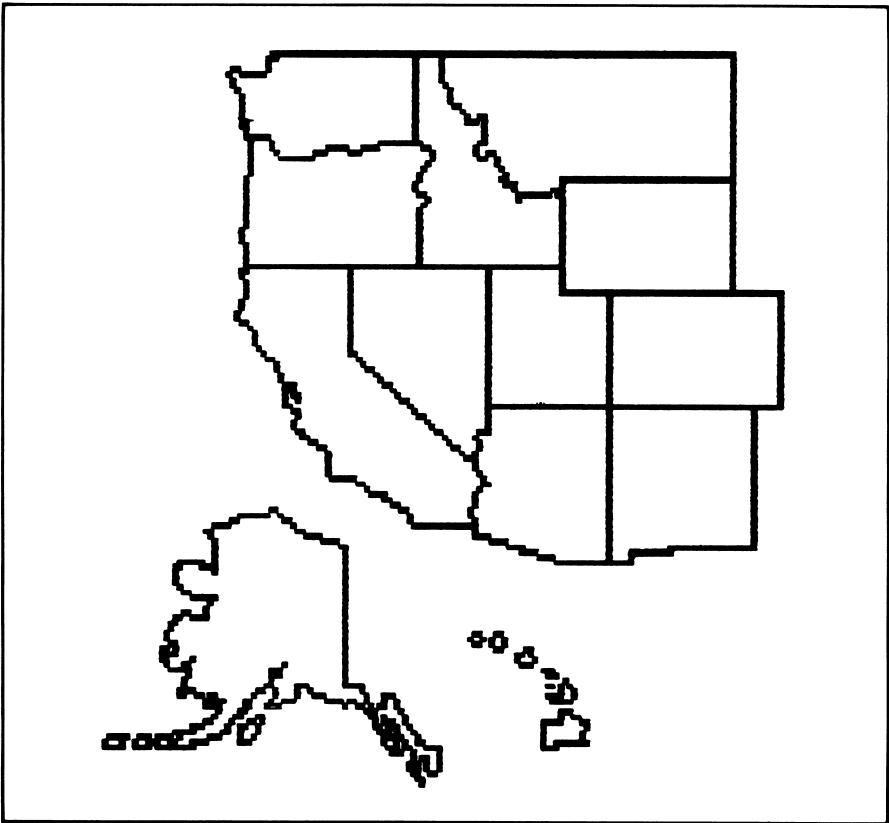
Facts for My Own Data Base

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Central U.S. Map
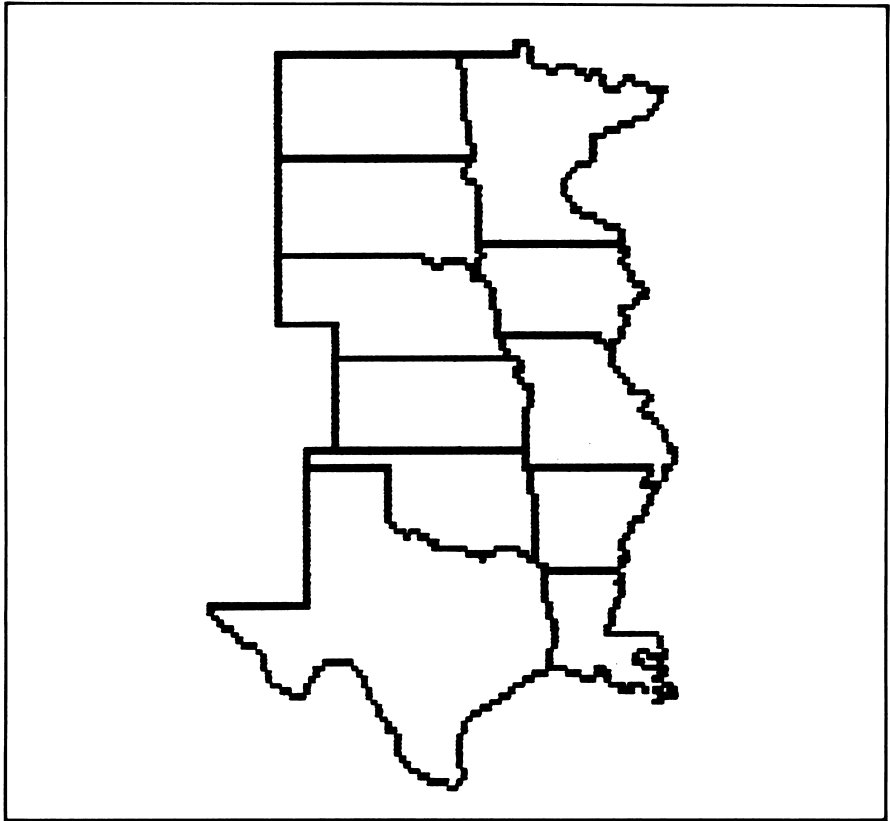
Facts for My Own Data Base

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Southeast U.S Map

Facts for My Own Data Base

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Northeast U.S. Map
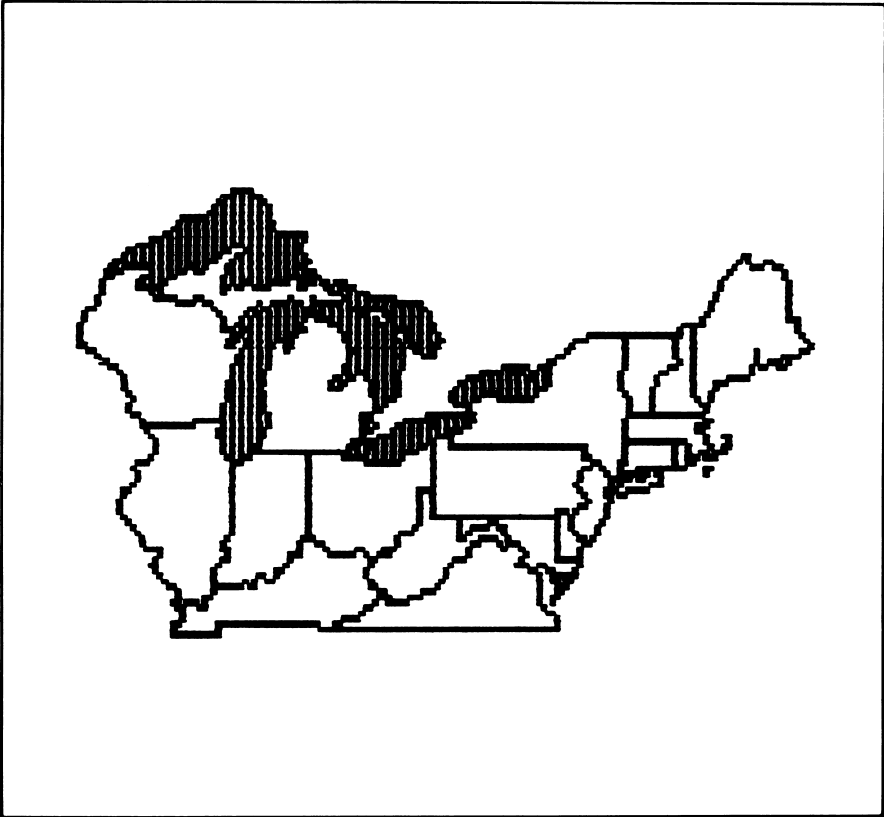
Facts for My Own Data Base

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Joystick/Keyboard Guide

	APPLE		ATARI		IBM		COMMODORE 64	
	Keyboard	Joystick	Keyboard	Joystick	Keyboard	Joystick	Keyboard	Joystick

MENU

	APPLE		ATARI		IBM		COMMODORE 64	
Move to Option	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Select Option	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Exit	ESC or "Exit" + RETURN	BUTTON 2 or "Exit" + BUTTON 1	ESC or "Exit" + RETURN	ESC or "Exit" + BUTTON 1	ESC or "Exit" + ENTER	BUTTON 2 or "Exit" + BUTTON 1	f1 key or "Exit" + RETURN	

GAMES

	APPLE		ATARI		IBM		COMMODORE 64	
Start Turn	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Move Arrow	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Indicate Answer	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Exit	ESC or Exit box + RETURN	BUTTON 2 or Exit box + BUTTON 1	ESC or Exit box + RETURN	ESC or Exit box + BUTTON 1	ESC or Exit box + ENTER	BUTTON 2 or Exit box + BUTTON 1	f1 key or Exit box + RETURN	f1 key or Exit box + BUTTON 1

DATA ENTRY

	APPLE		ATARI		IBM		COMMODORE 64	
Move Arrow	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Scroll List	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Switch Between *See List* and *Change*	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Move Cursor to Edit	Arrow keys only		Arrow keys only		Arrow keys only		CRSR keys only	
Erase Mistakes	Left arrow + Space Bar or DELETE		Left arrow + Space Bar or DELETE		Left arrow + Space Bar or BACKSPACE		Left arrow + Space Bar or INST DEL	
End Traits Entry	RETURN		RETURN		ENTER		RETURN	
"Drop" Symbol on map	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Capitalize	Apple II+: CTRL & A, then letter Other Apple: SHIFT & letter		SHIFT & letter		SHIFT & letter		SHIFT & letter	

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