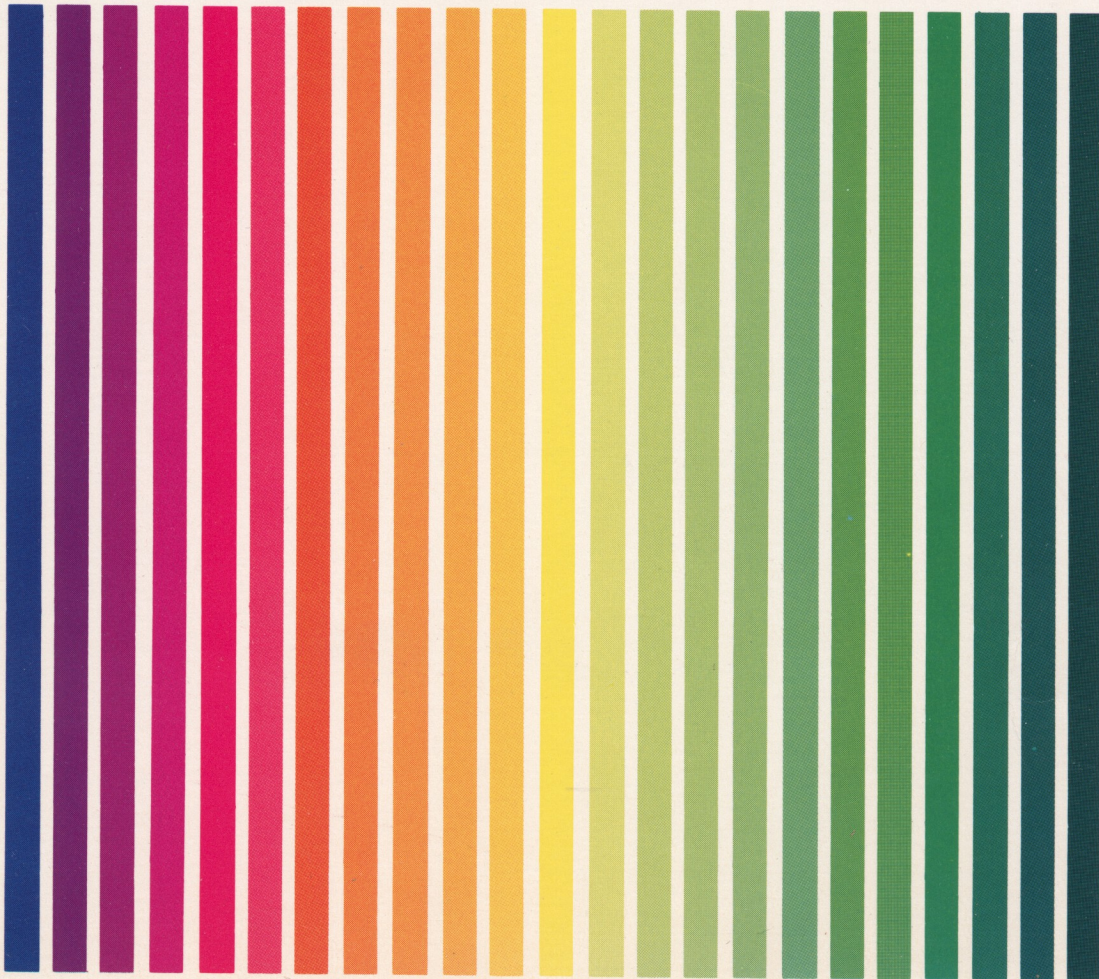# APX

ATARI® PROGRAM EXCHANGE

Bob Polaro   March 1982

PRESCHOOL GAMES

<u>DISKETTE</u> (APX-20006)
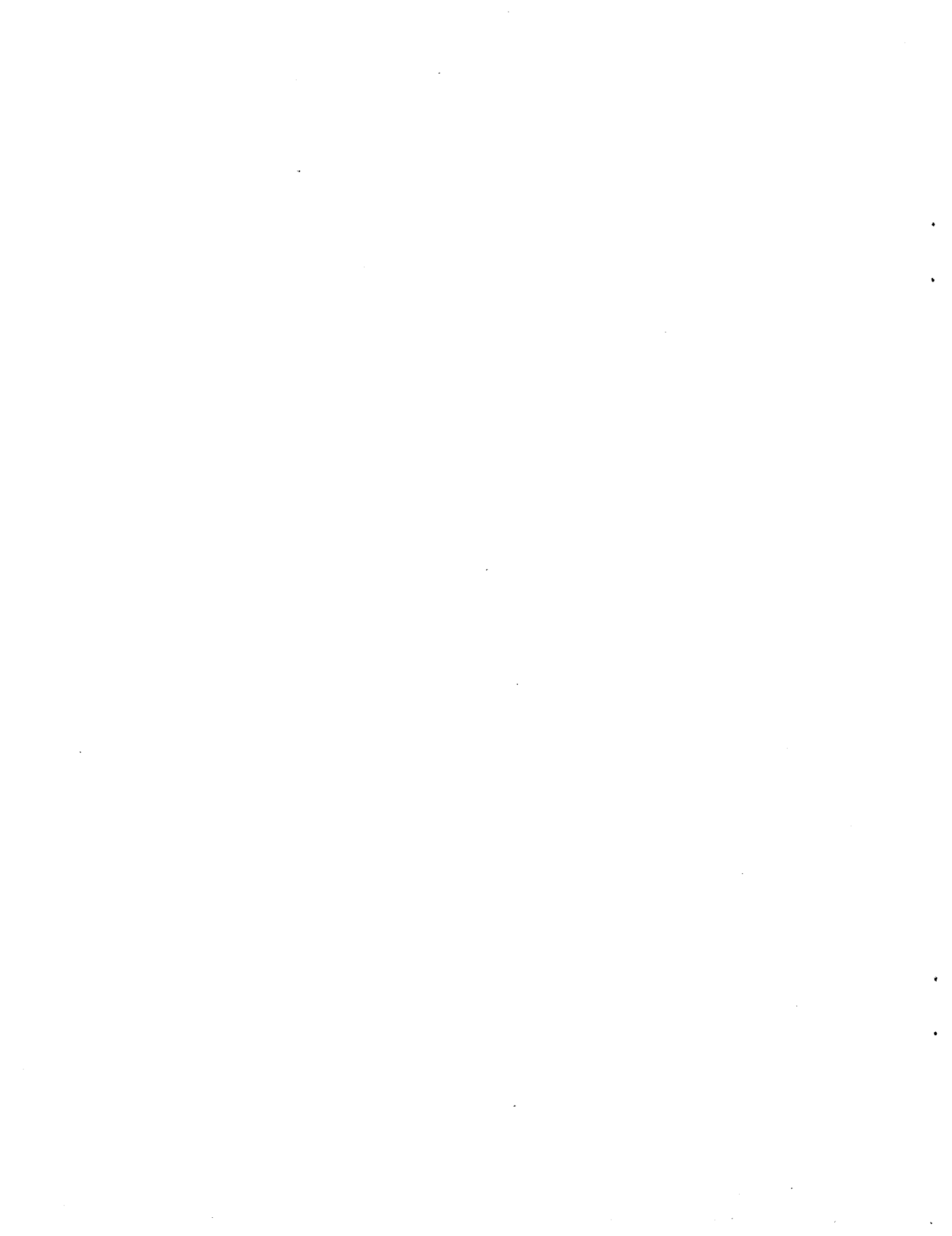REQUIRES: 16K RAM

User-Written Software for ATARI Home Computers

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PRESCHOOL GAMES

<u>DISKETTE</u> (APX-20006)
REQUIRES: 16K RAM

PRESCHOOL GAMES

by

Bob Polaro

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INTRODUCTION

OVERVIEW

PRESCHOOL GAMES comprise a set of eight games played with a keyboard controller. Some games have one- and two-player versions; others are for one player only. The games introduce youngsters to basic game concepts and skills. Some resemble traditional children's games. Another resembles a popular preschool toy.

Young children will need an older child or an adult to guide them through these instructions and the games themselves.

REQUIRED ACCESSORIES

16K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive
A set of ATARI Keyboard Controllers

GETTING STARTED

1. Plug your keyboard controllers into the first and second controller jacks of your computer console. (If you're using just the one-player versions, then use the first controller jack on your console.)

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

3. Turn on your disk drive and insert the game diskette.

4. Power up your computer and turn on your video screen.

5. At the READY prompt, load a game into RAM by typing one of these commands:

```
RUN "D:TICTACTO"
        :TOUCHME"
        :PIANO"
        :COUNTING"
        :BATTLE"
        :ROCKSCIS"
        :MUSICAL"
        :SONDBOX"
```

Pick the file name for the game you want to play. (If you have more than one disk drive, indicate the drive number before the file name, e.g., RUN "D2:BATTLE" for disk drive two.)

6. To play a different game, press the BREAK key and then use the appropriate RUN command described in step 5.

TIC-TAC-TOE

(To load this game, type RUN "D:TICTACTO".)

The first player to place three stars in a row (vertically, horizontally, or diagonally) wins.
Press the OPTION key to select a one-player or two-player version. In the one-player version,
you play against the computer. The number of players displays above the rows of squares. Then
press the START key to begin playing.

Player one uses the keyboard controller plugged into the first controller jack, and player two
uses the keyboard controller plugged into the second controller jack. The screen displays
three rows. Each row has three small squares. Place a star by pressing the keyboard controller
button matching the position on the screen. Use buttons one through nine. The positions are:

```
          1        2        3
          x        x        x

          4        5        6
          x        x        x

          7        8        9
          x        x        x
```

Player one's stars are white and player two's (or the computer's) stars are blue.

To play the same version again, press the START key twice. To change the number of players,
press the START key once, then press the OPTION key until the right number of players
displays, and then press the START key again.

TOUCH-ME^{tm}

(To load this game, type RUN "D:TOUCHME".)

In this game, you reproduce a series of tones, starting with one and building up to 8 or 16 tones. Press the OPTION key to choose 8 or 16 tones in the series, and then press the START key to begin playing.

The screen contains four squares. As the computer plays a tone, a blue or white star displays in one of the squares (the color of the stars alternates to help you remember the sequence). When the computer stops playing tones, repeat the tones in the same order To reproduce a tone, press the keyboard controller button matching the location of the star. Use these buttons:

1	3
x	x
7	9
x	x

If you press the wrong button, or if you take longer than ten seconds to press a button, the computer buzzes and then repeats the tones to let you try again. You have three chances to repeat each sequence. As you successfully repeat a series of tones, the computer adds another note to the series. The number of tones you're trying to repeat displays above the squares. If you repeat all 8 or 16 tones correctly, you win!

To play the same version again, press the START key twice. To change the number of tones, press the START key once, then press the OPTION key until the right number of tones displays, and press the START key again.

PIANO

(To load this program, type RUN "D:PIANO".)

Compose a tune using any of nine notes and have the computer play the tune back to you. Press the OPTION key until the message YOU PLAY displays. Then press the START key.

To create your tune, press the keyboard controller buttons. Each button represents a different note on the C major scale (with an extra B note), as shown here (the note is in parentheses below each star):

```
        1          2          3
        *          *          *
       (C)        (B)        (A)


        4          5          6
        *          *          *
       (G)        (F)        (E)


        7          8          9
        *          *          *
       (D         (C)        (B)
```

Hold down a button as long as you want your note to last. When you press a button, its note displays on the screen as a blue star.

To hear the computer play back your tune, press the START key, then press the OPTION key until the message PIANO PLAYS displays, and then press the START key again. You can have the computer play back your tune as many times as you want by reselecting the PIANO PLAYS option and pressing the START key. But once you select the YOU PLAY option and press the START key, the computer forgets your previous tune.

Each time you want to create a new tune, press the START key, then press the OPTION key until the message YOU PLAY displays, and press the START key again.

COUNTING

(To run this program, type RUN "D:COUNTING".)

Count the number of notes the computer plays, or enter a number and have the computer play a tune with that number of notes.

To count the number of notes the computer plays, press the OPTION key until the message COMPUTER FIRST displays, and then press the START key. The computer will play a short tune (up to nine notes) and it will display a blue or white star in one of the four squares on the screen for each note it plays. Count the number of notes in the tune (or you can count the number of stars it displays) and press the matching keyboard controller button. For example, if the tune has five notes, press the button marked 5. The game continues automatically. The computer keeps track of your total correct and wrong answers at the top of the screen.

To enter a number and have the computer play a tune with that number of notes, press the OPTION key until the message YOU FIRST displays, and then press the START key. Pick a number by pressing a button between one and nine on your keyboard controller. Your number displays in the center of the screen and then you see a blue or white star as each note plays. Play more tunes by pressing a keyboard controller button and then listening to the results!

To change games, press the START key, pick the OPTION you want, and press the START key again.

BATTLESHIP

(To load this program, type RUN "D:BATTLE".)

Guess the secret location of the enemy's battleship before the enemy guesses your ship's
secret location and you win!

Use the OPTION key to select a one-player or a two-player version. In the one-player version,
you play aganst the computer. Then press the START key to begin playing.

ENTERING YOUR SHIP'S SECRET LOCATION

First, each player presses a keyboard controller button between one and nine to choose a
secret location for his or her battleship. The buttons match these squares on the screen:

1	2	3
x	x	x
4	5	6
x	x	x
7	8	9
x	x	x

If you're playing against the computer, first the computer enters its secret location.
Enter yours when the message YOU MAKE ENTRY displays above the squares. If you're playng
against another player, the player using keyboard controller one (in the first controller
jack) enters a number when the message PLAYER 1 MAKES ENTRY displays above the squares.
The player using keyboard controller two (in the second controller jack) enters a number
when the message PLAYER 2 MAKES ENTRY displays above the squares. Nothing displays on the
screen when you both enter your ship's locations because they're secret!

FINDING THE ENEMY'S SHIP

Next, you and your opponent take turns trying to guess the location of the other's
battleship. To guess, press a number between one and nine on the keyboard controller to
match a square on the screen. The square you choose changes to a star. If your guess is
wrong, you'll hear a buzz and the star flashes a couple of times, then disappears. Your
opponent then takes a turn at guessing your ship's location. The computer displays a
different set of squares for each player, and the player whose turn it is sees his or her
player number at the top of the screen. Each time one of you guesses, all your previous
guesses display in one color so you won't pick the same square twice; your new guess
displays in a different color. Whoever successfully guesses the other's secret ship
location first is the winner!

To play the same version again, press the START key twice. To play a different version,
press the START key, choose the one-player or two-player version with the OPTION key, and
press the START key again.

ROCK—SCISSORS—PAPER

(To run this program, type RUN "D:ROCKSCIS".)

Try to second-guess your opponent's choice of ROCK, SCISSORS, or PAPER to win!

Press the OPTION key to choose a one-player or two-player version. In the one-player version, you play against the computer. Then press the START key to start playing.

ONE-PLAYER VERSION

When the message MAKE SELECTION NOW displays under the game title, pick a word by pressing a button on your keyboard controller. Use

    1 for ROCK
    4 for SCISSORS
    7 for PAPER

The computer also makes its selection. At this point, you won't see a star next to the words you and the computer pick because they're secret! As the message GET READY displays, each word flashes in pink on the screen and then your choice and the computer's choice display as stars, your star to the left of your word and the computer's star to the right of its word. If you both picked the same word, the game ends in a tie. If you each picked different words, then the winner is the one who picked:

    ROCK over SCISSORS, because a rock can break scissors
    SCISSORS over PAPER, because scissors can cut paper
    PAPER over ROCK, because paper can cover a rock

The game restarts automatically. To change to the two-player version, press the START key, then press the OPTION key until 2 PLAYER displays, and press the START key again.

TWO-PLAYER VERSION

When the message MAKE SELECTION NOW displays under the game title, you each pick a word by pressing a button on your keyboard controllers as follows:

PLAYER 1		PLAYER 2
1	ROCK	3
4	SCISSORS	6
7	PAPER	9

Player one uses the keyboard controller plugged into the first controller jack and player two uses the keyboard controller plugged into the second controller jack.

At this point, you won't see a star next to the words you both pick because they're secret! As the message GET READY displays, each word flashes in pink on the screen and then your choices display as stars. Player one's star is to the left of his or her word

and player two's star is to the right of his or her word. If you both picked the same word, the game ends in a tie. If you each picked a different word, then the winner is the one who picked:

ROCK over SCISSORS, because a rock can break scissors
SCISSORS over PAPER, because scissors can cut paper
PAPER over ROCK, because paper can cover a rock

The game restarts automatically. To change to the one-player version, press the START key, then press the OPTION key until 1 PLAYER displays, and press the START key again.

MUSICAL CHAIRS

(To run this program, type RUN "D:MUSICAL".)

After the computer plays musical chairs, the first person to match the position of the chair taken away with the corresponding button on his or her keyboard controller wins!

Select OPTION 1 to play the version in which the chair taken away displays as a small square and the chairs remaining display as stars. Select OPTION 2 to play the version in which the chair taken away displays as a star and the chairs remaining display as small squares.

Pick your answer on the keyboard controller as follows:

```
1   2   3
*   *   *

4   5   6
*   *   *

7   8   9
*   *   *
```

For example, if you pick OPTION 1 and a small square displays in the middle for the screen, the first player to press button 5 wins. If you press wrong buttons, the computer patiently waits until one of you presses the correct one.

To change versions, press the START key, press the OPTION key until the option you want displays, and press START again.

SOUNDBOX

(To run this program, type RUN "D:SOUNDBOX".)

Press a button between one and nine on your keyboard controller to produce a variety of noises, such as chirping, exploding, drilling, and splashing. (<u>Note</u>. In this game, OPTIONS 1 and 2 are identical.)

PROGRAM OPERATION WARNINGS

If you're trying to change games by pressing BREAK and you find that the computer doesn't respond to your commands, try pressing the SYSTEM RESET key and then entering the RUN command for the game you want.

The timing for selecting some of these games' OPTIONS is very short. You might need to try several times before you succeed in selecting your desired OPTION.
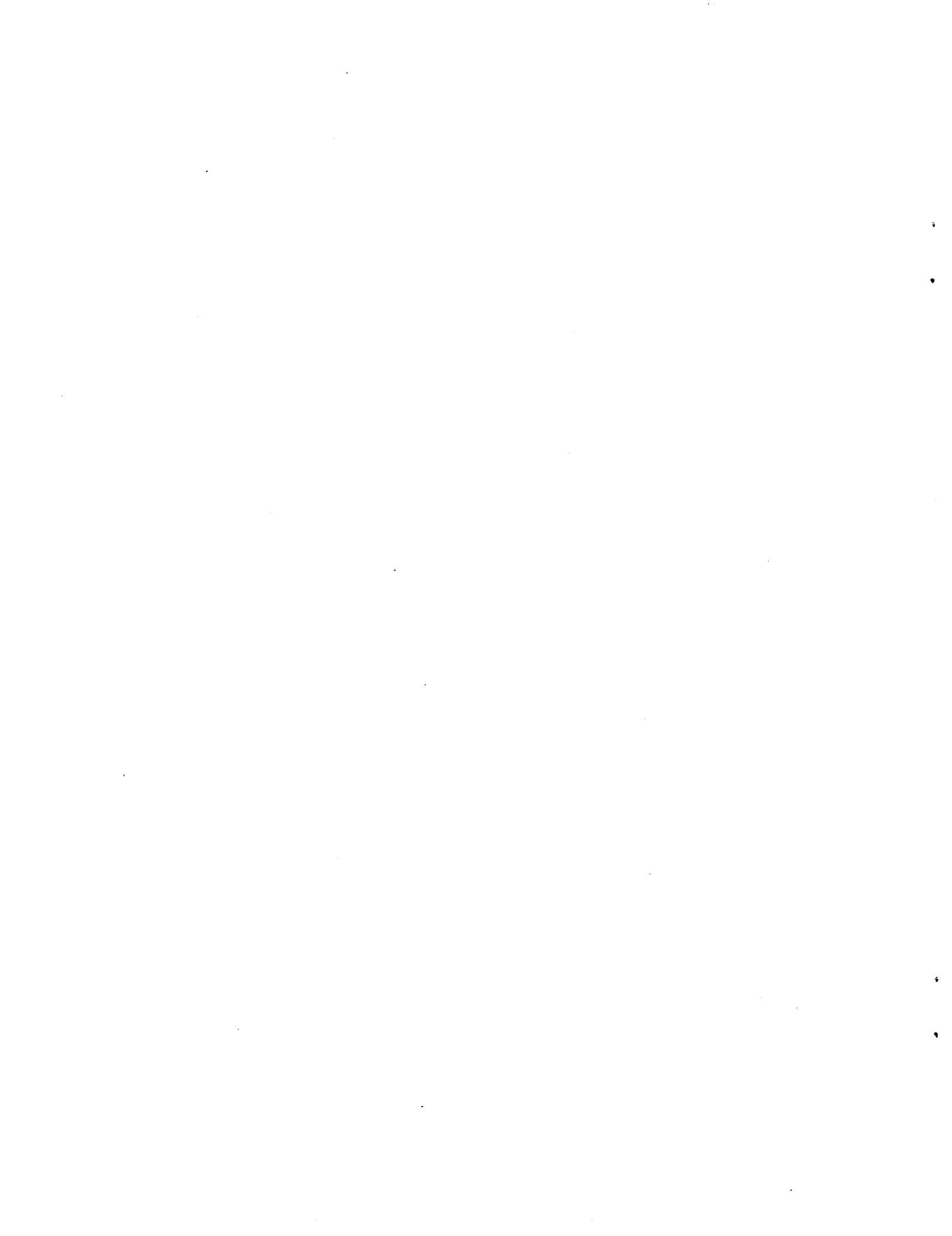
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the product at our option.

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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 and/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 software)
_____ 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 software or user instructions:

_____

_____

_____

_____

_____

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