THE EDUCATOR™

ATARI® 400™
COMPUTER SYSTEM

ATARI 410
PROGRAM RECORDER

ATARI®400/800™
COMPUTING LANGUAGE
BASIC

ATARI®400/800™
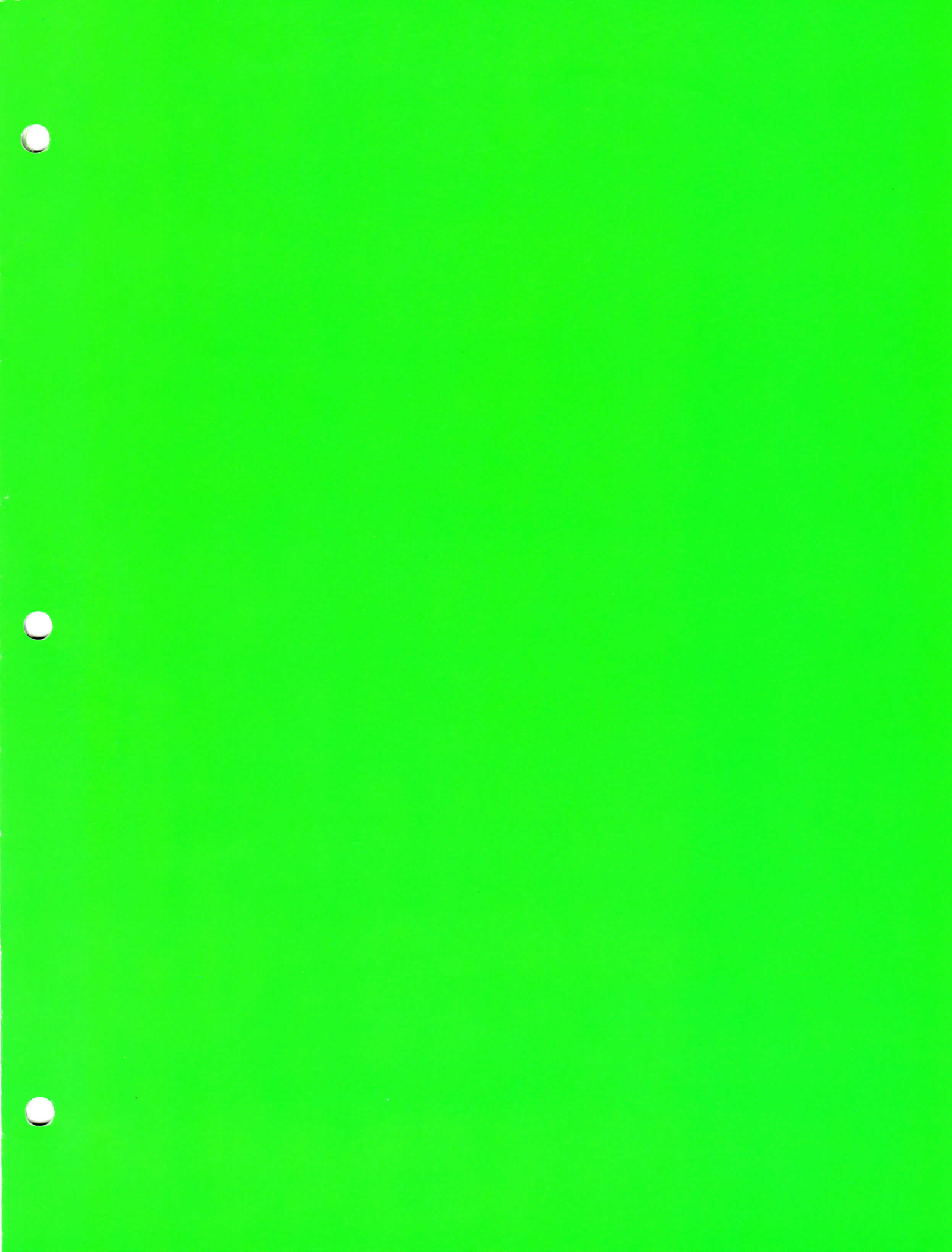COMPUTER PROGRAM CASSETTE
STATES & CAPITALS

OWNER'S GUIDE

ATARI

ATARI®
A Warner Communications Company

Welcome to the fascinating world of ATARI® 400™ Computer education! In just a few minutes, you'll have your new computerized classroom up and running. We'll go through the process step by step. If you get lost for any reason, just turn everything off and start over from the beginning.

INSTALLATION

1 Unpack all of your equipment and read *The Basic Computer*™ *Owner's Guide.* Follow the ten steps for installing the TV Switch Box and connecting the computer console. Make sure the TV Switch Box is set to **Game** or **Computer,** that the TV is tuned to channel 2 or 3 and that the channel select switch on the computer is set to the same channel.

2 Plug the 13-pin cord from the ATARI 410™ Program Recorder into the connector on the right side of the computer. The plug only fits into the connector one way, so look carefully. Then, plug the Program Recorder's power cord into a wall socket.

3 Push the door release lever down to raise the cartridge door.

4 Insert the ATARI BASIC Computer Language cartridge into the computer, with the label facing you. Press down firmly on the cartridge until it snaps into place. Then, close the cartridge door. Be sure the door snaps shut.

Now you're ready to load the States & Capitals program. You won't have to do these installation steps any more, even after you turn your equipment off when you're finished playing States & Capitals. Just start with Step 5 on the next page.

LOADING THE STATES & CAPITALS PROGRAM

5 Turn on the power to your TV and to the computer. The screen will display the word READY.

6 Press the Stop Eject button on the Program Recorder to open the lid. Slide the States & Capitals program cassette into the plastic guides on the lid, with Side 1 of the tape facing up. Close the lid when the tape is positioned.

7 Press the Rewind button on the Program Recorder to rewind the tape fully. When the tape stops moving (you can see it through the clear plastic lid), press the Stop Eject button to stop the tape motor.

8 Type the word CLOAD on the computer keyboard and press the RETURN key. You will hear a buzz, and you will see the word CLOAD displayed on the TV screen.

**9** Press the Play button on the Program Recorder. Nothing happens quite yet.
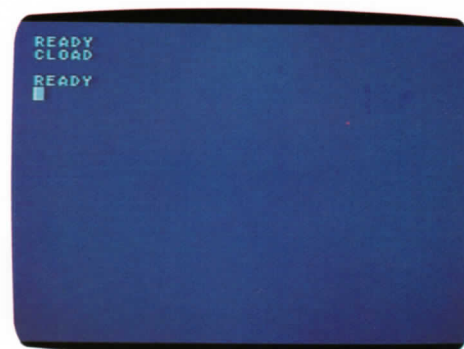
10 Now press the RETURN key on the computer keyboard a second time. The tape will begin moving as it loads the program into the computer's memory. Be patient. After several seconds you will hear a series of buzzes. When these sounds stop, the tape will also stop moving and the TV screen will display the word READY again.

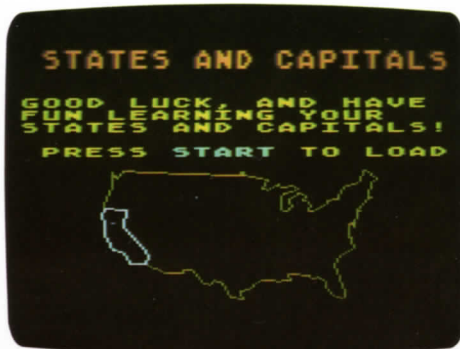**11** Type the word RUN on the computer keyboard and press the RETURN key. The ATARI logo is displayed on the screen, and you'll hear a buzz. The tape will again begin moving. After a few seconds, you'll hear the announcer describe the program. Turn up the volume on your TV if the sound track is hard to hear.

PLAYING STATES & CAPITALS
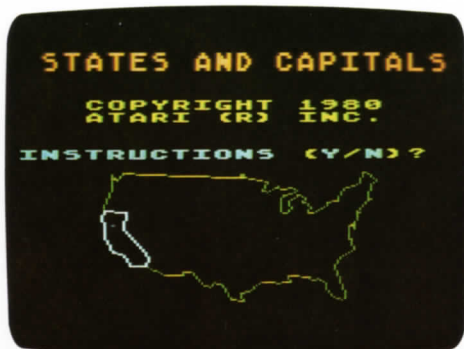
12 When the tape stops moving, an outline of the United States is displayed on the screen. The state of California will be highlighted and the computer will ask the question, INSTRUCTIONS (Y/N)?

13 Type the letter Y (for "yes") on the computer keyboard. This will cause the first screen of instructions to be displayed.

14 Press the RETURN key to see the next screen of instructions. Keep pressing the RETURN key after each screen of instructions, until you come to the screen that says "GOOD LUCK, AND HAVE FUN LEARNING YOUR STATES AND CAPITALS!"

15 Press the START key on the right side of the computer keyboard. First, there will be a buzz. Then, the tape will start moving again and music will be heard. After a few minutes, the music and tape stop, and the first state in the quiz is displayed.

16 Type the name of the state on the computer keyboard and press the RETURN key. The computer tells you whether you are right or wrong, and then it asks for the name of the capital city. If you make a mistake during typing, just press the DELETE BACK S key and type the name over again before you press the RETURN key.
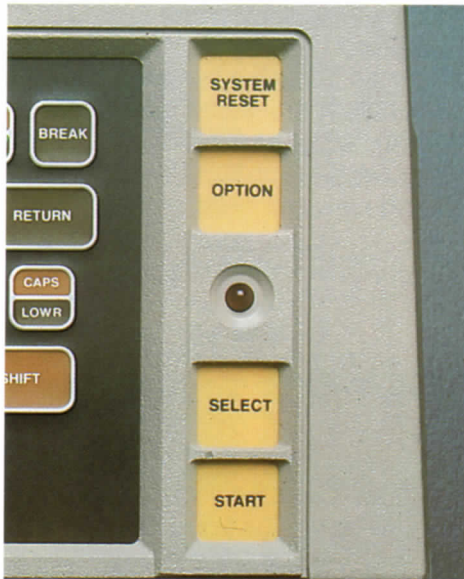
17 Type the name of the state's capital city on the computer keyboard and press the RETURN key. (The city's location is indicated by the blinking dot on the screen.) The computer again tells you whether you were right or wrong. Then, it displays your score of correct answers at the top of the screen.

20 Once you know how States & Capitals works, use Side 2 of the tape cassette. It's the same as Side 1, except that it skips instruction steps 12 through 15 and loads faster.

18 The computer will go on to the next state and ask for its name. Keep entering the names of the displayed states and capitals until you've done all 50. If you don't know an answer, just press the `RETURN` key. If you want to start all over again, press the `START` key on the right side of the key-board.

19 To stop playing States & Capitals, press the Stop Eject button on the Pro-gram Recorder. Then, press the Rewind button. After the tape is fully rewound, press the Stop Eject button again to stop the tape motor, and eject the tape by pressing the Stop Eject button one more time.

PROGRAMMING
IN ATARI BASIC

Y ou can actually write your own computer programs, because your Educator Kit comes with an ATARI BASIC Computing Language cartridge.

Using the ATARI BASIC programming language, you can create powerful programs for checkbook balancing, budget projections, colorful graphic displays and musical games. You can even create your own computer quizzes that ask questions and respond to answers in all sorts of ways.

Here's a sample of what you can do with ATARI BASIC:

1. Turn off your computer to clear the memory. Then, turn it (and your TV) back on again. The word READY is displayed on the screen.
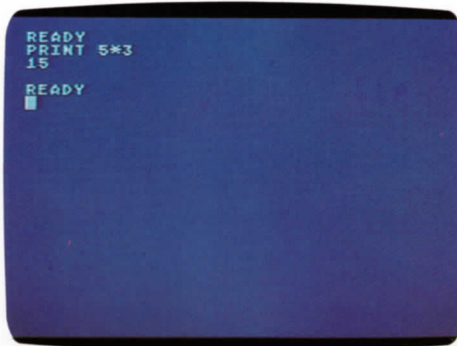

2. Type the following characters and press the RETURN key:

PRINT 5*3

You should see the answer to this multiplication problem (5 × 3) displayed immediately. Try some other addition (+), subtraction (−), multiplication (*) or division (/) problems of your own. Just begin with the word PRINT and follow it with the calculation. For example, to divide 100 by 6, type PRINT 100/6 and press the RETURN key.

3. Now, try entering the BASIC program listed below. Don't forget to press the RETURN key at the end of each line. If you make a mistake typing, press the DELETE BACK S key to backspace, or turn the computer off and on again to start over.

    10 FOR I=0 TO 32
    20 SOUND 0,I*5,0,I/2
    30 POSITION I,10
    40 PRINT "*>ATARI>"
    50 NEXT I

4. Type the word RUN and press the RETURN key. An ATARI rocket will streak across your TV screen with a blast of noise! To clear the screen and make the rocket streak across again, press SYSTEM RESET and type RUN again.
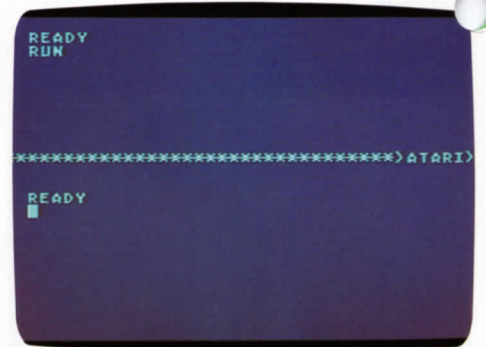
5. Good luck, programmer! You're on your way to new discoveries.

If you want more help getting started, your local ATARI Computer dealer has an excellent book that explains how to use the ATARI BASIC programming language. It's called *ATARI BASIC, A Self-Teaching Guide* (Wiley, 1979), and it's very easy to read. Once you've gained some experience in programming, you may also want to get the *ATARI BASIC Reference Manual.*

Your dealer also has three cassette programs that teach you programming in simple tutorial steps, just like States & Capitals teaches you about our country. These cassettes are called:

An Invitation to Programming™ 1
An Invitation to Programming™ 2*
An Invitation to Programming™ 3*

*Available soon.

States & Capitals is just one of many exciting and educational computer games you can play on your new ATARI 400 Computer System. There's lots more available at your nearby ATARI Computer dealer, including:

Biorhythm
Blackjack
Conversational French
Conversational German
Conversational Italian
Conversational Spanish
Energy Czar™
European Countries & Capitals
Graph It™
Hangman
Kingdom™
Music Composer™
Scram™ (A Nuclear Power
    Plant Simulation)
Statistics 1
Touch Typing

You can also put your computer to work for you in many other fascinating ways. The following kits are just a few of the many possibilities.

If you'd like to expand your system even more, the *ATARI Personal Computer Product Catalog,* available from your local ATARI Computer dealer, explains how many other ATARI products can enhance your computer.

MORE SPECIALLY PRICED KITS FOR THE BASIC COMPUTER™

THE ENTERTAINER™

Insert the Star Raiders™ cartridge and become a Starship Commander! Arm your attack computer, jump through hyperspace and battle the attacking Zylon fighters!

The Entertainer kit comes with a pair of joystick controllers and two of the world's most exciting computer games—Star Raiders and Missile Command.™ To play Star Raiders, all you do is insert the cartridge, plug in a joystick and get ready for high-speed combat.

Many other exciting computer games for your ATARI Computer are available now or will be available soon.

Asteroids™
Space Invaders[1]
Super Breakout®
3-D Tic-Tac-Toe
Video Easel™
Basketball
Computer Chess

THE PROGRAMMER™

Even if you've never written a program before, the Programmer kit will have you writing BASIC programs in just a few minutes. After that, the possibilities are limitless—you can solve business or scientific problems, invent your own games or even compose music.

The Programmer comes with an ATARI BASIC Computer Language cartridge, the *ATARI BASIC Reference Manual* and the *ATARI BASIC Self-Teaching Guide* that teaches you how to program in easy-to-follow steps.

(1) Trademark of Taito America Corporation
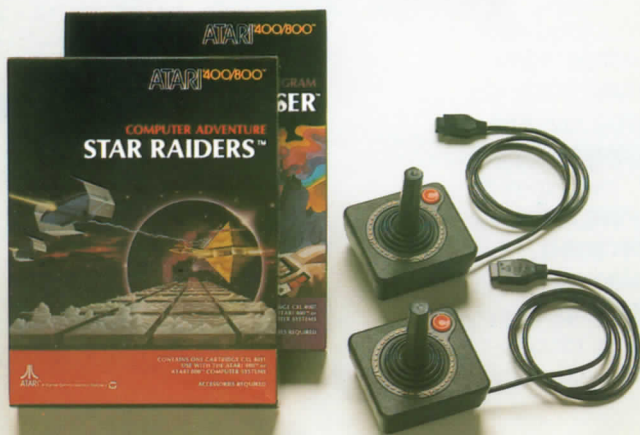
THE COMMUNICATOR™

The Communicator kit can tap into some of the biggest electronic brains in the world! Get the news hot off the wire or have The Communicator print your stock prices right on your TV screen. You'll also be able to get electronic mail, games and even "talk" to other users.

The Communicator kit comes with a TeleLink™ 1 cartridge, an ATARI 850™ Interface Module and an ATARI 830™ Acoustic Modem so you can send and receive information over any standard telephone. You also receive a free hour of connect time to the DOW JONES INFORMATION SERVICE, the COMPUSERVE INFORMATION SERVICES and THE SOURCE, AMERICA'S INFORMATION UTILITY,* so you can see the many fascinating kinds of information the computer can give you.

*THE SOURCE and AMERICA'S INFORMATION UTILITY are service marks of Source Telecomputing Corporation, a subsidiary of The Reader's Digest Association, Inc.

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