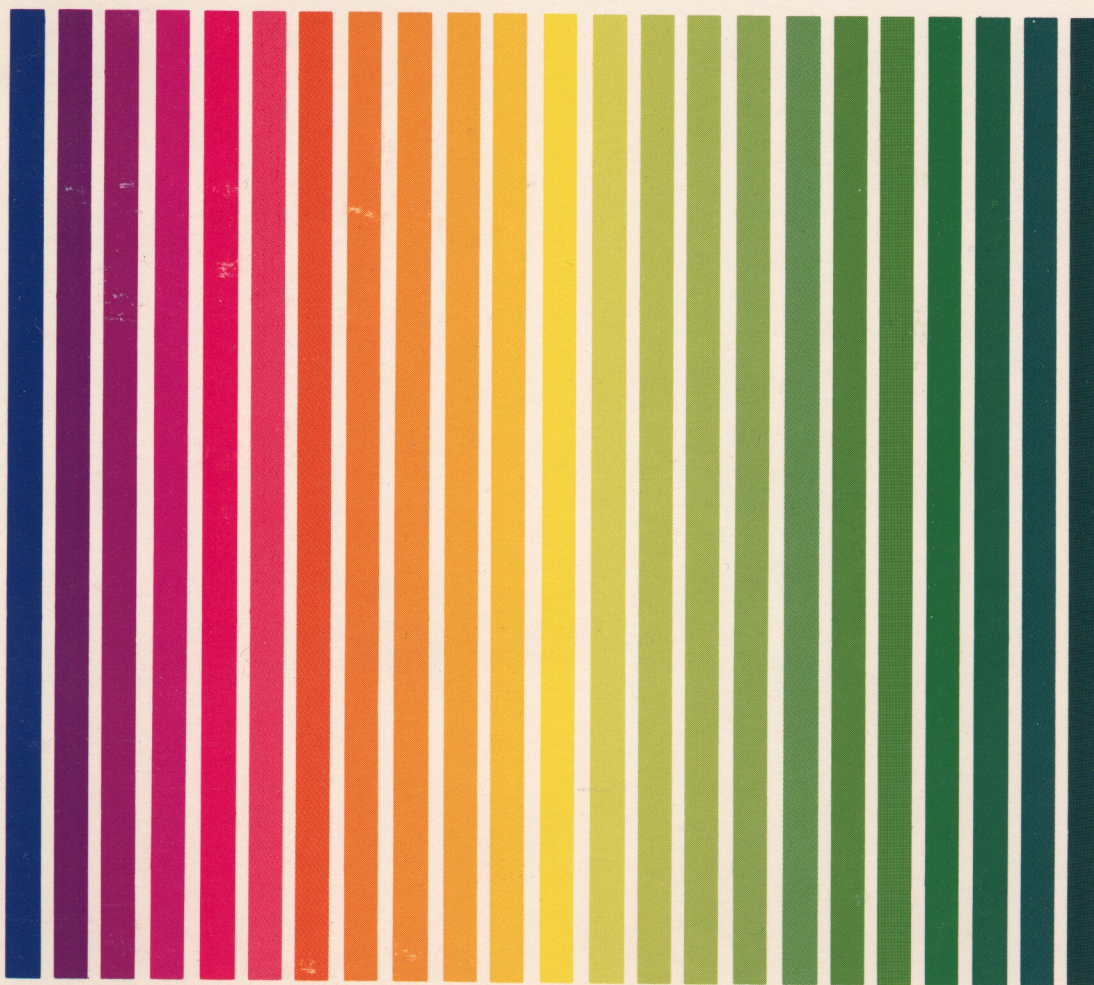# CPX

ATARI® PROGRAM EXCHANGE

Fernando Herrera

MY FIRST ALPHABET

APX-20083

March 1982

User-Written Software for ATARI Home Computers

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by

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INTRODUCTION

OVERVIEW

MY FIRST ALPHABET is a unique teaching book. It's a collection of 36 high-resolution
pictures that will enchant children and adults alike. At the touch of a key, you'll see a
parade of colorful, artistically designed graphics pictures, each one representing a
letter of the alphabet or a number. Music and color provide fun and enjoyment for the eye
and the ear while your child's mind acquires new concepts. He or she will master objects
and songs, letters and numbers, shapes and colors quickly with MY FIRST ALPHABET. The
educational philosophy behind MY FIRST ALPHABET is that of association and pattern
recognition, rather than of repetitious drilling.

This automatically loaded program is very easy to use. You control all features of the
program with just two buttons—SELECT and START. You can't hurt the program by pressing
the wrong keys and you never wonder what to do next. MY FIRST ALPHABET will either take
the next step automatically or tell you what to do.

REQUIRED ACCESSORIES

24K RAM
ATARI 810 Disk Drive
ATARI BASIC Language Cartridge

CONTACTING THE AUTHOR

Users wishing to contact the author about MY FIRST ALPHABET may write to him at:

       74-12 45th Avenue
       Elmhurst, NY 11373

or call him at:

       212/639-7766

GETTING STARTED

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

2. Turn on your disk drive. (Use disk drive one if you have more than one drive.)

3. When the BUSY light goes out, open the disk drive door and insert the MY FIRST ALPHABET diskette with the label in the lower right-hand corner nearest to you.

4. Turn on your computer and your TV set.

5. The program will automatically load into computer memory and after playing the "Alphabet" song, MY FIRST ALPHABET's menu will display on your TV screen.

USING THE SELECT AND START KEYS

Use the SELECT button to <u>select</u> an option from the menu or to <u>return</u> to the menu when you want to select another option.

Use the START button to <u>start</u> your selected option or to <u>carry out</u> prompts displayed on the screen.

The functions of these two keys are easy to grasp and will soon become natural to your child. The program also contains many prompts as reminders for which button to use.

USING MY FIRST ALPHABET

MY FIRST ALPHABET greets you with the ALPHABET SONG as it displays each letter of the alphabet and then the program credits. Then the menu displays on a red background. The color and the little creatures to the left of the options help you remember your currently selected option. The options are as follows:

AUTORUN	(green)
SELECTED PICTURES	(white)
LETTERS AND NUMBERS	(white)
LETTERS ONLY	(white)
NUMBERS ONLY	(white)
CALL A PICTURE	(gold)
ALPHABET SONG	(blue)
GRAPHICS EDITOR	(green)

To get started, press the SELECT button. Press it again. Notice that a little creature appears next to a different option each time you press the button. This creature indicates your currently selected option. You might want to use the SELECTED PICTURES and CALL A PICTURE options first and then try the other options.

THE OPTIONS

The WHITE options display a picture and corresponding letter that your child will then locate on the keyboard. The GOLD option lets the child ask for his or her favorite pictures. The BLUE option replays the alphabet tune you heard when MY FIRST ALPHABET loaded into computer memory. The GREEN option at the top of the menu lets the computer automatically run MY FIRST ALPHABET should you ignore it for a minute or two. The GREEN option at the bottom of the menu gives you access to the GRAPHICS EDITOR, if you've also purchased the GRAPHICS EDITOR diskette (for more information, see the discussion under that option). Let's run through each option.

AUTORUN

Press the SELECT button until the creature appears in front of AUTORUN and then press the START button. In this mode pictures, letters, and numbers display and tunes play automatically and indefinitely. This option is ideal for very young children who aren't ready yet to practice using the keyboard. It's also great for display purposes, such as in a shop window.

Whenever MY FIRST ALPHABET is left unattended for about three minutes in any mode, it automatically returns first to the menu and then to AUTORUN.

Press any key to return to the main menu.

SELECTED PICTURES

Press the SELECT button until the creature appears in front of SELECTED PICTURES and

then press the START button. A word of advice to parents—let your child play with these pictures and explore the keyboard freely. If he or she doesn't learn the name of the letters but instead remembers a color or a gold fish, that's just fine! With time, he'll learn all the features of MY FIRST ALPHABET. No need to hurry things.

The program asks you to type letters and numbers. Press as many keys as you want. For reinforcement, you may want to repeat characters. Pressing incorrect keys (that is, keys other than numbers or letters) result only in a buzzing sound; they don't harm the program. To erase a letter or number, use the DELETE/BACK S key. If your child is typing in the characters, remind him to press only one key at a time, to be sure the program takes into account every key pressed.

After typing in all the letters and numbers for which you want the program to draw pictures, press the START button. A picture will start to form magically before your eyes! Try to guess what it is. The little man running across the bottom of the screen is an attention holder for very small children, whose concentration span tends to be limited. The little creature on the left-hand side of the screen reminds you of your current option.

When the little man stops running, the picture is complete. The program then draws a large letter or number in the upper left-hand part of the TV screen. For letters, the bottom text window displays samples of the letter in upper and lower case, along with the word identifying the picture in inverse video and a few other common words beginning with the displayed letter. For numbers, the bottom text window displays the number in arabic and word form and in a phrase.

Now ask your child to press the key on the keyboard matching the one displayed on the TV screen. If he presses an incorrect key, he'll hear a double buzz. Encourage him to keep trying, because once he presses the correct key, he'll be rewarded with music and color! The program then picks another letter or number at random from your list and repeats this sequence until you press the SELECT button to return to the menu instead of pressing a letter or number upon completion of a picture.

LETTERS AND NUMBERS
LETTERS ONLY
NUMBERS ONLY

Press the SELECT button until the creature appears in front of one of these options and then press the START button. These three options work like SELECTED PICTURES, except you don't preselect letters and numbers; the program does it for you.

CALL A PICTURE

Press the SELECT button until the creature appears in front of CALL A PICTURE and then press the START button. Use this option to request particular pictures by pressing the letter or number corresponding to the picture desired. This option is useful for working with your child on letter and number recognition. For example, you can ask him for a C or for a CLOWN.

ALPHABET SONG

Press the SELECT button until the creature appears in front of ALPHABET SONG and then press the START button. Use this option to replay the alphabet tune you heard at the beginning of the program. The program redisplays the alphabet as the tune plays, and then returns you to the menu.

GRAPHICS EDITOR

When you select this option, the program prompts you to "INSERT DISKETTE 2 AND PRESS START". However, this option is usable only if you've purchased the GRAPHICS EDITOR diskette (APX-20085), which is sold separately. Press the SELECT button to return to the menu if you don't want to use this option.

You can use the GRAPHICS EDITOR to create, modify, or merge your own pictures with MY FIRST ALPHABET or with your own BASIC programs. The editor lets you create pictures that might be more meaningful for your particular child. Although the program guides you in creating and editing your pictures, you need programming experience in ATARI BASIC to use the editor. You also need patience to create detailed graphics pictures. The editor produces the image, in real-time, creates the file, stores it on diskette, and retrieves it.

Write or call the ATARI Program Exchange for more information about this product.

THAT'S IT!

MAY YOU AND YOUR CHILD SPEND

MANY HAPPY HOURS TOGETHER ENJOYING

MY FIRST ALPHABET!

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REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is 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 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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ATARI Program Exchange
Attn: Publications Dept.
P.O. Box 50047
60 E. Plumeria Drive
San Jose, CA 95150

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