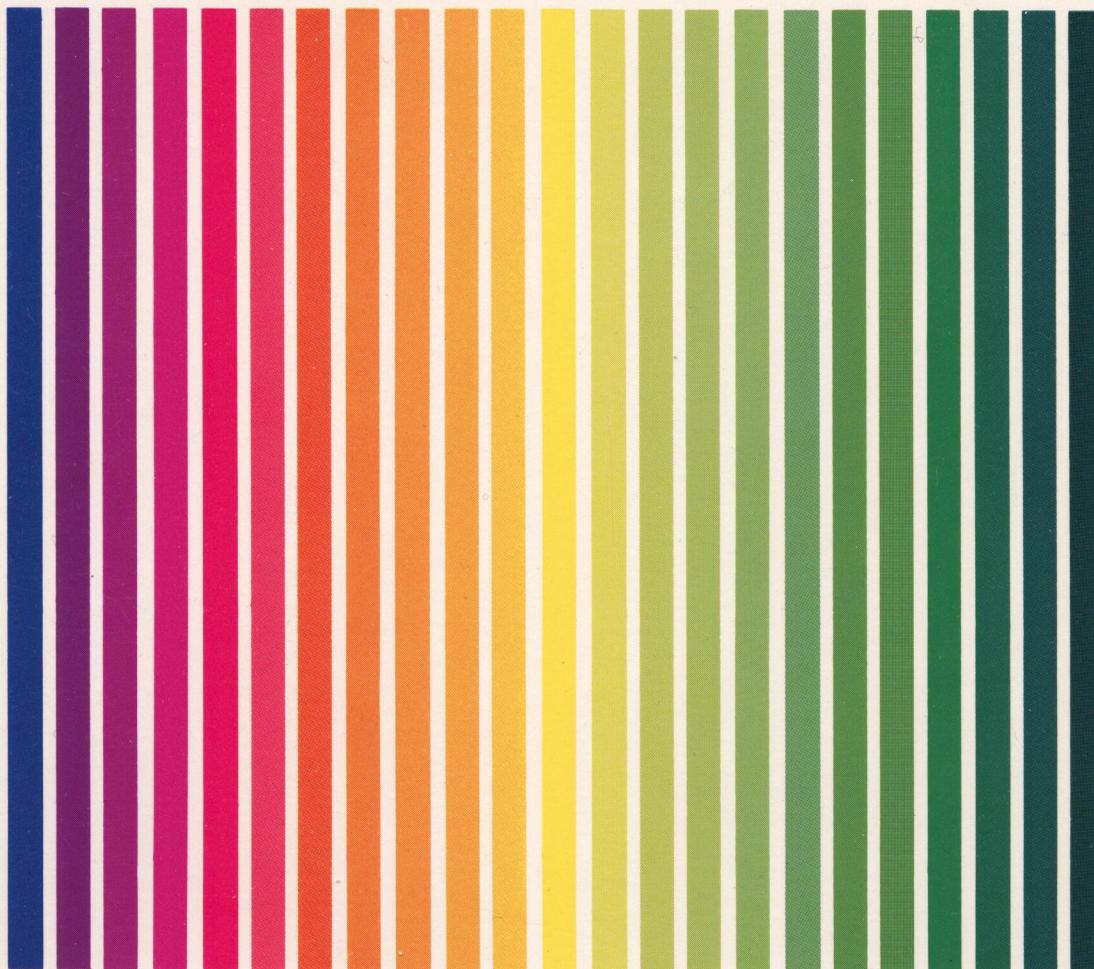


APX ATARI® PROGRAM EXCHANGE



Ingrid Langevin

QUIZ MASTER

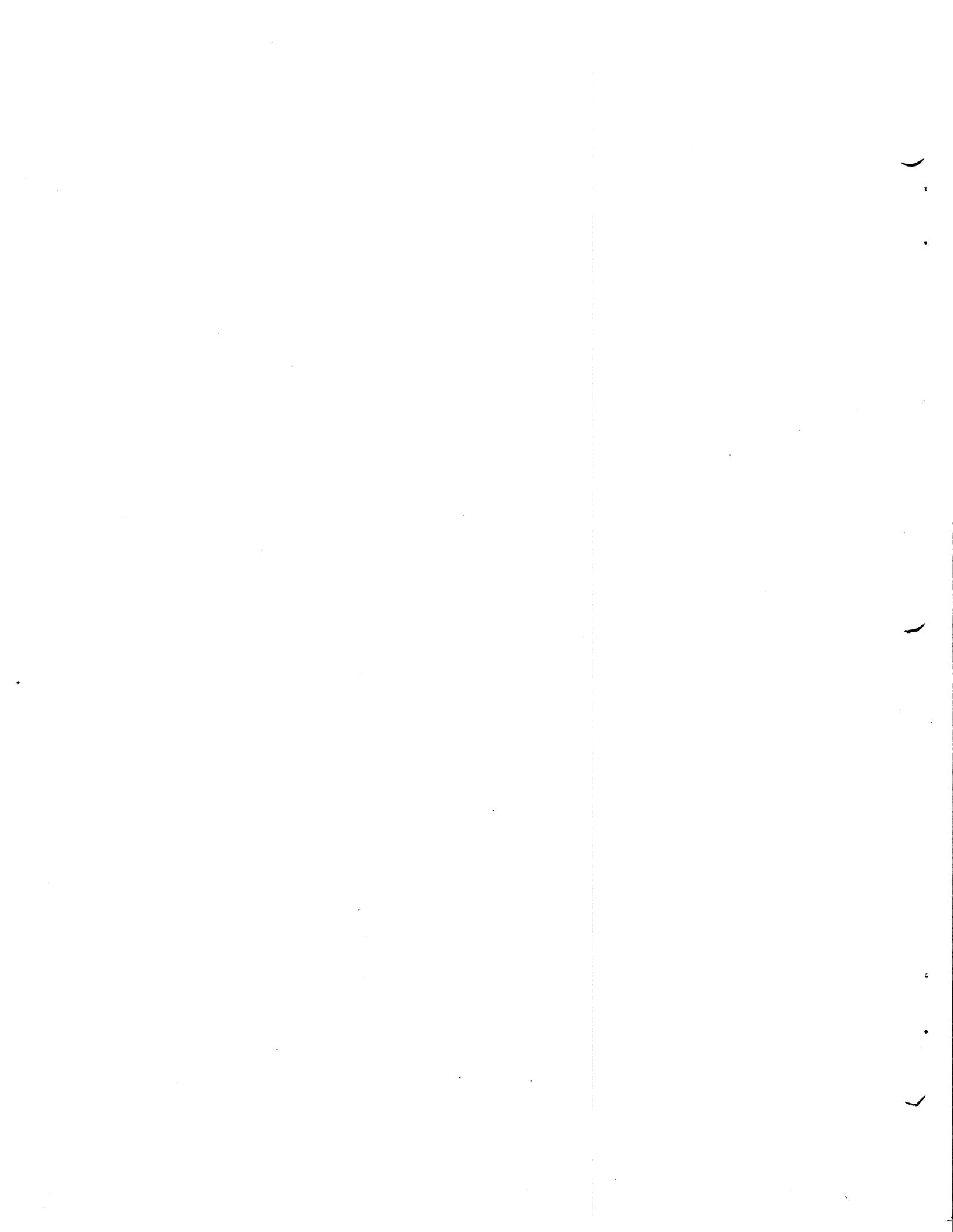
APX-20081

User-Written Software for ATARI Home Computers

Ingrid Langevin

QUIZ MASTER

APX-20081



QUIZ MASTER

by

Ingrid Langevin

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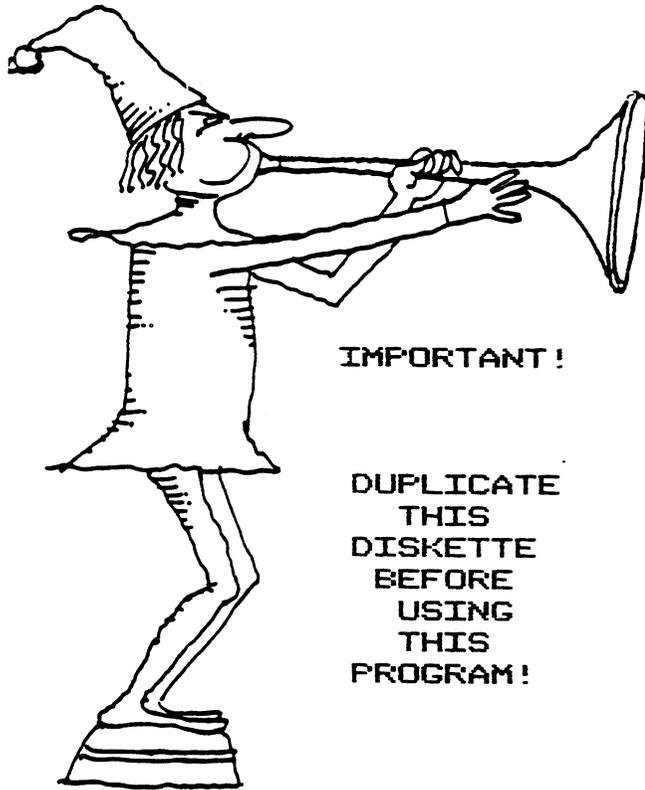
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This APX diskette is unnotched to protect the software against accidental erasure. However, this protection also prevents a program from storing information on the diskette. The program you've purchased involves storing information. Therefore, before you can use the program, you must duplicate the contents of the diskette onto a notched diskette that doesn't have a write-protect tab covering the notch.

To duplicate the diskette, call the Disk Operating System (DOS) menu and select option J, Duplicate Disk. You can use this option with a single disk drive by manually swapping source (the APX diskette) and destination (a notched diskette) until the duplication process is complete. You can also use this option with multiple disk drive systems by inserting source and destination diskettes in two separate drives and letting the duplication process proceed automatically. (Note. This option copies sector by sector. Therefore, when the duplication is complete, any files previously stored on the destination diskette will have been destroyed.)

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INTRODUCTION

OVERVIEW OF QUIZ MASTER

QUIZ MASTER has been designed to enable teachers and parents who are unfamiliar or uncomfortable with programming techniques to nevertheless adapt the ATARI to their own educational purposes. Five CAI quizzes are available (vocabulary review, true or false, and multiple choice with 3, 4 or 5 answers). The teacher or parent makes up a data file for any one of these quizzes by simply answering a series of straightforward queries from the computer, such as "What is WORD #1?", "WHAT IS ITS DEFINITION?", etc. The computer will then store the data file on either tape or disk, according to the instructions it has received, and the data file is immediately accessible for use in running one of the CAI quizzes. Adding questions to a file or deleting questions from a file is just as easy as the original file creation process.

Each data file can hold up to 4000 bytes, and the user will be warned when the size of his file is approaching that limit.

QUIZ MASTER has been tested by computer-naive individuals with excellent results.

REQUIRED ACCESSORIES

ATARI 400 or 800 Computer with 32K RAM
BASIC Language Cartridge
ATARI 810 Disk Drive
TV (either black and white or color)

CONTACTING THE AUTHOR

Users wishing to contact the author may write to her about QUIZ MASTER at:

927 15th Street, NW
Suite 1012
Washington, D.C. 20005-2361

ENTERING INFORMATION

Each time you respond to a prompt for information, press the RETURN key to signal completion of your input. The instructions that follow always assume this step.

GETTING STARTED

PRELIMINARY STEPS

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
2. Turn on your disk drive.
3. When the BUSY light goes out, open the disk drive door and insert the QUIZ MASTER diskette with the label in the lower right-hand corner nearest to you.
4. Turn on your computer and your TV set.

THE FIRST DISPLAY SCREEN

The title screen will read:

QUIZ MASTER

After about 3 seconds the screen display will change to:

YOU MAY EITHER:

- (1) RUN A QUIZ
- (2) CREATE, ADD TO OR EDIT A DATA FILE

ENTER YOUR SELECTION

1. If you enter 1, the screen display will change to:

THE FOLLOWING QUIZZES ARE AVAILABLE:

- (1) VOCABULARY REVIEW
- (2) TRUE OR FALSE
- (3) MULTIPLE CHOICE

ENTER THE NUMBER CORRESPONDING TO YOUR SELECTION

Enter the number of the quiz you want to run and then refer to the section of Part I of this manual which describes running a quiz of that type.

2. It is suggested that you run the DEMO quiz for each type quiz available before you make up a quiz data file of your own. When you are ready to make up your own data file, select option 2. The screen display will change to:

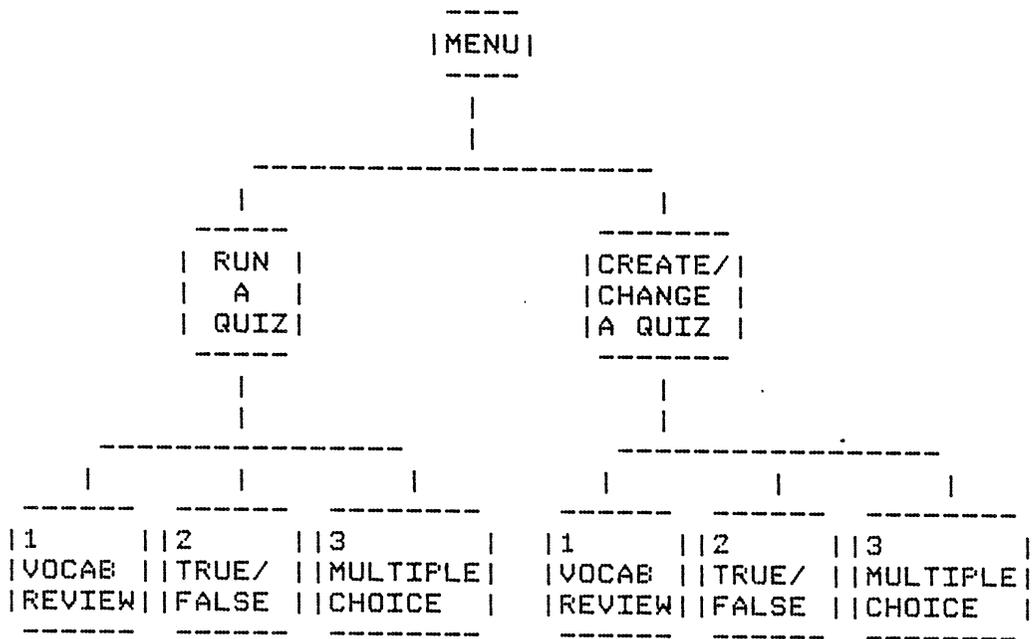
FOR WHICH OF THE FOLLOWING QUIZZES DO YOU WISH TO CREATE OR CHANGE
A FILE?

- (1) VOCABULARY REVIEW
- (2) TRUE OR FALSE
- (3) MULTIPLE CHOICE

ENTER THE NUMBER CORRESPONDING TO YOUR SELECTION

Choose the number corresponding to your selection and then refer to the section of Part II of this manual which describes creating or changing a data file for the type of quiz you have selected.

STRUCTURE OF QUIZ MASTER



PART I

RUNNING A VOCABULARY REVIEW QUIZ

You may run a quiz based on any existing vocabulary review file stored on either disk or tape.

The first display screen will read:

Is the data file you want stored on:]

tape (1)
disk (2)]

If you answer 1, the computer will ask you to insert and rewind the tape and then press PLAY and RECORD simultaneously. If you answer 2, the computer will search the directory of the disk in Drive 1 and report which vocabulary review quiz files are available on that disk. A sample display screen would be:

The quizzes available on Disk 1 are:]

EXAMPLE1
DEMO

Enter the name of the quiz you want or enter MENU to return to the Menu.]

Type DEMO and hit RETURN. The computer will load the data from the disk data file DEMO.V and the screen display will change to:

```

[VOCABULARY REVIEW
HIT START TO BEGIN
HIT SELECT FOR MENU]

```

To run the vocabulary review quiz, simply hit the yellow START button on the right-hand side of your ATARI and follow the subsequent instructions provided by the computer.

When you have finished the quiz, the computer will display your score. If you have answered all of the questions correctly, you will receive a congratulatory message. If not, you will be offered the option of reviewing the words you missed by hitting the yellow OPTION button. You can continue reviewing the words you miss until you know them all. Then you can take the whole quiz again by pressing the yellow START button.

If you wish to administer the quiz to a number of people without making use of the review function, simply press the yellow START button after each person has received his score.

When you want to run a vocabulary review quiz based on a different file or run a different type quiz, press the yellow SELECT button to return to the Menu.

RUNNING A TRUE OR FALSE QUIZ

You may run a quiz based on any existing true or false file stored on either disk or tape.

The first display screen will read:

Is the data file you want stored on:]

tape (1)
disk (2)]

If you answer 1, the computer will ask you to insert and rewind the tape and then press PLAY and RECORD simultaneously. If you answer 2, the computer will search the directory of the disk in Drive 1 and report which true or false quiz files are available on that disk. A sample display screen would be:

The quizzes available on Disk 1 are:]

CANADA1
DEMO

Enter the name of the quiz you want or enter MENU to return to the Menu.]

Type DEMO and hit RETURN. The computer will load the data from the disk data file DEMO.TF and the screen display will change to:

Select the input device you want:

keyboard (1)
joystick (2)]

Type in the number corresponding to your selection. The display screen will then change to:

TRUE OR FALSE]

HIT START TO BEGIN
HIT SELECT FOR MENU]

To run the true or false quiz, simply hit the yellow START button on the right-hand side of your ATARI and follow the subsequent instructions provided by the computer.

When you have completed the quiz, the computer will display your score. If you want to repeat the quiz, simply press the yellow START button. If you want to run a true or false quiz based on a different file or run a different type quiz, press the yellow SELECT button to return to the Menu.

RUNNING A MULTIPLE-CHOICE QUIZ

You may run a quiz based on any existing multiple-choice file stored on either disk or tape.

The first display screen will read:

ENTER THE NUMBER CORRESPONDING TO THE TYPE OF MULTIPLE-CHOICE QUIZ
YOU WANT TO RUN

3 ANSWERS (3)
4 ANSWERS (4)
5 ANSWERS (5)

We will select 3. Type 3 and hit RETURN.

The screen display will now change to:

Is the data file you want stored on:

tape (1)
disk (2)

At this point, if you selected 1, the computer will ask you to insert and rewind the tape and then press PLAY and RECORD simultaneously. If you answered 2, the computer will search the directory of the disk in Drive 1 and report which multiple-choice quiz files are available on that disk. A sample display screen would be:

The quizzes available on Disk 1 are:

HISTORY1
DEMO

Type DEMO and hit RETURN. The computer will load the data from the disk data file DEMO.MC3 and the screen display will change to:

Do you want the correct answer to be displayed when an error is made? (Y/N)

Type in your answer.

Select the input device you want:

keyboard (1)
joystick (2)

Type in the number corresponding to your selection. The display screen will then change to:

MULTIPLE CHOICE

HIT START TO BEGIN
HIT SELECT FOR MENU

To run the multiple-choice quiz, simply hit the yellow START button on the right-hand side of your ATARI and follow the subsequent instructions provided by the computer.

When you have completed the quiz, the computer will display your score. If you want to repeat the quiz, simply press the yellow START button. If you want to run a multiple-choice quiz based on a different file or run a different type quiz, press the yellow SELECT button to return to the Menu.

PART II

CREATING AND CHANGING VOCABULARY REVIEW FILES

After initialization, the screen display will read:

DO YOU WANT TO:

CREATE A NEW FILE (1)
ADD QUESTIONS TO AN EXISTING FILE (2)
DELETE QUESTIONS FROM A FILE (3)

ENTER YOUR SELECTION

We will assume first that you are creating a new file. To do so, type 1 and hit RETURN. The screen display will change to:

DO YOU WANT TO STORE THE DATA FILE ON:

CASSETTE (1)
DISK (2)

If you select 1, be sure you have a cassette handy to insert in the Program Recorder when asked to do so by the computer. If you select 2, be certain that there are at least 20 free sectors on the disk you have inserted into Drive 1 so that your file can be saved. If you have selected 2, the computer will next request the name of your file:

WHAT IS THE NAME OF THE DISK FILE YOU ARE GOING TO CREATE?

Example: BIOVOCAB

The name you choose should be 8 characters or less and should not contain any periods. Also, do NOT include any drive specification (such as D: or D1:); the computer will automatically store your file on the disk in Drive 1. Let's name your first file EXAMPLE1. Type this name and then hit RETURN. The computer will now check your disk to see if another file already has this name. If so, you will be asked to select a new name. Otherwise, the program will proceed and the screen display will change to:

WHAT IS WORD #1?

Let's make up a biology quiz. The first word will be BACTERIA.

Type BACTERIA (be sure you use all uppercase letters) and hit RETURN.

The screen display will now move on to:

WHAT IS ITS DEFINITION?

Type UNICELLULAR PLANTS LACKING CHLOROPHYLL AND WITHOUT A DISTINCT NUCLEUS and hit RETURN

The computer will now display WORD#1 and its definition and ask whether to enter them into your file or allow you to redo them. The screen display will read:

Your question appears as follows:

BACTERIA

UNICELLULAR PLANTS LACKING CHLOROPHYLL AND WITHOUT A DISTINCT NUCLEUS

Type E to enter it into the file.

Type R to redo the question.

If you are satisfied with the question, type E and hit RETURN. If there is a typographical error or other mistake in the question, type R and the computer will allow you to redo it.

When you have entered WORD#1 into your file, the computer will ask you for WORD #2, and so forth. When you have entered all the words you want to include in your file, respond to the request for another word by typing DONE and hitting RETURN. For example, if you have made up a vocabulary review quiz consisting of ten words, when the computer asks:

WHAT IS WORD #11?

Type DONE and hit RETURN.

Upon receiving this instruction, the computer will save your file onto tape or disk (depending on your earlier selection). If a problem develops during the SAVE operation, the computer will report to you that it has been unable to save the file and will ask you to correct the problem. When you have done so, hit RETURN and the computer will again try to SAVE your file.

When your file has been successfully SAVED, if you have the QUIZ MASTER disk inserted in Drive 1 the computer will automatically return you to the Menu program. If you have some other disk in Drive 1, the program will END.

Changing a file

This program also allows you to add questions to an existing file or to delete questions from a file. In order to exercise these options, select the appropriate number when the first display screen appears and follow the instructions which appear on the screen.

CREATING AND CHANGING TRUE OR FALSE FILES

After initialization, the screen display will read:

```
[ DO YOU WANT TO: ]
CREATE A NEW FILE          (1)
ADD QUESTIONS TO AN EXISTING FILE (2)
DELETE QUESTIONS FROM A FILE   (3)
```

```
[ ENTER YOUR SELECTION ]
```

We will assume first that you are creating a new file. To do so, type 1 and hit RETURN. The screen display will change to:

```
[ DO YOU WANT TO STORE THE DATA FILE ON: ]
CASSETTE          (1)
DISK              (2)
```

If you select 1, be sure you have a cassette handy to insert in the Program Recorder when asked to do so by the computer. If you select 2, be certain that there are at least 20 free sectors on the disk you have inserted into Drive 1 so that your file can be saved. If you have selected 2, the computer will next request the name of your file:

```
[ WHAT IS THE NAME OF THE DISK FILE YOU ARE GOING TO CREATE? ]
```

```
[ Example: SCIENCE ]
```

The name you choose should be 8 characters or less and should not contain any periods. Also, do NOT include any drive specification (such as D: or D1:); the computer will automatically store your file on the disk in Drive 1. Let's name your first file CANADA1. Type this name and then hit RETURN. The computer will now check your disk to see if another file already has this name. If so, you will be asked to select a new name. Otherwise, the program will proceed and the screen display will change to:

WHAT IS THE HEADER OF QUESTION #1?

Type in the header you want for the first set of questions; for example, you might want to say: "Our study of Canada has taught us that!"
If so, type this header in and then hit RETURN. The computer will display the header and then ask if you want to enter it into your file. If you are satisfied with the header, type E and hit RETURN. If there is a typographical error or other mistake in the header, type R and the computer will allow you to redo it.

Next, the computer will ask you to enter a TF (true or false) statement. You might want to enter: "Canada is composed of ten provinces and two territories." Type this statement in and then hit RETURN. The computer will then ask you whether this statement is true or false. Type T and hit RETURN. The computer then will display your question and the number of the correct answer and ask you whether you wish to enter it into your file or redo it. If you are satisfied with the question, type E and hit RETURN. If there is a typographical error or other mistake, type R

and the computer will allow you to redo it.

When you have entered the first true or false statement into your file, the computer will ask you for the next one, and so forth. You may insert a header whenever you wish by typing **HEADER** in response to the request for the next **TF** statement. When you have entered all the questions you want to include in your file, respond to the request for the next **TF** statement by typing **DONE** and hitting **RETURN**.

Upon receiving this instruction, the computer will save your file onto tape or disk (depending on your earlier selection). If a problem develops during the **SAVE** operation, the computer will report to you that it has been unable to save the file and will ask you to correct the problem. When you have done so, hit **RETURN** and the computer will again try to **SAVE** your file.

When your file has been successfully **SAVED**, if you have the **QUIZ MASTER** disk inserted in Drive 1 the computer will automatically return you to the Menu program. If you have some other disk in Drive 1, the program will **END**.

Changing a file

This program also allows you to add questions to an existing file or to delete questions from a file. In order to exercise these options, select the appropriate number when the first display screen appears and follow the instructions which appear on the screen.

WHAT IS ANSWER 1?
HE WAS THE FOURTH PRESIDENT OF THE U.S.

WHAT IS ANSWER 2?
HE WAS BORN IN MASSACHUSETTS.

WHAT IS ANSWER 3?
HE BUILT MONTICELLO.

Finally, it will ask you for the number of the correct answer.

ENTER THE NUMBER OF THE CORRECT ANSWER

The correct answer to this question is 3, so type 3 and then hit RETURN.

The computer then will display your question and the number of the correct answer and ask you whether you wish to enter it into your file or redo it. If you are satisfied with the question, type E and hit RETURN. If there is a typographical error or other mistake, type R and the computer will allow you to redo it.

When you have entered the first question into your file, the computer will ask you for the next one, and so forth. When you have entered all the questions you want to include in your file, respond to the request for the next question by typing DONE and hitting RETURN.

Upon receiving this instruction, the computer will save your file onto tape or disk (depending on your earlier selection). If a problem develops during the SAVE operation, the computer will report to you that it has been unable to save the file and will ask you to correct the problem. When you have done so, hit RETURN and the computer will again try to SAVE your file.

When your file has been successfully SAVED, if you have the QUIZ MASTER disk inserted in Drive 1 the computer will automatically return you to the Menu program. If you have some other disk in Drive 1, the program will END.

Changing a file

This program also allows you to add questions to an existing file or to delete questions from a file. In order to exercise these options, select the appropriate number when the first display screen appears and follow the instructions which appear on the screen.

DELETING A DATA FILE

In order to erase a data file from your disk you must use the DOS. This method has been employed in order to prevent accidental erasure of data files.

If you have removed DUP.SYS from your working disk (as recommended in ADVANCED TECHNICAL NOTES), boot up on another disk which has the complete DOS 2 (caution: it must be DOS 2!), then type DOS and hit RETURN. When the DOS 2 menu display appears on your screen, remove the boot disk from your drive and insert your QUIZ MASTER disk. If you have not removed DUP.SYS from your QUIZ MASTER working disk, interrupt the MENU program by hitting the BREAK button, then type DOS and hit RETURN. Select Option A in DOS 2 to check the directory of your disk and find the complete name of the data file you want to delete. The suffixes appended to files are the following:

- Vocabulary Review data files -- .V
- True or False data files -- .TF
- 3-answer Multiple-Choice data files -- .MC3
- 4-answer Multiple-Choice data files -- .MC4
- 5-answer Multiple-Choice data files -- .MC5

You must include the suffix when you specify the file you want to delete. For example, if you want to delete the True or False Demo, select Option D and then type DEMO.TF and hit RETURN.

After you have deleted all the files you want to erase, turn your computer off for a few seconds and then reboot using your QUIZ MASTER working disk.

TROUBLESHOOTING

Every effort has been made to trap user errors during the execution of QUIZ MASTER programs. However, if you should receive an error message, you can restart the program you were running by typing RUN. Or, if you prefer to return to the MENU, you can do so by typing RUN "D1:MENU".

ADVANCED TECHNICAL INFORMATION

1. Making more space for quiz data files

The following methods of increasing the number of sectors available for storage of data files on your QUIZ MASTER working disk are suggested:

A. Use DOS 2 to delete the following demonstration files:

DEMO.V
DEMO.TF
DEMO.MC3
DEMO.MC4
DEMO.MC5

This frees 21 sectors for your use.

B. Use DOS 2 to delete DUP.SYS from your disk. This frees an additional 42 sectors on your disk. However, when you want to perform DOS operations you must boot on another disk which has DUP.SYS (for example, your original APX QUIZ MASTER disk). Once the DOS Menu is displayed, remove the boot disk and insert your working QUIZ MASTER disk.

2. Creating QUIZ MASTER data disks

You may elect to store your data files on a separate disk from your QUIZ MASTER program disk. This is somewhat inconvenient because you will have to remove the data disk and insert the QUIZ MASTER program disk each time you want to return to the MENU. However, if you want to have a separate data disk, use DOS 2 to initialize a disk. Use a fiber-tipped pen to label it QUIZ MASTER DATA DISK. Then insert this disk into Drive 1 as soon as one of the file creation programs has loaded in. After your data file is stored, remove the data disk and insert the program disk and type RUN "D1:MENU". After the quiz-running program you select has loaded in, take out the program disk and insert the data disk.

3. Use of lowercase letters

You should use all uppercase letters when entering words into Vocabulary Review data files; you may use lowercase when entering your definitions.

You may use lowercase letters at all times when creating or changing True or False or Multiple-Choice data files.

4. If you wish to change some of the computer's responses to a correct answer, you may do so as follows. Using DOS 2, UNLOCK the program whose responses you wish to change. Specifically,

if you want to change the responses to a Vocabulary Review quiz, UNLOCK VOCABS

if you want to change the responses to a True or False quiz, UNLOCK TFS

if you want to change the responses to a Multiple-Choice quiz, UNLOCK

MULTCRS.

After you have UNLOCKed the appropriate program, return to BASIC and LOAD the program into RAM. LIST section 2000-2099. Then substitute your own response for one for of those in the program and enter the edited line. You may substitute as many responses as you wish, but make certain that the line number and the rest of the line remain in tact. Finally, SAVE the program under the original name and LOCK it.

Procedure for transferring QUIZ MASTER programs from disk to cassette

Note: This operation will require 6 blank cassettes.

1. LOAD program (see list below) into RAM.
2. CSAVE program onto cassette.
3. Rewind cassette.
4. Remove cassette and label it with appropriate name.
5. Punch out little tab on back of cassette to prevent accidental erasure of program.

Use this procedure to transfer the following files:

1. VFILER
2. VOCABS
3. TFFILER
4. TFS
5. MCFILER
6. MULTCRS

Function of QUIZ MASTER programs

1. VFILER
Creating and editing Vocabulary Review quizzes
2. VOCABS
Running Vocabulary Review quizzes
3. TFFILER
Creating and editing True or False quizzes
4. TFS
Running True or False quizzes
5. MCFILER
Creating and editing Multiple-Choice quizzes
6. MULTCRS
Running Multiple-Choice quizzes

Creating and running a quiz using cassettes

This is an example of how to create and run a Vocabulary Review quiz. The procedures for True or False and Multiple-Choice quizzes are identical except that you must substitute the appropriate program tapes.

1. CLOAD the VFILER cassette.
2. Remove the VFILER cassette and insert a blank cassette onto which you will save the quiz file you create.
3. Run the VFILER program (which is now resident in RAM) and make up your quiz file. (Instructions for making up a quiz are the same as for the disk version except that you specify, when asked by the program, that you will be saving the quiz onto a cassette.)
4. After your quiz has been SAVED to cassette, remove the tape. Be sure to label the cassette and include in the title some indication that it is a Vocabulary Review quiz. We will call this one QUIZ1.V. (See Suffixes for recommended labelling method.)
5. Insert the VOCABS program tape and CLOAD it.
6. After VOCABS has loaded into RAM, remove that tape and insert the cassette onto which you saved the Vocabulary Review quiz (in this example, the tape labelled QUIZ1.V).
7. Type RUN. When asked, respond that your data file is stored on cassette. At the appropriate time, the computer will prompt you to press the PLAY button so that it can read the data stored on the tape and run your quiz.

Suffixes

For the sake of consistency and brevity, it is recommended that you use the following suffixes when labelling your cassette quiz files:

1. .V for Vocabulary Review quiz files
2. .TF for True or False quiz files
3. .MC3 for multiple choice quiz files with 3 answers
4. .MC4 for multiple choice quiz files with 4 answers
5. .MC5 for multiple choice quiz files with 5 answers

Transferring data files from disk to cassette

RUN the FILER program corresponding to the type of quiz data file you want to transfer (i.e., VFILER, TFFILER or MCFILER). When the first screen appears, select Option 2, ADD QUESTIONS TO AN EXISTING FILE.

In response to the next query, reply that the data file you want is stored on disk. Wait for the computer to display the list of data files available on the disk in Drive 1 and then type in the name of the one you want to transfer.

Next, inform the computer that you want to store the new data file on cassette. The computer will then ask you to type in the first question you want to add to the file. At this point, simply type DONE and hit RETURN. Then follow the instructions which the computer will give you to save the transferred file onto cassette.

(Note: By reversing this procedure, you can transfer files stored on tape to disk!)

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ATARI PROGRAM EXCHANGE

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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[seal here]