Ingrid Langevin

TERRY
Converse with your own
tongue-in-cheek analyst (ages 10 and up)

Cassette: 32K (APX-10047) Diskette: 32K (APX-20047)

User-Written Software for ATARI Home Computers
Ingrid Langevin

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TERRY

by

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Program and Manual Contents © 1982 Ingrid Langevin

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INTRODUCTION

OVERVIEW

TERRY is an artificial intelligence program that enables you to converse with your ATARI Personal Computer in standard English sentences via the keyboard. TERRY was inspired by the DOCTOR programs, of which ELIZA is the most widely known version. However, TERRY’s personality is much livelier than ELIZA’s and TERRY has no illusions concerning her own therapeutic capabilities. Although she may sound rather self-assured at times, TERRY is fully aware of her limitations.

REQUIRED ACCESSORIES

Cassette version
  32K RAM
  ATARI 410 Program Recorder
Diskette version
  32K RAM
  ATARI 810 Disk Drive
  ATARI BASIC Language Cartridge

CONTACTING THE AUTHOR

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

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

LOADING TERRY INTO COMPUTER MEMORY

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

2. If you have the cassette version of TERRY:

   a. Turn on your TV set.

   b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

   c. Slide the TERRY cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Type CLOAD and press the RETURN key two times.

   e. After TERRY loads into computer memory, in about four minutes, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version of TERRY:

   a. Turn on your disk drive and insert the TERRY diskette.

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

   c. Turn on your computer and your TV set.

   d. Your TV screen will display the message

      LOADING TERRY

      while the system automatically loads TERRY into computer memory, a process taking about 15 seconds. The screen display then automatically changes to the program title screen, below.

THE FIRST DISPLAY SCREEN

As the machine language program loads into computer memory, the title screen automatically displays:

   TERRY
   BY
   INGRID LANGEVIN

This message displays for about 15 seconds. When the process is completed, the screen
display changes to:

HI! I'M TERRY. I'M SITTING IN FOR ELIZA. WHAT'S YOUR PROBLEM?
TALKING TO TERRY

Respond to the query WHAT'S YOUR PROBLEM? by typing in your answer in uppercase letters with a punctuation mark at the end of the sentence. Then press the RETURN key to send your response to TERRY. For example,

TERRY: HI! I'M TERRY. I'M SITTING IN FOR ELIZA.
WHAT'S YOUR PROBLEM?

YOU: I FEEL VERY CONFUSED.

TERRY: TELL ME MORE ABOUT SUCH FEELINGS.

YOU: I AM AT THE END OF MY ROPE!!

TERRY: HOW LONG HAVE YOU BEEN AT THE END OF YOUR ROPE?

etc.

In general, avoid long and complicated sentences, which tend to slow down TERRY's response time. TERRY can handle apostrophes, but remember to end your responses with a punctuation mark.

When you've had enough of TERRY, type BYE! or GOODBYE!. Or, if you're angry at her, try SHUT UP!
TROUBLESHOOTING

If, for any reason, you get an error message during a session with TERRY, you can re-enter the program without losing the thread of your conversation by typing

```
GOTO 170
```

and pressing the RETURN key. Respond to the question mark that appears by rephrasing your previous statement.
Limited Warranty on Media and Hardware Accessories. We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI Home Computer products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Computer Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

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We’re interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are 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 or 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 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 programs)
   - 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 program or user instructions:

From

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