

# THE QUARTER MILE™

FOR KIDS OF ALL AGES WHO LIKE TO COMPETE AGAINST THEMSELVES AND OTHERS  
**BARNUM SOFTWARE**



©  
JAMES  
DOWLEN

An arcade-style  
**MATH GAME-**  
ages 5 and up.

# APPLE

II+, IIe, IIc, IIgs and  
100% compatibles. 64K.  
Optional: Color monitor,  
2nd drive (5.25"), printer.

## Hello

Imagine playing an exhilarating arcade-style math game that's also an incredibly effective learning tool. *The Quarter Mile* is just such a program.

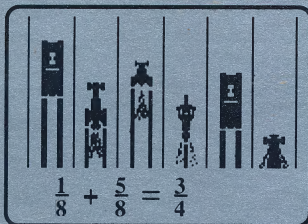
## A Description

You'll start by choosing a math subject (at varying levels) from a long list: whole number addition, subtraction, multiplication or division; greatest common factors; fraction sampler; decimal multiplication; exponents; adding & subtracting integers; or keyboard warmup with numbers or letters.

Next, you'll proceed to the race catalog, which keeps track of players' race names, times and rankings.

Now, select your own race file, or create a new one, and enter the race course.

## The Action Begins, Unique Competitive Format



In color on a color monitor.

You drive the car in the left lane. The other cars are your competitors, but there is something unusual about them — they're exact recordings of YOUR OWN BEST 5 PERFORMANCES! You're competing against yourself!

When the race begins, you'll answer random math problems *during* extremely fast arcade action. Answer them as fast as you can. As you answer problems, your animated '55 Chevy, or other type of car or motorcycle, will accelerate 5 miles per hour for each correct answer. A problem answered incorrectly remains on the screen until you give the correct answer.

## Tournaments

Compete in Barnum Software's annual tournament or run your own with friends at home and at school.

## Main Features

- *Self-competitive format.*
- *Extremely fast animation. (It's entirely in assembly language.)*
- *Adjustable sound (3 levels).*
- *Random problems.*
- *Record keeping commands for saving and printing races (255 per data disk).*
- *Vast expandability with **Accessory Packs** that let you concentrate in depth on different math topics: extra-simple or extra-advanced whole number operations, number theory, fractions, integers, decimals, percents and more.*

Barnum Software, 2201 Broadway, Suite 201, Oakland, CA 94612

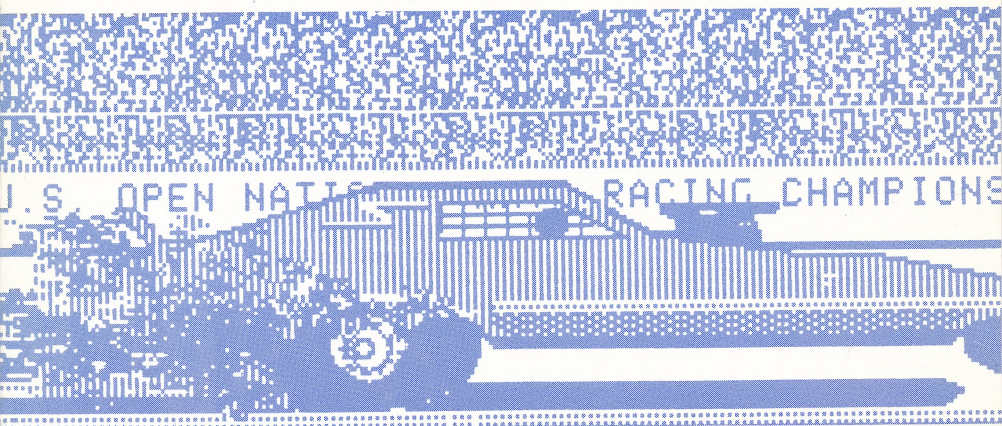
Outside CA (800) 332-3638 In CA (415) 268-0804

Cover illustration by James Dowlen, P.O. Box 475, Cotati, CA 94928 (707) 579-1535

OWNER'S MANUAL

3-12-88  
3 disks  
1 acc.

# The Quarter Mile



**BARNUM SOFTWARE**

Educational Entertainment for KIDS of all ages!



3-12-88

# The Quarter Mile

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**Backup/update policy:** for \$4.00 Barnum Software will exchange any *Quarter Mile* disk or *Quarter Mile Accessory Disk* for the latest version of that same disk.

Published by

Barnum Software, 2201 Broadway, Suite 201, Oakland, CA 94612  
Nationwide (800) 332-3638 In CA (415) 268-0804

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We realize most indexes are in the back of manuals; however, because this manual is so short, we thought it would be easier to use if the index is in the front. If you don't like the placement of the index, please let us know so we can consider moving it. Also, please give us your suggestions about any aspect of our business.

## Starting up *The Quarter Mile*

**Follow these steps  
before playing...**

- 1) Load *The Quarter Mile* disk, then press any key.
- 2) Press the RETURN key to play (or use the arrow keys to highlight another option).
- 3) Choose a math topic: use the arrow keys to highlight the topic you want, then press RETURN to select it.
- 4) Press RETURN to race against *D.GARLITZ*.  
Important note: newcomers to *The Quarter Mile* should always start against the race file named *D. GARLITZ*.

**...continued on next page...**



## ...to start playing, follow these steps...

- 1) Now that you're at the race course, press RETURN to start racing. Note: when answering problems, you don't have to press RETURN after typing an answer.
- 2) Try at least 5 races, then watch a normal replay by putting the blinking cursor on "N" (R-P-N-S-H-E) and pressing RETURN. Notice the competition is made up of YOUR BEST 5 RACES!
- 3) Save your race: put the blinking cursor on "S" (R-P-N-S-H-E) and press RETURN, then type a race name and press RETURN again.
- 4) Exit the race course by pressing the "ESC" key or selecting "E"; find your name on the race catalog.
- 5) Keep racing your own file and work your name toward the top of the catalog.

## The MAIN MENU

THE QUARTER MILE  
BY DANIEL BARNUM

PLAY

SAVE LAST RACE

PRINT RANKINGS

FORMAT DATA DISK

BULLETIN

QUIT

SOUND ON

<----

SOUND LOW

SOUND OFF

NO DATA DISK

<----

USE DATA DISK

ONE DRIVE

<----

TWO DRIVES

### PLAY

Select this to play *The Quarter Mile*.

(Note: you can swap *The Quarter Mile* disk with any *Accessory Disk* before selecting PLAY.)

### SAVE LAST RACE

This is an emergency feature: if you forget to save your last race before exiting race course, select this feature to save your race file.

### PRINT RANKINGS

Provides an explanation of how to print rankings. Make sure your printer is on and the printer interface card is in slot #1. Use the "Y" key for YES.

### FORMAT DATA DISK

This allows you to take a blank disk and turn it into a storage disk for saving your races.

### BULLETIN

Shows messages of general interest about *The Quarter Mile*.

...continued on next page...

## ...MAIN MENU continued...

### QUIT

Select this to exit *The Quarter Mile*. After selecting QUIT, you'll be asked if you want *The Quarter Mile* to remember the sound level and disk drive combination you used.

---

**SOUND ON** <---- The arrow shows which sound level is currently in use.  
**SOUND LOW**  
**SOUND OFF**

To change the sound level, use the arrow keys to highlight the level you want, then press the RETURN key. Note: you can also use Control-S at the race course (and at the MAIN MENU) to adjust the sound.

---

**NO DATA DISK** <----

Select this option if you are *not* using a data disk.

**USE DATA DISK**

If you want to save race files on a separate disk, select this option (one data disk holds 255 race files). To use a data disk you first need to format a blank disk with *The Quarter Mile's* FORMAT DATA DISK command (listed on the MAIN MENU). You can use a data disk with 1 or 2 disk drives.

---

**ONE DRIVE** <----

Select this option if you have only one 5 1/4" disk drive.

**TWO DRIVES**

Select this if you have two 5 1/4" disk drives. *The Quarter Mile* won't let you select this unless you first selected USE DATA DISK (above). The data disk goes in the second drive.

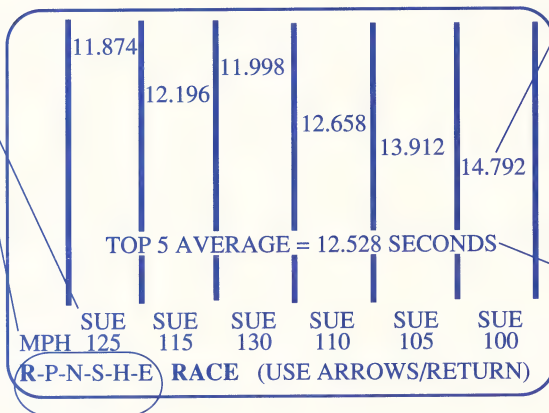
...end of MAIN MENU

# THE RACE COURSE

After a race is over and you've entered your initials, here's what the screen will look like:

Your initials.

Your car's final speed in miles per hour appears here. (Every time you answer a problem correctly, the car's speed increases 5 miles per hour; the first correct answer starts the car at 55 MPH.)



After a race, the time for each car appears in seconds in its own lane.

The average of your best 5 races is displayed here, and is used to rank the race file when it's saved on the disk.

Use the left and right arrow keys to scan these options and the RETURN key to select one. Each option is explained on the opposite page.



**R-P-N-S-H-E RACE**

To race, select "R".

**R-P-N-S-H-E PHOTO FINISH REPLAY**

To see an exact recording of your last race, select "P". It's called a photo finish replay because the cars stop one at a time as they cross the finish line. It's best for watching close races.

**R-P-N-S-H-E NORMAL REPLAY**

To see an exact recording of your last race, select "N".

**R-P-N-S-H-E SAVE**

To save your best 5 races, select "S". The average of the best 5 races will determine your file's ranking in that topic.

After you select "S", type the name of your file (up to 10 letters including blanks) and press RETURN.

Use the SAVE feature to update your file after you've created it. Remember, *The Quarter Mile* saves only your *best* races, so you don't have to worry about accidentally replacing your best races with lesser performances.

**R-P-N-S-H-E HELP**

To **learn about extra keys** or math hints that'll help you race in the topic you've chosen, select "H".

**R-P-N-S-H-E EXIT** (The "ESC" key does the same thing.)

To leave the race course, select "E". *Remember to save your race before exiting.* If you forget to save your race, use the emergency SAVE LAST RACE command on the MAIN MENU.

**...end of The Race Course**

## Other Useful Tidbits

### *Accessory Disks*

To use any *Quarter Mile Accessory Disk*, follow these steps:

- 1) Load *The Quarter Mile* disk (it's orange).
- 2) Replace it with any *Accessory Disk* (*Accessory Disks* are not orange).
- 3) Continue as if no change occurred.

Look at the HELP screen at the race course to see what extra keys can be used in a topic. You can save races on an *Accessory Disk*, *Quarter Mile* disk or *Quarter Mile*-formatted data disk.

### **Apple II GS notes**

Make sure the speed adjustment of your Apple IIGS is set at its low setting (it takes only a few key strokes). If your computer is set at its high setting, you'll have to compete against supersonic cars.

### **Outputting sound to your sound-capable monitor or stereo** (For the Apple® II+ and IIe)

The back of your Apple II+ or IIe has a "CASSETTE-OUT" port. It is round and has an out-arrow symbol over it. Hook up a cable from the Apple's CASSETTE-OUT port to your sound-capable monitor or external speakers.

To hear *The Quarter Mile's* sound through your stereo, run a cable from the CASSETTE-OUT port to the "PHONO-IN" port of your stereo. Note: you will probably need an adapter because of the different sized jacks used by the CASSETTE-OUT and PHONO-IN ports.

**...more on the next page...**

## ...useful tidbits continued...

### Tournaments

There are many ways to participate in a *Quarter Mile* tournament:

- Enter Barnum Software's annual tournament.
- Conduct your own at school.
- Conduct your own with friends.

For tournament organizational hints (e.g., round robin, elimination and match-race formats) send a stamped, self-addressed envelope to:

*Quarter Mile* Tournament Fun!, c/o Barnum Software  
2201 Broadway, Suite 201, Oakland, CA 94612

### Transferring race files from one disk to another

Suppose you want to move some of your saved races to another disk -- either for safe storage or for ease of use. To transfer a race file to another disk, simply follow these steps:

- 1) Load *The Quarter Mile* disk.
- 2) Proceed as though you are going to race the race file you want to transfer to another disk (i.e., get to the race course with the race file).
- 3) Instead of racing, swap disks (take out the source disk and insert the target disk).
- 4) Select the SAVE function (R-P-N-S-H-E) and you will have saved the race file onto the disk you just inserted.

...end of useful tidbits (if you have some of your own, let us know).

## Guide To Special Keys

(Check the HELP screen at the race course for special-key information.)

<b>Key Combinations</b>	<b>Where they're used</b>	<b>What they do</b>
<---- (left arrow key)	During a race:	Backspace used to correct typing mistakes in an answer. Note: has no effect unless the answer is more than one character long.
ESC key	In all menus:	Exits back to previous menu.
RETURN key	During a race:	Used to clear an answer to a math problem you didn't mean to type. Note: must be used before you've typed the same number of digits as the answer or the answer will be `considered wrong.
<b>SPACE BAR</b> <i>(You can also check the HELP screen at the race course to find out if any special keys can be used.)</i>	During a race:	Gives a decimal point with decimal problems. Gives a negative sign with integer problems. Gives an equal sign with comparative problems. Gives a percent symbol with percent problems.

**...continue on next page...**



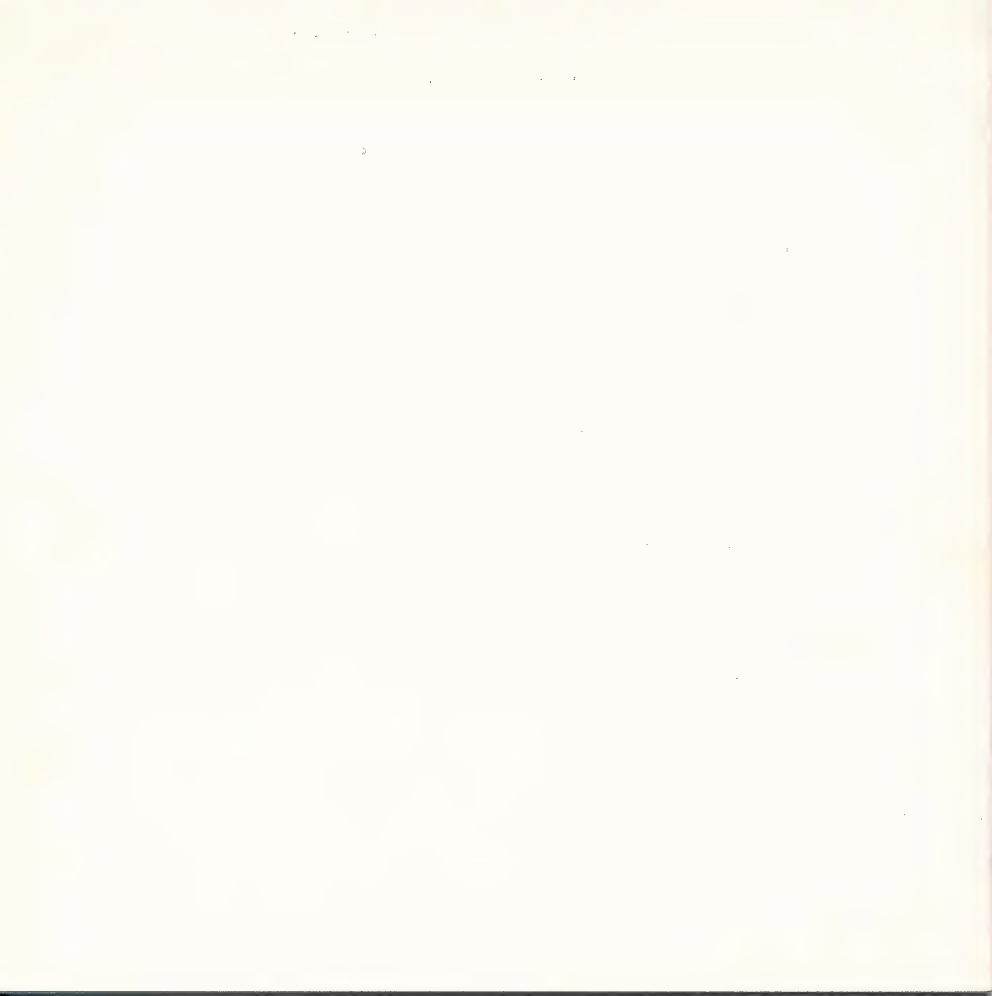
## ...Guide To Special Keys continued...

- decimal point key (See SPACE BAR)
  - = equal key (See SPACE BAR)
  - negative key (See SPACE BAR)
  - % percent key (See SPACE BAR)
- 

**About the "Control key":** the Control key works like the shift key; to use a Control-key combination, hold down the key marked "Control" or "CTRL" while pressing the appropriate letter key. For example, to use Control-S, hold down the Control key and press the "s" key.

<b>Control-D</b> (Deletes race files)	At the catalog of race names and rankings:	Marks and unmarks files with "DEL"; files marked with a "DEL" will be deleted if the RETURN key is pressed.
<b>Control-P</b> (Prints rankings)	At the catalog of race names and rankings:	Prints rankings of race files (follow instructions on screen).
<b>Control-S</b> (Adjusts sound)	At the MAIN MENU, the race course, and during a race:	Adjusts the sound to one of three volume levels: normal, low or off.

...end of Guide To Special Keys and Manual.



9-12-88  
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U.S. OPEN CHAMPIONS

# THE QUARTER MILE™

by Barnum Software

An educational math game for the Apple II family.  
2201 Broadway, Suite 201, Oakland, California 94612  
(415) 268-0804 • Outside California (800) 332-3638





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3-12-88

Quarter Mile Accessory Disk™

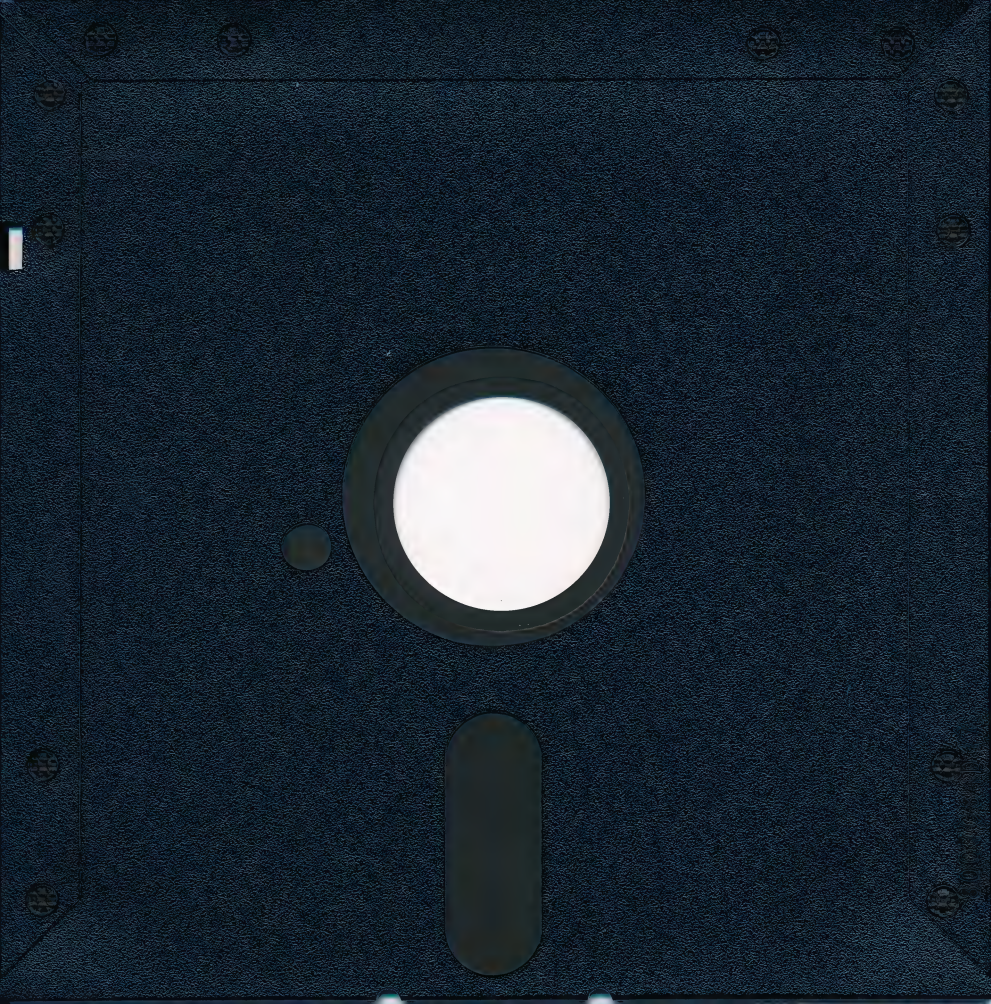
TV

# WHOLE NUMBERS I

by Barnum Software

Requires The Quarter Mile math game (orange disk)  
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7-11-88

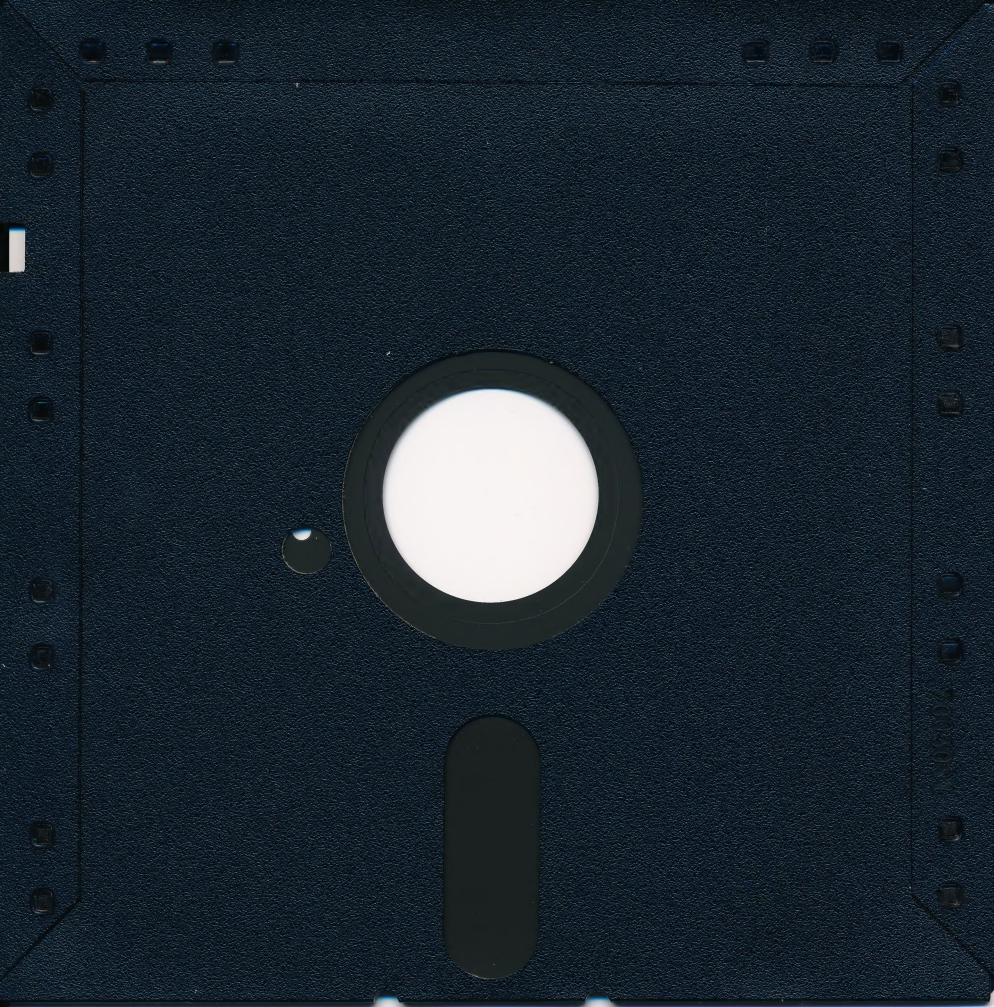
Quarter Mile Accessory Disk™

# FRACTIONS I

by Barnum Software

Requires The Quarter Mile math game (orange disk)  
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# DISKETTE CARE AND HANDLING INFORMATION



Protect  
Protéger

Proteger  
Schützen

保 護

---



No  
Non

No  
Falsch

注 意

---



Insert Carefully  
Inserer avec soin

Insertar  
Sorgfältig Einsetzen

挿入注意

---



Never  
Jamais

Nunca  
Nie

絶対禁止

---



10°C-52°C  
50°F-125°F

---



Never  
Jamais

Nunca  
Nie

絶対禁止

# Order Form

CONTINUED FROM OTHER SIDE

**System requirements:** Apple® II+ (64K), IIc, IIe or IIgs; one 5 1/4" disk drive.  
**Backup / update policy:** for \$4.00 Barnum Software will exchange any *Quarter Mile Accessory Disk* or *Quarter Mile* main disk for the latest version of that same disk.  
**Custom orders / volume purchases / lab packs:** CALL

Company/School \_\_\_\_\_

Name \_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone#(\_\_\_\_\_) \_\_\_\_\_

Is this your home address?  YES  NO

**Very important: this must be answered to insure accurate delivery.**

C.O.D. (cash only) / Money Order / Cashier's Check / School P.O.

*Fastest shipping! - Order shipped within one business day.*

Personal Check w/driver's license #

*Allow 4 to 11 business days for check to clear.*

**Send this form along  
with payment to:**

**Barnum Software  
2201 Broadway, Suite 201  
Oakland, CA 94612**

Outside CA (800) 332-3638 ☎ In CA (415) 268-0804

**OVER - VERY IMPORTANT**

# Order Form

Qty. \_\_\_\_\_  
\$45.00 — **The Quarter Mile**

Cost \_\_\_\_\_  
\$ \_\_\_\_\_

Price includes one Accessory Disk of your choice. Check the one you want.

- |   |                                       |                                     |
|---|---------------------------------------|-------------------------------------|
| <input type="checkbox"/> Whole Numbers I  | <input type="checkbox"/> Fractions I  | <input type="checkbox"/> Percents I |
| <input type="checkbox"/> Whole Numbers II | <input type="checkbox"/> Fractions II | <input type="checkbox"/> Integers I |
| <input type="checkbox"/> Number Theory I  | <input type="checkbox"/> Decimals I   |                                     |

**Accessory Packs** (See enclosed card called *Accessory Disk Descriptions*.)

\$25.00 — **Primary Pack** \$ \_\_\_\_\_  
(2 Accessory Disks: Whole Numbers I and Whole Numbers II.)

\$35.00 — **Fraction Pack** \$ \_\_\_\_\_  
(3 Accessory Disks: Number Theory I, Fractions I and Fractions II.)

\$25.00 — **Decimal & Percent Pack** \$ \_\_\_\_\_  
(2 Accessory Disks: Decimals I and Percents I.)

\$15.00 — **Integers I** \$ \_\_\_\_\_  
(1 Accessory Disk: Integers I.)

Call for custom orders.

\$3.00 — **Quarter Mile Demo** \$ \_\_\_\_\_

Sub Total: \$ \_\_\_\_\_

CA residents add 6% sales tax: \$ \_\_\_\_\_

Shipping/handling: U.S., Canada & Mexico add 5% of Sub Total: \$ \_\_\_\_\_  
C.O.D. orders (cash only; U.S. only) add 5% of Sub Total + \$2.00.  
Foreign orders add 20% for shipping and handling; \$6.00 min., U.S. \$\$\$ only.

**OVER - VERY IMPORTANT**

Total: \$ \_\_\_\_\_