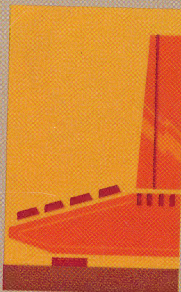


An Educational Computer Game

THE GAME SHOW



- Colorful Animated Graphics
- Add Your Own Subjects
- Entertaining Subjects
- Word-Oriented

For
Apple II™

The Game Show provides an educational tool for vocabulary development by giving progressive clues requiring word-oriented answers. This entertaining computer game uses animated color graphics with the appearance and action of popular TV game shows.

- Offers subject areas in many entertaining and informative fields
- Allows easy creation of your own subject areas
- Is ideal for use in the classroom or in your home
- Adapts to a wide range of abilities, age group and topics

Computer-Advanced Ideas, Inc. is a major publisher of quality education and technical products. CAI software is recognized for excellence of design, superior graphics, clear instructions and ease of use. As a leader in its field CAI guarantees all of its products.

Computer-Advanced Ideas Inc.
1442A Walnut Street, Suite 341
Berkeley, CA 94709

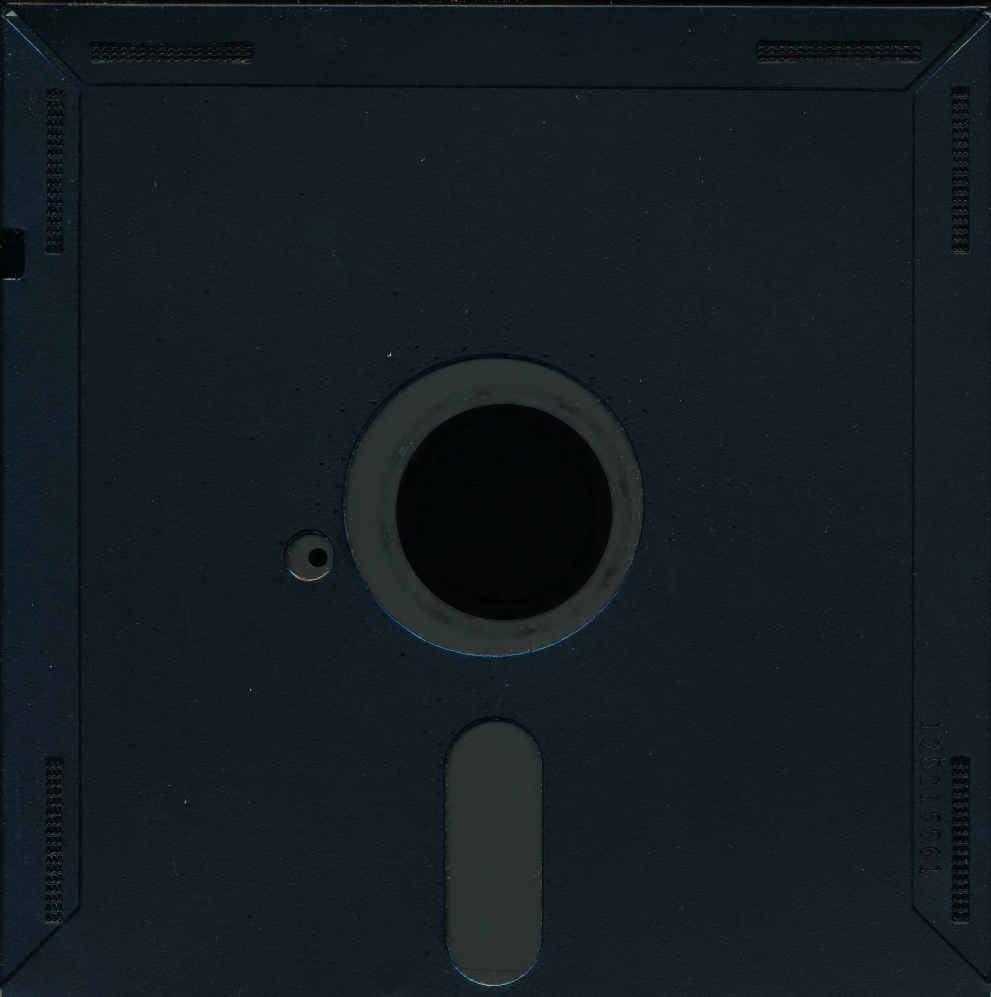
GAME SHOW

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GAME SHOW

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How To Care for Your Floppy Disk



DO
keep your disk
in the protective
sleeve when it's
not in use.



DON'T
touch the
exposed parts
of your disk.



DO
insert your disk
into the disk
drive carefully.



DON'T
bend or fold
your disk. Han-
dle it with care.



50°-125° F

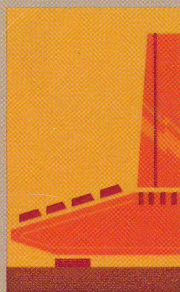
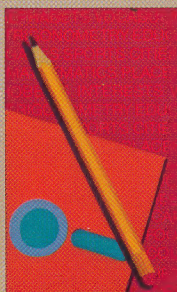
DO
keep your disk
at moderate
temperatures.



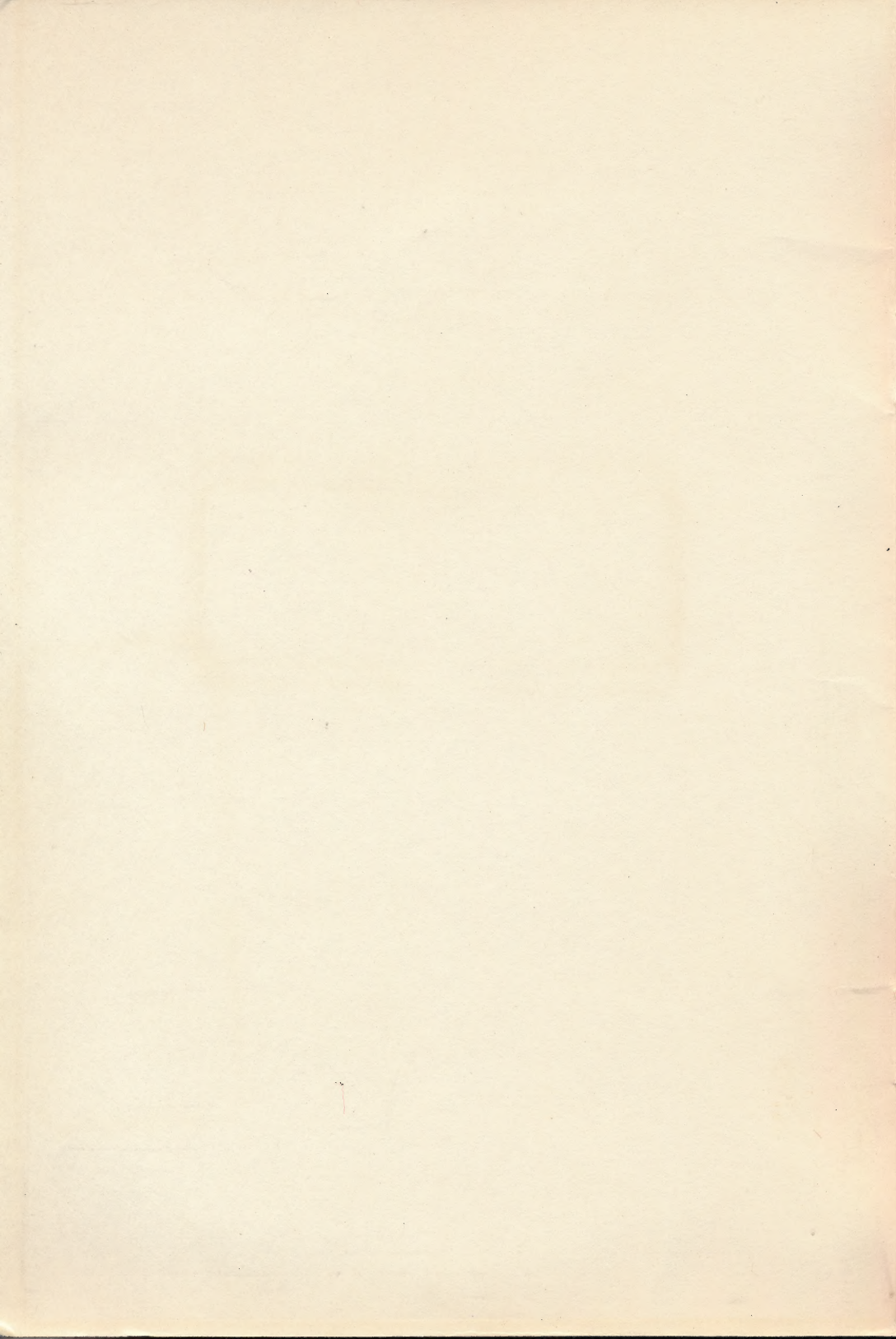
DON'T
put your disk
near any mag-
netic fields.

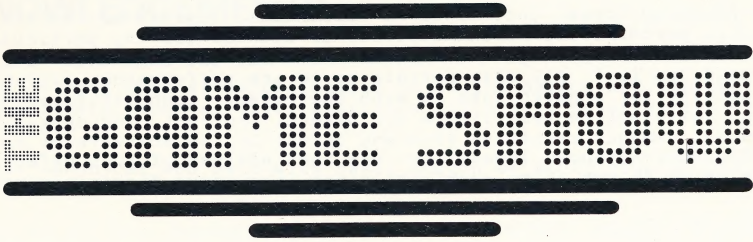
An Educational Computer Game

THE GAME SHOW



- Colorful Animated Graphics
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by
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A number of very special people helped us in the design and implementation of this software package. Their unselfish assistance deserves special recognition.

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Finally our thanks to Carol Rowe for her general support and assistance.

INTRODUCTION

Welcome to The Game Show, an entertaining educational computer program for your Apple II* micro computer. The Game Show uses animated color graphics to present a wide range of subject matter appearance and action of popular TV game shows.

The game is played by two teams. Each team has a partner on the computer screen who is a "regular" participant on The Game Show. The "regulars", Joe and May, help their teammates guess a mystery word by providing helpful hints or clues.

Ready-to-use mystery words and their clues are organized into subject areas on The Game Show diskette. These subjects include:

1. Animals -- name the animal
2. Computer Terms -- computer words and their meanings
3. Algebra I -- solve the equations
4. C Words -- elementary vocabulary words beginning with C
5. Advanced Voc -- word practice for the adult
6. American History -- important people and places

The Game Show has a unique additional advantage as an educational program. You can create your own lessons by supplementing the subject areas provided or creating totally new ones. The Game Show's authoring system gives you this ability. No computer programming is required to create your own mystery words and clues. The subjects you create can help your child improve specific skills, meet the needs of students in a classroom or provide entertainment for your family.

Using The Game Show requires that you have a 48k Apple II or Apple II plus and a Disk II system (Either 13 or 16 sector).*

*APPLE is a registered trademark of APPLE COMPUTER INC.

USING THIS BOOKLET

Use this booklet in conjunction with your computer. The easy-to-use tutorials and quick reference sections describe how The Game Show functions. The first two chapters are tutorials which lead you through playing the game and then adding your own subjects to the diskette. The remaining chapters are reference sections describing the various special features which will help you write and correct subject areas you create.

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CHAPTER I

PLAYING THE GAME

To play "The Game Show," turn on the computer, start the disk drive and put The Game Show diskette into drive #1. After a few moments the computer will display the "main menu":

1. Play Game Show
2. Build or Change a Subject Area
3. Quit

If you do not select one of the choices within thirty seconds, the computer will go into a demonstration mode, which displays various features of the program. To stop the demonstration, press the RETURN key at any point, and you will immediately return to the main menu.

Press the number 1 key ("Play the Game" on the main menu); then press the RETURN key. Each time you complete an entry, the RETURN key must be pressed. This tells the computer you are ready to continue. After you press RETURN, the disk drive will go on and the game will be loaded into the computer. You will first see an introductory frame with the words "The Game Show" in lights. Press the RETURN key to continue.

The computer will ask you several questions. If you wish to stop at any point during the questions press the ESC key and the computer will jump to the end of the program (as described later in this chapter). If you make typing mistakes use the back arrow key to erase one character at a time.

For trial purposes please answer each question as shown. The first question is:

Do you want sound effects?

Type YES. Press the RETURN key.

Next you will see:

What is your name? _____

Respond with your first name; then press the RETURN key. You are limited to 9 characters in the name you type. (If your name is longer than 9 characters use a nickname.) The computer will then ask:

Will someone else play also (Yes or No)?

For now, respond by typing YES and press the RETURN key. This response will allow you to see how the game is played by two people.

Next, you will see the question:

Who's the other person? _____

Respond by typing another name (9 characters or less) and pressing the RETURN key. This name must be different from the first.

The next question is:

Would you like instructions? (Yes or No)

Type YES and press the RETURN key.

Notice that once again the disk drive comes on. Complete directions for the game will now appear on the computer screen. Read them before proceeding with the game. Appendix C contains a copy of these directions.

At the end of the directions you will see the following on the computer screen:

Insert Proper Subject Area Diskette

The subject area used for this tutorial is on the Game Show diskette so just press the RETURN key to continue. (See Chapter IV for use of additional subject area diskettes.)

Next the computer will type:

What subject area? _____
(Type catalog to see the subjects)

Type the word CATALOG and press the RETURN key.

The computer will list some of the subject areas provided on this diskette. (As shown in Appendix B). At the end of the listing you will see the message:

**TO CONTINUE--PRESS RETURN
TO SELECT--PRESS ESC**

If you press the RETURN key the computer will continue listing subjects. For now press, the ESC key, which will allow you to select a subject. The computer will respond by typing:

WHICH SUBJECT?

You should then type the subject area you wish to play. In this example type ANIMALS and press the RETURN key.

(If you press ESC instead of choosing a subject area, you will return to the question "What subject area?." In response, type "ANIMALS" and press the RETURN key.) The disk drive will go on and the ANIMALS subject area will be loaded into the computer from the diskette.

You are now ready to play the game. The panel moderator on the screen will tell you what to do. Follow his directions. Use the clues your team member gives you to try to guess the target word. Type your guess and press the RETURN key. Continue by responding to the clues provided. In this trial game, you will play for both teams. (How can you lose?)

The game will continue until all of the words have been presented. If you wish to end the round early, press the ESC key. When you complete the round, the computer will tell you who won, and then ask:

Do you wish to play another round?

For now, type NO and press the RETURN key.

The following message will appear:

**Insert The Game Show diskette
and press return**

Since you are using The Game Show diskette instead of a subject diskette (see Chapter IV), just press the RETURN key. This allows you to go back to the main menu. The main menu is illustrated at the beginning of this chapter and Chapter II. This menu must be on the screen before you proceed to Chapter II.

CHAPTER II

BUILDING A SUBJECT AREA

To start building a new subject area you should have the main menu in front of you.* You will recall that the main menu looks like this:

1. Play The Game Show
2. Build or Change a Subject Area
3. Quit

Select "Build or Change a Subject Area" by pressing the number 2 key and then the RETURN key. You will notice that the disk drive goes on as the computer loads the program from the diskette. (Make sure The Game Show diskette is in place. If it is not in place you will get a "disk error" and will be returned to the main menu.) The computer will now display:

**Press the Shift key
and Return**

At this time the computer is checking to see if you have a special modification to your computer which allows shifting between upper and lower case. (See Chapter IV and Appendix A for details.) Press the shift key and then press the RETURN key.

Next the computer will print:

Insert the Proper Subject Area Diskette

Since there may not be enough room on the Game Show diskette for another subject area, you will have to make a new subject diskette. Replace The Game Show diskette with a blank diskette. Press the RETURN key to continue. (Refer to Chapter IV for more information on using subject area diskettes.)

You should now see the, "Work on a Subject" menu (also referred to as the "work menu") as follows:

1. Catalog of Subject Areas
2. Create a New Subject Area
3. Change an Old Subject Area
4. Delete a Subject Area
5. Make a New Subject Diskette
6. Return to the Main Menu

* Make sure you are back to the main menu. If you are not, restart the program by turning off the computer and rebooting the disk (to boot means to start up the computer system from scratch).

Since you need to make a new subject area diskette, press the 5 key on and then press the RETURN key. The computer will ask:

DO YOU WANT TO MAKE A NEW SUBJECT DISKETTE?

Answer YES and press the RETURN key.

The computer will then display the following message:

*****WARNING***
MAKING A SUBJECT DISKETTE WILL ERASE
ALL PROGRAMS AND INFORMATION ON THE DISKETTE.**

DO YOU WISH TO CONTINUE?

As this warning indicates, all data on a diskette which is made into a subject diskette will be removed. Therefore make sure the diskette you put into the disk drive is blank or has nothing on it you want to keep. Then type YES and press the return key. The computer screen will show:

INSERT BLANK DISKETTE INTO DRIVE 1

After checking again to see that you have a blank diskette in the disk drive press the return key. The disk drive will go on and a blank subject diskette will be created. The process will take approximately 25 seconds, so please be patient. You will then return to the "work menu."

The subject diskette you have created will store a number of subject areas. You will not have to create a new subject diskette unless the one you just created becomes full or you decide to create a library of separate subject diskettes, each one containing a different topic.

You are now ready to practice building a new subject area. Press the number 2 on your keyboard and then press the RETURN key. You will see the screen change and the computer will ask for the first target word. Type the first word you want the players to guess.

For this demonstration let's create a subject area about famous people. As the first target word we will pick WASHINGTON. Type the word WASHINGTON. Check to make sure you spelled it correctly. If you did not, press the back arrow key to erase your mistake, then type in the correction. When you are ready to proceed, press the RETURN key. The screen will show:

**TARGET WORD #1
WASHINGTON
CLUES
1: -**

Now let's type in the first clue. You can type any clue you wish, but for demonstration purposes, please type:

THE FATHER OF OUR COUNTRY.

and press the RETURN key.

The computer is now ready for clue number 2. Type:

THE FIRST PRESIDENT

and again press the RETURN key. We are now ready for clue number 3.

Type:

HE CHOPPED DOWN A CHERRY TREE.

and press the RETURN key.

Using this format you can type between one and ten clues for each target word. You can continue adding clues following the same procedure. When you think there are enough clues, press the ESC key to move on to the next target word. Do so now.

The computer is ready for the second target word. Let's use THEODORE ROOSEVELT. Assume that for this answer we want the computer to accept either THEODORE or TEDDY. To do this, you should type:

THEODORE, TEDDY

The comma is used to mean "or". The computer will accept either THEODORE or TEDDY as a correct response. Actually the computer will accept any answer that contains the word THEODORE or the word TEDDY in it. For example, if the player typed, "THE ANSWER IS TEDDY ROOSEVELT", the computer would accept that as a correct response.

Now press the RETURN key. Continue entering your own clues. Remember to press the RETURN key after each clue is entered. Clues and target words are limited to one line (37 characters). If you try to type more than one line, the the computer will erase that line and warn you that the clue was too long. You will then have to enter a shorter version of that clue.

When you feel there are enough clues, press ESC to add another target word. Continue adding target words and clues in this way until you have completed your subject area. If you make a mistake, don't worry, you can come back and edit it later (See Chapter III).

Once you have entered all your target words and clues, you are ready to save your new subject area on the diskette. To do so press the ESC key. The computer screen will say TARGET WORD # X. (X represents the number of the next target word.) Press the ESC key again to indicate that you are finished adding targets to this subject area.

The computer will then display the "edit menu," shown here:

**ADD, EDIT, LIST, DELETE, SAVE
OR MAKE (A SUBJECT DISKETTE)**

Since we are finished building this subject, type:

SAVE

and press the RETURN key. The computer will ask you to type a name for your new subject. For this demonstration type:

FAMOUS PEOPLE

and press the RETURN key.

The computer will respond by printing "SAVING FAMOUS PEOPLE" on the screen. The disk drive will go on and the new game will be saved on the diskette. The computer will RETURN you to the work menu.

Note: The ESC key has a special function throughout The Game Show system. In Chapter I we used the ESC key to end the game. In this chapter, pressing the ESC key terminated the process of adding a subject area and moved us to the edit menu. The use of the ESC key is standard throughout The Game Show. The ESC key always stops the current process and moves you to the next step in the authoring process.

CHAPTER III

CHANGING OLD SUBJECT AREAS

You built a new subject area in Chapter II. If you made some mistakes, you will want to fix them. First make sure the "Work on a Subject Area" menu is on your screen.* It should look like this:

1. Catalog of Subject Areas
2. Create New Subject Area
3. Change an Old Subject Area
4. Delete a Subject Area
5. Make a New Subject Diskette
6. Return to the Main Menu

Press the number 3 key, indicating you wish to change an old subject area, and then press the RETURN key. The computer will ask "Which Subject?." To get the demonstration subject area created in Chapter II you should type:

FAMOUS PEOPLE

The disk drive will come on and the subject will be loaded into the computer. The "edit menu" will then appear on the screen. The edit menu lists the following options:

ADD, EDIT, LIST, DELETE, SAVE

OR MAKE (A SUBJECT DISKETTE)

You will notice that the edit menu looks different from the work and main menus. This is designed to keep you from confusing the work and edit menus. Select the function you wish to perform by typing the appropriate word, and pressing the RETURN key. At the conclusion of each function, except SAVE, you will return to the edit menu. At the conclusion of the SAVE operation you will RETURN to the work menu. A more detailed description of each editing function follows.

ADD

The ADD function allows you to increase the number of clues or target words in your subject area. After you have typed ADD and pressed the RETURN key, the computer will print "Add Targets or Clues?". If you type TARGETS the computer will allow you to add additional target words and their associated clues to your subject area. If you type CLUES then the computer will let you add more clues to an existing target word.

* If the work menu is not on the screen, keep pressing ESC until you see the "edit menu" shown above. Then follow the directions for saving a lesson as described at the end of Chapter II.

You will notice that the ADD function follows the same procedure used for creating new subject areas. When you are done adding targets and clues. Press the ESC key.

EDIT

The EDIT function allows you to change target words or clues which are already in a subject area. After you type EDIT and press the RETURN key, the computer will ask you which target and its associated clues you wish to edit. The computer will then ask which line number on that page you wish to change. That line will then be erased and you will be allowed to type in the corrected line.

If there are more mistakes on the page, you can fix them by following the same procedure. When you feel the page is correct, press the ESC key. The computer will then return you to the edit menu.

LIST

The LIST function allows you to print out all of the target words and clues in a subject area. After typing LIST the computer will ask:

List to Screen or Printer (S/P)?

If you select "S" for screen, the listing will appear on the screen for review. One target word and its associated clues will be seen at a time. To move to the next word, press the RETURN key. Any time you wish to terminate the listing press the ESC key.

If you select "P" for printer, the computer will ask:

Has this subject area been saved
to the diskette (Y/N)? -

If the subject has not been saved to the diskette, you should answer "NO." The computer will then take you to the "save" function. (This is done to make sure you do not lose an unsaved subject during the printing process). If you answer YES the computer will ask:

What is your printer card slot #(1-7)?

After you type the correct slot number and press the RETURN key, the listing will be sent to the printer. (Note: program does not support RAM driven printers.)

DELETE

The DELETE command allows you to remove whole subject areas or single targets and their associated clues. After you select DELETE, the computer will ask:

**DELETE A SUBJECT AREA OR JUST ONE TARGET?
(S OR T)**

If you type S for subject area the computer will ask:

**Which subject do you want deleted?
(Type CATALOG to see the subjects)**

If you wish to review the subject area names, type CATALOG and press the RETURN key. The computer will list the subject areas and then ask you to choose the one you wish deleted.

Caution: Once a subject is deleted it can not be restored.

If you know the name of the subject area you wish to delete, type that name, and press the RETURN key.

If you choose to delete a target word from the currently loaded subject, the computer will ask:

Which target # (1 to n)

(The letter "n" refers to the number of target words in the subject area.)

After you respond with the number, the computer will display that target and its clues on the screen. It will ask if you are sure you want it deleted. If you respond YES, the target and all the associated clues will be deleted.

Caution: Once a target has been deleted and the change saved on the diskette, it can not be restored.

SAVE

The SAVE command allows you to save the lesson currently stored in the computer's memory onto the diskette. Type SAVE and press the RETURN key. The computer will respond by asking:

Type the Subject Name to be Saved

As a safety feature, you must save the current subject area on the diskette before you can return to the work menu. This forced SAVE minimizes the possibility that you will forget to save your subject area onto the diskette. If you wish to return to the edit menu press the ESC key.

If you press the ESC key while in the edit menu, you will be forced through the SAVE function before returning to the work menu. Once again, this is to make sure that you do not lose any of your work.

MAKE A DISKETTE

If you run out of room on The Game Show diskette, you can use this command to create a blank subject area diskette. (See Chapter IV for details on creating and using subject diskettes.)

CHAPTER IV

OTHER FUNCTIONS

To use the functions described below you must have the work menu on the screen. See Chapter II For instructions on how to load the work menu.

Catalog of Subject Areas

This command will cause the name of each subject area on the diskette to be displayed on the screen. If you wish to end the listing early, press the ESC key.

Delete a Subject Area

This command allows you to remove a subject area from the diskette. Caution should be used when deleting subjects. Once they have been deleted they can not be restored. This command is also available in the edit menu. (For more information see Chapter III.)

Make a Blank Subject Diskette

The purpose of this command is to allow the creation of a blank subject diskette. The subject diskette can be used to store additional subject areas. This command is also available in the edit menu.

CAUTION: This procedure will erase everything on a diskette. Make sure there is nothing valuable on the diskette you intend to use. Be especially cautious that you do not use The Game Show diskette.

Using a Subject Area Diskette

There are two basic reasons for making a separate subject area diskette. You may find that your Game Show diskette is full and that you are not able to save any more subjects on it, or you may feel it is more convenient to store subjects on separate diskettes. In either case, the subject area diskette can not be used alone. The program must be started using The Game Show diskette. In addition, The Game Show must be in place during the following transitions:

1. when moving between the main menu and the work menu
2. when moving between the main menu and the game
3. when requesting instructions before playing the game

At all other times a subject area diskette is sufficient. For example, when actually playing the game or writing a new subject area you do not need The Game Show diskette in place. This is particularly handy in a computer lab, since one Game Show diskette can be shared among several computers.

Using Upper and Lower Case

Using the upper and lower case function in this program requires that your Apple II be modified. Details of this modification are described in Appendix A. If your Apple has been changed in this way, the computer

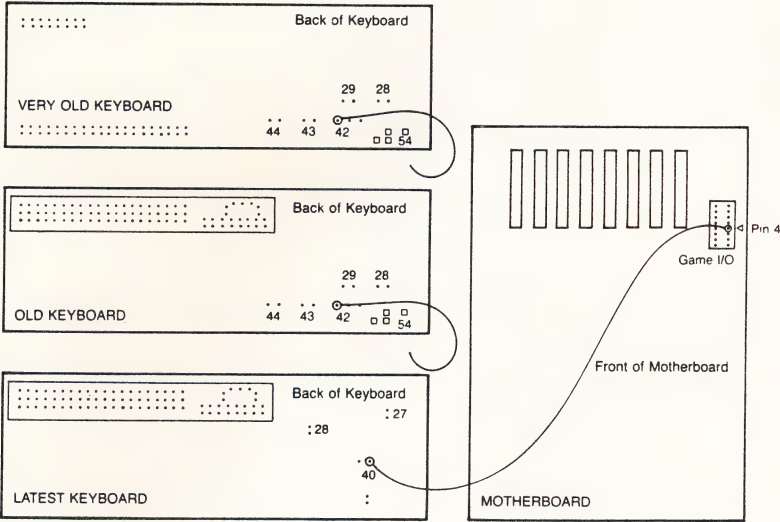
will automatically allow you to use upper and lower case when creating clues for your subject areas. To shift from lower case to upper case, simply press the shift key and type the letter you wish to capitalize.

If you do not have this modification the computer will automatically allow you to use upper case only.

Technical note: this modification essentially connects the shift key on the Apple II keyboard to the third paddle switch connector on the mother board. (Generally this paddle switch is unused.) Please be advised that this alteration may void your Apple warranty. If done incorrectly it could damage the computer. Computer Advanced Ideas, Inc. accepts no responsibility or liability for damage caused by making this modification.

APPENDIX A

SHIFT KEY MODIFICATION



This modification is optional it will allow you to use your shift key to switch between upper and lower case while writing new subject areas. The modification is simple but should be done by an experienced electronics person.

First remove the 10 screws holding the bottom and the top of the case together. Determine which keyboard you have and then locate the proper pin as shown in the diagram. Solder a 26 gage or smaller insulated wire to the correct pin. Strip the other end of the wire and place it into hole number 4 of the paddle I/O connector on the mother board. Reassemble the computer case.

Again a warning, only a person experienced in working with micro electronics should attempt this modification. If in doubt ask your Apple dealer for assistance. Remember this modification is not necessary to use this software.

APPENDIX B

Subject Areas

1. Advanced Voc
2. Animals
3. Algebra I
4. Computer Terms
5. Sailing Terms
6. Constitution
7. Nursery Rhymes
8. Biology (Hard)
9. Famous Cities
10. A words
11. B words
12. C words
13. D words
14. F words
15. G and H words
16. Airplanes

APPENDIX C

INSTRUCTIONS

This is a game similiar to the game of Password. Your partner will give you clues. You will respond by typing what you think is the correct word or phrase. The best score you can get is ten points. Each additional clue you receive decreases the number of points for the current mystery or target word.

Clues are given until you guess the target word or until your screen partner runs out of clues. If that happens, the right answer will be shown and a new target will be selected.

The highest score at the end of the game wins.

NOTES

WARRANTY AND BACKUP POLICY

Any Computer-Advanced Ideas software is guaranteed to operate as described in the manual. CAI will repair or replace, free of charge for a period of one year from date of purchase, any diskette that does not function properly. To register your warranty and receive a free backup diskette, return completed warranty card within thirty (30) days from date of purchase.

NAME OF PRODUCT The Game Show Date of Purchase _____

Name _____

Address _____

City _____ State _____ Zip _____

Planned Use of Product: Personal or Classroom

Place of Purchase: _____

Suggested Modifications or Comments:

The Game Show provides an educational tool for vocabulary development by giving progressive clues requiring word-oriented answers. This entertaining computer game uses animated color graphics with the appearance and action of popular TV game shows.

- Offers subject areas in many entertaining and informative fields
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Computer-Advanced Ideas, Inc. is a major publisher of quality education and technical products. CAI software is recognized for excellence of design, superior graphics, clear instructions and ease of use. As a leader in its field CAI guarantees all of its products.

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