

ATARI® 400/800™

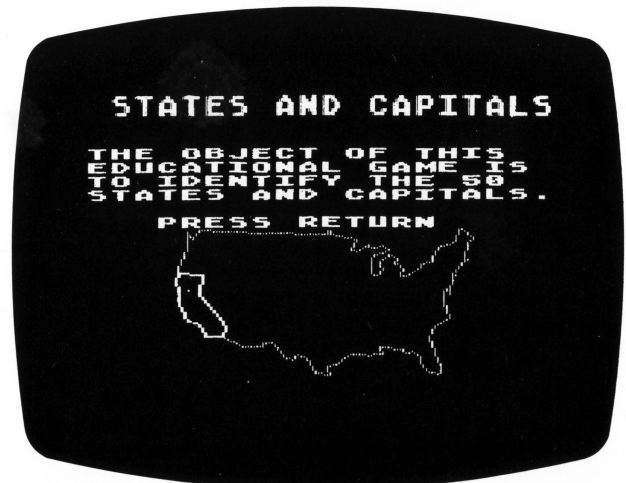
COMPUTER PROGRAM CASSETTE STATES AND CAPITALS

CX4112

© 1980, ATARI, INC.

Use the following procedure to start your **STATES & CAPITALS Computer Program Cassette**.

1. Insert an **ATARI® BASIC** (Computing Language) **Cartridge** into your **ATARI 400™** or **ATARI 800™** computer console slot. (Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)
 2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet. (See your **Program Recorder Owner's Manual** for further details if necessary.)
 3. Turn your television on.
 4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**.
 5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below. (See the NOTE on the last page of these instructions if you have loading problems.)
 6. Insert side **1** of the **STATES & CAPITALS** Program Cassette into the **ATARI 410 Program Recorder**. **REWIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/EJECT)**.
 7. Type **CLOAD** on the computer keyboard and hit **RETURN**. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder**. Hit **RETURN** key again on the computer console.
You will notice through the window of the **Program Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.
 8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit **RETURN**. You will hear another beep sound.
 9. The screen display will now show an **ATARI** logo along with a **LOADING STATES & CAPITALS** message. An audio track with music will accompany this process and will provide you with some additional information.
-
- VOLUME NOTE:** During the first loading process (**Step 7**) you will hear digital, computer-type noise in the background. Although this is normal, you may have a tendency to turn the volume down on your television. If you do, be sure to turn the volume back up for the audio track that takes place during the next loading process (**Step 8**).
-
10. At the conclusion of this loading process the introductory display for the **ATARI STATES & CAPITALS** program will be shown on the screen. Toward the middle of the screen will be the question, **INSTRUCTIONS (Y/N)?** If responding yes, type **Y** on the keyboard. If responding no, type **N**. (It is a good idea to read the instructions the first time you play.)
 11. If you respond no (**N**), the computer will immediately begin loading the program into memory. After responding yes (**Y**), however, the computer will display the following sets of instructions:



STATES AND CAPITALS

A RANDOM SELECTION
OF STATES WILL BE
MADE. THERE WILL BE
NO DUPLICATIONS.

PRESS RETURN



STATES AND CAPITALS

THE NUMBER OF STATES
WILL BE INDICATED
BY THE COMPUTER.
PRESS RETURN.



STATES AND CAPITALS

THE OUTLINE OF THE
STATE WILL BE PLACED
IN ITS PROPER
LOCATION ON THE MAP.

PRESS RETURN



STATES AND CAPITALS

THE OUTLINE OF THE
STATE WILL REMAIN ON
THE SCREEN. IT WILL
BE USED TO INDICATE
THE LOCATION OF THE
CAPITAL. PRESS RETURN.



STATES AND CAPITALS

THE COMPUTER WILL
PROMPT ENTRY OF THE
NAME OF THE STATE
AND CAPITAL.

PRESS RETURN



STATES AND CAPITALS

PLAY CONTINUES UNTIL
YOU HAVE USED ALL
THE STATES. THEN
PRESS START TO
PRESS RETURN.



STATES AND CAPITALS

THE CORRECT NAME
WILL BE DISPLAYED
REGARDLESS OF YOUR
ENTRY.

PRESS RETURN



STATES AND CAPITALS

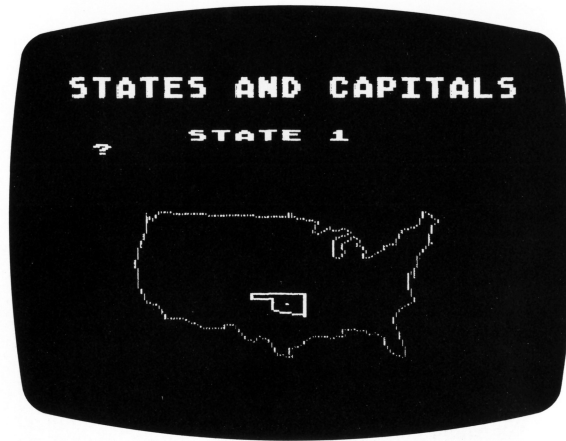
GOOD LUCK AND HAVE
FUN WITH THE STATES
AND CAPITALS!

PRESS START TO LOAD



You must press **RETURN** each time it is called out on the screen to scroll through the instructions.

12. After the last set of instructions, press **START** on the console to load the program into the computer. A **LOADING STATES & CAPITALS** message will appear on the screen. Another beep sound will occur, followed by music.
13. After the program has been loaded into the computer, the following display will appear on the screen and you will be ready to start:



The outline of the first state (randomly selected) will appear on the screen in its proper geographic location. You must type in the name of the state using the computer keyboard. If you misspell a name it will be recorded as incorrect. After entering the name of the state, hit **RETURN**, then enter the name of its capital and hit **RETURN**.

If you don't know the name of a particular state or capital, and don't want to make a guess, hit **RETURN**. After you name (or attempt to name) each state and corresponding capital the computer automatically enters the outline of the next state.

To begin again, or to reset at any time, press **START**. That's almost all you need to know. The computer will keep score for you, but don't forget to spell correctly.

Here's just one tip to give you a head start. The capital of Minnesota is St. Paul (not Saint Paul).

Side 2: The previous instructions apply to side 1 of the cassette tape. Side 2 does not include introductory instructions, only the program itself. To start side 2:

1. **REWIND** the tape to the beginning of that side, then press **STOP (STOP/EJECT)**.

2. Type **CLOAD** on the keyboard and press **RETURN**.

3. After the "beep" sound press **PLAY** on the **Program Recorder** and hit **RETURN** again on the computer console.

4. When the **READY** prompt appears, type **RUN** and hit **RETURN**. The **ATARI** logo will appear on the screen while the program is automatically loaded into the computer. The **STATES & CAPITALS** program will subsequently appear on your television screen, at which time you're ready to start.

NOTE: If an **ATARI Disk Drive** is connected to the computer, the Disk Operating System and system software use almost 9K of available RAM (Random Access Memory). This overhead needs to be taken into account when calculating the amount of RAM required to run a program.

If you have problems loading the program, and if you have other peripherals in addition to the **Program Recorder** attached to the computer console, you should try disconnecting the other peripherals and connecting the **Program Recorder** directly into the console to isolate the problem. If loading problems persist, consult the **ATARI 410 Program Recorder Operator's Manual**.

**LIMITED 90-DAY WARRANTY
ON ATARI® PERSONAL COMPUTER PRODUCTS**

ATARI, INC. ("ATARI") warrants to the original consumer purchaser that this ATARI Personal Computer Product (not including computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If any such defect is discovered within the warranty period, ATARI's sole obligation will be to repair or replace, at its election, the Computer Product free of charge on receipt of the unit (charges prepaid, if mailed or shipped) with proof of date of purchase satisfactory to ATARI at any authorized ATARI Service Center. For the location of an authorized ATARI Service Center nearest you, call toll-free:

In California (800) 672-1430
Continental U.S. (800) 538-8547

or write to: Atari, Inc.
Customer Service Department
1340 Bordeaux Drive
Sunnyvale, CA 94086

YOU MUST RETURN DEFECTIVE COMPUTER PRODUCTS TO AN AUTHORIZED ATARI SERVICE CENTER FOR IN-WARRANTY REPAIR.

This warranty shall not apply if the Computer Product: (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an authorized ATARI Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED. Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**DISCLAIMER OF WARRANTY
ON ATARI COMPUTER PROGRAMS**

All ATARI computer programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the programs prove defective following their purchase, the purchaser and not the manufacturer, distributor, or retailer assumes the entire cost of all necessary servicing or repair.

ATARI shall have no liability or responsibility to a purchaser, customer, or any other person or entity with respect to any liability, loss, or damage caused directly or indirectly by computer programs sold by ATARI. This disclaimer includes but is not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer programs.

REPAIR SERVICE

If your ATARI Personal Computer Product requires repair other than under warranty, please contact your local authorized ATARI Service Center for repair information.

IMPORTANT: If you ship your ATARI Personal Computer Product, package it securely and ship it, charges prepaid and insured, by parcel post or United Parcel Service.

**PERSONAL
COMPUTER
SYSTEMS**

P.O. Box 427, Sunnyvale, California 94086
Call toll-free 800-538-8547 (In Calif. 800-672-1404) for the name
of your nearest Atari retailer

