



## DISKETTE PACK

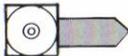
Contains:—

- **The Home Filing Manager**
- **The Pay-off**
- **Atari Demonstration Diskette**

**DX1002**

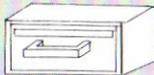
**TWO DISKETTES**

PROGRAM  
DISKETTE



### THE HOME FILING MANAGER

REMOVE PROGRAM DISKETTE FROM DRIVE!  
PLACE DATA DISKETTE IN DRIVE!  
PRESS START AFTER DISKETTE IS PUT IN



PREPARED  
DATA  
DISKETTE



START

NEW DATA  
DISKETTE



### THE HOME FILING MANAGER

PREPARE AND FORMAT a diskette  
SWITCH data diskettes  
QUIT

SELECT choose item  
START starts choice

START

THE I

TYPE DISKE

■

START

.... Cont

LOOK

FETCH

MARK

PREPARE  
SWITCH  
QUIT

START

START

START

### GET

LIST FIND ADD EDIT ERASE COPY EXIT

Press START to see next  
card in file.

Press SELECT to choose  
another item.

Goes to  
**ADD**  
IF FILE IS EMPTY

GET LIST FIND **ADD** EDIT ERASE COPY EXIT

Press START to add a new  
card to file.

Press SELECT to choose  
another item.

### GET LIST **FIND**

ADD EDIT ERASE COPY EXIT

Press START to see next  
marked card.

Press SELECT to choose  
another item.

## ■ The Pay-Off

### ■ Adventure Program

Explore the dangerous streets of downtown New Jersey in this exciting adventure game.

It's tough on the streets of New Jersey. Hard to make an honest buck – and even harder to make a dishonest one.

You're in trouble – big Trouble spelt with a capital T. You know that there's no messin' with Luigi – he's no gem.

You control your movement around the dangerous streets by using the familiar verb-noun instructions eg. CLIMB PIPE or GO COUNTER.

The most frequently used direction commands may be abbreviated to just one letter eg. N,S,E,W.

### **Loading Instructions**

- 1. Place the diskette in your disk drive.
- 2. Turn on the disk drive, then your computer. (Atari Basic required).
- 3. The program will now load and run automatically.

You can save your current position at any time by simply typing "SAVE"

**At the beginning of each game you have the opportunity to restore a previously saved game.**

## ■ The Home Filing Manager

At last! A fast and efficient way to file recipes, addresses, 'phone numbers, birthdays, record or stamp collections – in fact, whatever can be listed and indexed. Simple to set up and edit; perfect for every member of the family to use.

### ■ Getting Started

If you haven't already set up your ATARI Computer system, do so now; you'll find complete set-up instructions in the Owners Guides that come with the various parts of your system.

A step by step guide for The Home Filing Manager can be found in the Data file which is stored on the reverse side of the Home Filing Manager Program diskette. To read these instructions, simply follow the instructions below in sequence.

#### **How to load the Home Filing Manager**

- 1. Ensure that your ATARI computer is switched OFF. Switch on your television or monitor and your Atari disk drive; wait until the busy light on the disk drive goes out.
- 2. If you have a printer you may find it useful to make a hard copy of the Home Filing Manager User Guide. Switch your printer on now and position the paper ready for printing.
- 3. Insert the Home Filing Manager Program diskette into your disk drive. Close the disk drive door.
- 4. Press the OPTION key on your computer keyboard and at the same time switch your computer ON.
- 5. Release the OPTION key and the Home Filing Manager program will load automatically.

The Home Filing Manager title display will now appear on your television screen for a few seconds.

- 6. Wait until the Busy light goes out and then remove the Program diskette from the drive. Turn the diskette over and reinsert it, label down, into the drive.
- 7. Press the START key and the Main Menu will appear.
- 8. The Home Filing Manager organises information as a series of "cards" in alphabetic order. The User Guide is stored in this way.

Press the START key again and the first card of the User Guide appears.

- 9. At the top of the card is the Display Menu. The word GET is highlighted on this menu. The line beneath tells you that each time you press the START key, the Home Filing Manager will get and display the next card in the file.

You can now flip through each of the 39 numbered cards which make up the User guide simply by pressing the START key, once you have read the card on the screen.

- 10. If you wish to go back to a card you have missed press the OPTION key once. This changes the order that the cards are displayed in. If you press the START key now you will see the cards in reverse order. Press the OPTION key again to view the cards in the correct order.

The User Guide will tell you how to get the most from The Home Filing Manager. The enclosed Reference Card is a useful summary of the Guide, however, you may wish to take additional notes as you work your way through the Guide. Instructions on how to print all or selected cards begin on card 28.

**If you should encounter any difficulties, simply switch your computer OFF and repeat all of the above steps carefully.**

## ■ Atari Demonstration Diskette

A selection of demonstration programs that show you just some of the many effects your Atari computer is capable of!

### Loading instructions

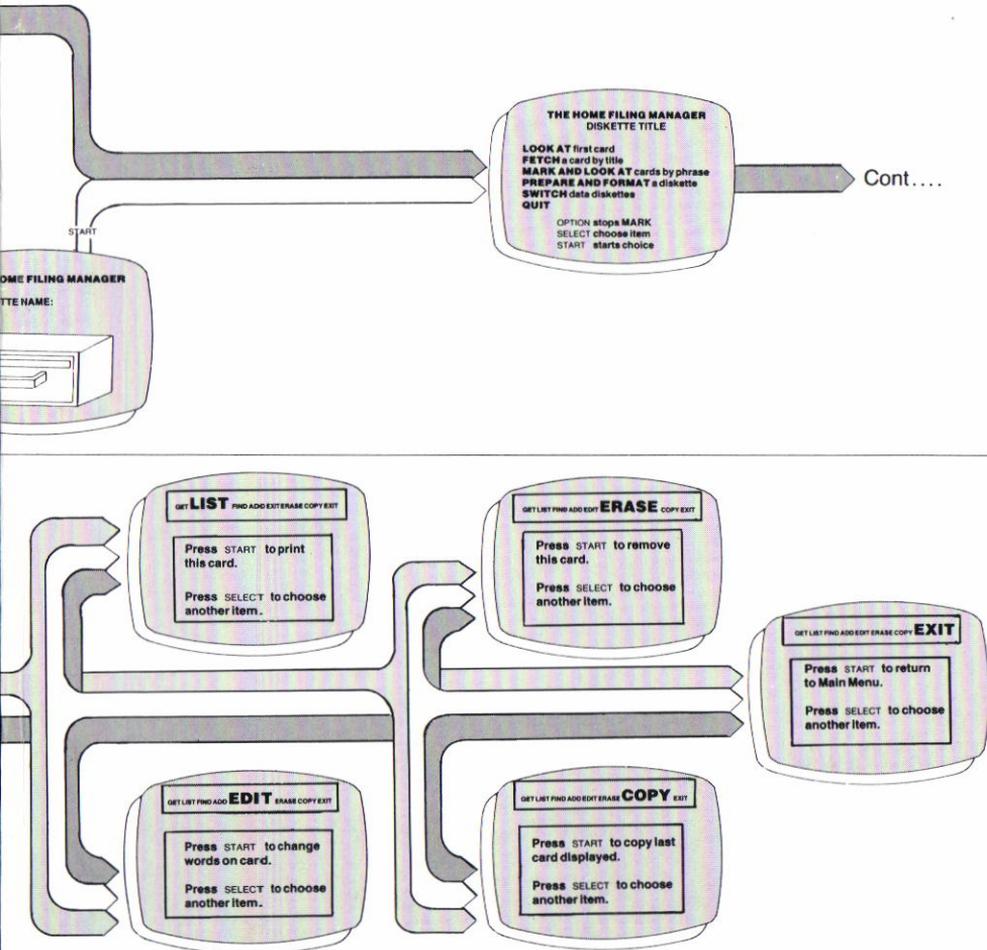
- 1. Place the ATARI Demo diskette in the disk drive (label down as the Demo Program is on the reverse side of The Pay-Off diskette).
- 2. Turn on the disk drive, then your computer.
- 3. The program will load and run automatically.

The ATARI DEMO menu screen will be displayed. The DEMO will automatically show you each demonstration program, one after another. Simply sit back and enjoy!

**If there is a particular demonstration program you would like to see, press the SELECT key when the menu screen is displayed, until the arrow is pointing to the required title. Then press START, and your choice will be displayed.**



# Home Filing Manager Reference Card



## ■ The Home Filing Manager

Use the ATARI Home Filing Manager to keep track of notes, lists, number, names and addresses, or anything you would put on a 3" × 5" index card.

You can change your cards any time you wish.

The information is always safely stored on diskettes.

When you need to see them, display the cards by their titles or by a key phrase you have used for filing purposes.

## ■ The Pay-off

Explore the dangerous streets of downtown New Jersey in this exciting adventure game.

It's tough on the streets of New Jersey. Hard to make an honest buck – and even harder to make a dishonest one.

## ■ Atari Demonstration Diskette

A selection of small demonstration programs that show you just some of the many effects your Atari computer is capable of!

### SYSTEM REQUIREMENTS

- ATARI Computer with MIN 48K RAM.
- ATARI Disk Drive.

### RECOMMENDED ACCESSORY

- ATARI Printer



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SOFTWARE PRODUCTS DIVISION  
SLOUGH, BERKS.

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