

DISKETTE SOFTWARE
FOR ATARI 8 BIT
PERSONAL COMPUTER SYSTEMS
WITH A MINIMUM 48K RAM AND
ATARI 1050 DISK DRIVE



SOFTWARE PACK

CONTAINS:—
THE HOME FILING MANAGER
PAINT
THE PAY OFF

DX 1003



TWO DISKETTES

 **ATARI**
Power Without the Price™

■ 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 Pay Off

You wake up. Your head is heavy - what a night! You stagger out of bed, and pull on the nearest clothes. You feel rough. You look in a mirror. You look rough. You console yourself by thinking that New Jersey is no place for people who don't look rough. Suddenly, footsteps. A knock at the door. All goes quiet. Cautiously you open the door in your dressing-gown (funny place to have a door you think, but this is no time for jokes). Standing in front of you is a blonde who has the body of a seventeen year-old film star. You say "Hey, sugar, what are you doin' with that seventeen year-old film star's body?". She replies, in a seductive voice; "Listen Bignose, this ain't no time for old jokes. Luigi is lookin for ya' all over town. Whatever you do, don't go near his bettin' shop". She leaves. You're no fool - you know that trouble with Luigi is spelt with a capital 'T' - so you decide... to go to his betting shop! My oh my! What will you do now...

Let your imagination run wild, as you take on an alter-ego. You become someone else. The computer is your eyes, your ears, your nose - all of your senses in fact. It tells you what is happening, and you tell it what you want to do next... you control your movement by typing one or two word verb-noun commands, such as GO COUNTER, or BREAK WINDOW. (You can abbreviate commands to the first four letters only if you wish). Direction commands are usually one letter - type N, S, E or W and to see what you are carrying you would type I (for inventory). Other commands will become clear as your adventure progresses. If you wish to store the position you get to in a game so that you may resume future sessions from that point, type SAVE.

■ To Load "The Pay Off"

1. Ensure that your Atari computer system is set up, and that everything but the computer is switched on.
 2. IF YOU ARE NOT USING AN ATARI XL or XE COMPUTER, you will need to insert your Atari BASIC cartridge now. XL and XE computers have BASIC built-in.
 3. Insert the diskette labelled "THE PAY OFF" and "PAINT" into your disk drive, *WITH THE LABEL FACING UPWARDS.*
 4. Switch your Atari Computer ON. The program will now load into the computer memory..
- BEST OF LUCK WITH LUIGL..

■ Paint

SuperBoots Software Developed by Capital Childrens Museum

PAINT is a computer graphics package that will bring out the artist in you - you'll get hours of fun and pleasure letting those creative juices flow! Imagine that your T.V. screen is your canvas, and the computer keyboard your brushes and palette. Once you have created a masterpiece, you can **KEEP** it forever, or **JUNK** it and never see it again (even Van Gogh had his off days)!. If you become very confident, you can use a joystick controller with **PAINT**, and really go to town! The best way to learn **PAINT** is to experiment - follow the summary of features listed below, and try each one as you go! It is easier than it looks!

■ How to Load "PAINT"

1. If you haven't already done so, set up your Atari Personal Computer System as detailed in the various booklets that accompany your Atari products.
2. Ensure that your Atari Computer is switched OFF, and that your TV or monitor and your Atari Disk Drive are switched ON.
3. **IF YOU ARE NOT USING AN ATARI XL or XE COMPUTER**, you will need to insert your Atari BASIC cartridge into the computer now. Atari BASIC is built-in to XL and XE computers.
4. Insert the diskette labelled "THE PAY OFF" and "PAINT" into the Disk Drive, *BUT WITH THE LABEL FACING DOWNWARDS*. (If you have more than one Disk Drive, use Drive No. 1). Close the Disk Drive door.
5. Switch your Atari Computer ON. The **PAINT** program will now load into the Computer memory.

■ Using "PAINT"

When the program has loaded, displayed upon the screen will be the words "PAINT MENU", and beneath a list of three options. A green arrow will be pointing to "SUPER PAINT". The arrow indicates which option of the **PAINT** program is currently selected. If you wish to choose a different option of **PAINT** - say, **SIMPLE PAINT** or **ART SHOW**, press the **OPTION** key on the computer keyboard until the arrow points at your choice, press the **START** key, to use that option.

SUPER PAINT is powerful - it allows you to create complex pictures, and offers you a host of features to help you create that masterpiece.

SIMPLE PAINT operates in a similar manner to **SUPER PAINT**, but it has less features. It's ideal to start upon.

ART SHOW allows you to create your own electronic gallery upon your T.V. Up to 24 of your pictures may be displayed in an order that you choose, each for as many seconds as you wish. (You will require to use a joystick for this option, and to follow the screen commands carefully).

The following is a summary of the main features offered by SUPERPAINT. (SIMPLE PAINT uses only the main commands below):-

CURSOR CONTROL: upon the screen you will see a flashing white symbol (the 'CURSOR'). This represents your paintbrush. It can be in two modes - PAINTING or NOT PAINTING. To move it so that it does not paint, press the keys upon the right-hand side of the computer keyboard marked with arrows - up, down, left and right. To keep the cursor moving in one direction, keep the relevant arrow key depressed.

PAINT: to make the cursor paint upon the the screen, press the CONTROL (or CTRL) key on the left hand side of the keyboard *at the same time as the relevant arrow key.*

SELECT COLOUR: Along the bottom of the screen, you will see a number of small pots, each with a different colour inside. These are your PAINT POTS. Looking from right to left, there will be 10 pots in total. Imagine these numbered 0-9, left to right. A small white flashing line beneath one of the pots indicates which colour the cursor currently is when painting. To change this colour, type the letter C followed by a number between 0 and 9. This number corresponds to the paint pot number. Easy isn't it? No? Try it...

BRUSH THICKNESS: To change the thickness of your paintbrush (represented by the cursor, remember), type the the letter B followed by a number between 1 and 9. Thus, you can choose up to 9 different thicknesses of brush.

BRUSH WIDTH: To change the width of the brush, type W followed by a number between 1 and 9.

ERASE SCREEN: If you wish to clear the screen, type E, then Y (for 'Yes I do want to clear the screen') or N (for 'No I've changed my mind').

KEEP: Stores your pictures upon a separate diskette of your own (see "NOTE" below), which you should label "PAINT PICTURES". Type K and then type a title for your picture, up to eight letters long, and press the return key on the keyboard.

GET: Displays a picture you have previously kept, for alteration or admiration! Insert your own PAINT PICTURES diskette into the disk drive, or the PAINT PROGRAM diskette, and type G. Then type the name of the picture you wish to get from disk, and press RETURN.

JUNK: Removes any trace of a picture you never want to see again from your own PAINT PICTURES diskette. Use this feature carefully! Type J and then the name of the picture you want to JUNK, then press RETURN. (Note, you can't JUNK any pictures on the PROGRAM diskette - sorry, but we're proud of them!)

ZOOM: For really fine detail on your picture, you can work with two levels of magnification (or ZOOM). Type Z for ZOOM 1, type Z again for ZOOM 2, or type Z again to return to normal, NO ZOOM.

LINE: Lines can be drawn automatically. All you need to do is mark the start and finish points! First, position the cursor where you would like the line to begin. Now type L. Move the cursor using only the arrow keys to the position where you wish the line to end. You will note that two cursors are now on the screen - one marking the start and another the end of the line. Press CTRL key AND an arrow key together, once. A line will now be drawn between the two cursors. To continue painting, type P.

CIRCLE: Type O. CIRCLE works in a similar manner to LINE- you mark the edge of the circle, and then mark it's diameter.

RECTANGLE: Type R. RECTANGLE works in a similar manner to line - you mark opposite corners of the rectangle.

FILL: Puts solid colour into an area, but the colour must be the same as the colour of the enclosed area's boundary line colour. Move the cursor into the enclosed area, and type F. Then type CTRL and an arrow together, once. (Other types of fill— I-FILL and X-FILL are available if you use a joystick).

HELP: Type H and a menu of letters appears. Type H again for summary of the commands available. Type P to resume painting.

There are a few other nice features within PAINT, that you should discover when you become more expert at using it. Using a joystick controller makes using PAINT simpler and quicker. Consult HELP feature for assistance if you get confused using the joystick.

NOTE

To create a suitable "PAINT PICTURES" diskette for your own pictures, you will need to format a blank diskette using either DOS 2.0 or DOS 2.5 (DOS 3.0 is not suitable). If you do not have either, consult your nearest Atari stockist for assistance, or the 'Atari Helpline' on 01-309 7770 (office hours) who can direct you locally.

HAVE FUN!

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, 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.

■ The Home Filing Manager (Small DATABASE)

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.¹

■ The Pay-off (ADVENTURE)

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.

■ Paint (GRAPHICS)

Let those creative juices flow, as you draw colourful pictures that can be kept and displayed in the future. (Joystick optional).



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