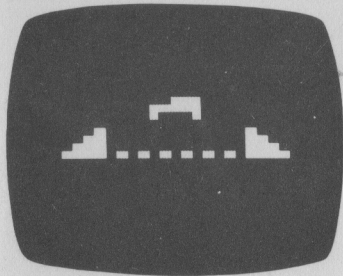

INSTANT SOFTWARE

Designed
for use on
APPLE*
20K

Math Tutor II

- Robot Duel
- Car Jump
- Sub Attack

* A trademark of Apple Computer Inc.



© Instant Software Inc. 1979 © 1979
Peterborough, NH 03458 USA 0098A

MATH TUTOR II

Your children and students can now enter the computer age with the Math Tutor II package. With these three programs, a child gets immediate positive reinforcement for a correct answer while playing an exciting game. Included are:

CAR JUMP

Make your car ramp-jump over buses. Every correct answer to area calculation problems will increase the number of bus lengths your car can clear.

ROBOT DUEL

Fire your laser at the computer's robot. If you give the correct answer to a problem involving volumes, your robot can shoot at his opponent. If you give the wrong answer, your shield power will be depleted and the enemy robot can shoot at you.

SUB ATTACK

Practice using percents as you maneuver your sub into the harbor. A correct answer lets you move your sub and fire at the enemy fleet.

Note: These programs use Applesoft II BASIC.

DISCLAIMER

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us... preferably by mail and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in Kilobaud. You are supposed to read Kilobaud anyway.

Wayne Green

APPLE LOADING INSTRUCTIONS

The Instant Software programs for the Apple computer are written in either Integer BASIC or Applesoft II BASIC. Be sure that you have the correct Basic language in your computer before attempting to load the program.

Apple Computer, Inc. recommends using the Panasonic model RQ-309 cassette recorder. If you are using this model, set the tone control to ten and the volume control to seven. If you are using a different recorder, you may have to experiment to find the optimum setting for your Apple computer.

To load a program, you must:

1. Insert the program tape into the recorder and rewind it to the start of the program.
2. Hold the control key (CTRL) down while you press the B key.
3. Release both keys and press the RETURN button. The prompt should appear—a right arrow (>) for Integer BASIC or a right bracket (]) for Applesoft II BASIC. (If you get an error message, press the RESET key and repeat steps 2 and 3.)
4. Press the play button on the recorder.
5. Type LOAD and press the RETURN button.
6. You should hear a beep after about 15 seconds, indicating that loading is in prog-

ress. If you get an error message, press the RESET key and try again.

If you must load Applesoft II BASIC from a cassette, follow the same routine. Then, place your program tape into the recorder and follow the loading routine from step 4 onward.

If you are still unable to load the program, try this routine:

A. Remove the MONITOR or EARPHONE plug from the recorder.

B. Press the play button on the recorder and listen until you can hear the header tone that precedes the data on the tape.

C. When you hear the tone, immediately press the recorder's stop button.

D. Replace the MONITOR plug and remove the MICROPHONE plug from the recorder.

E. Type in LOAD.

F. Press the recorder's play button and then press RETURN.

If the program still does not load, fast-forward the tape to the second dump and start again.

Should you be unable to load, check the cassette with another Apple computer. If still no go, return it to:

Instant Software Miseries

Peterborough, NH 03458

We'll see whether the cassette or your system was awry—and get you a replacement. Things can go wrong . . . go wrong . . . go wrong.

COPYRIGHT

This program is protected by copyright. This means that it is illegal to make a copy of the tape or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a \$10,000 reward for the conviction of anyone copying this program. This means that when your life-long friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better if someone is insistent, is to give them the money to buy a cassette of their own. It could be cheaper in the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

IMPROVEMENTS

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough NH 03458.

MATH TUTOR II

Instant Software's Math Tutor II package, the complement of our Math Tutor I package, helps children learn the concepts of mathematics. It uses the technique of immediate, positive reinforcement. When the child enters a correct answer, he is rewarded with the chance to jump his car over ramps, battle the computer's robot, or torpedo ships with his submarine. This method lets the child associate mathematics with a pleasant experience. It combines fun with the learning experience.

This package offers you, the parent, the unique opportunity to participate with your child in an exciting learning situation while it introduces him to the vital world of micro-computers.

Teachers, you can use these programs in the classroom. Children are fascinated by computers. You can give your students that extra incentive to work at their math lessons. And, the Apple can give them the instant feedback and constant attention only available from a computer.

The following programs are included in this package:

- * *Robot Duel* — solve problems in finding the volume of six different geometric figures.
- * *Car Jump* — find the area of six different figures.
- * *Sub Attack* — solve problems using percentages.

Each program has the same user commands. There are four levels of difficulty, from 1 = easy to 4 = hard. In *Sub Attack*, you can choose the problems you want to do; in the other programs you can let the computer issue problems at random. You can also select how many tries are allowed for a correct answer. In the instructions, type C to continue, S to stop, and E to end the program.

Note: All programs require Applesoft II BASIC.

ROBOT DUEL

This program involves a duel to the death between your robot, on the left, and the computer's robot. Each time you answer a problem correctly, you get a chance to fire your laser. If your answer is incorrect, the computer's robot gets a chance to fire.

Both robots have a shield strength of between 5 to 15 points. Each hit by laser fire decreases your shield strength. If your robot's shield strength drops to zero, you lose the game.

The computer will present you with random problems involving figuring the volume of various figures. These are the formulas used:

$$\text{Sphere} = 4/3 * 3.14 * R^3$$

$$\text{Cylinder} = 3.14 * R^2 * H$$

$$\text{Rectangular solid} = L * W * H$$

$$\text{Cube} = S^3$$

$$\text{Pyramid (square base)} = 1/3 * S^2 * H$$

$$\text{Cone} = (22/7 * R^2 * H) / 3$$

Program notes: Due to the language used in the Apple, an inappropriate decimal number sometimes appears. Don't be surprised; just ignore it.

Limit your answers to the number of decimal places requested. When answering any problem, be sure that your answer is a number. A letter in the answer will throw you out of the program and you must start again.

CAR JUMP

In Car Jump the more correct answers you give to problems involving calculating area, the further your car can jump over the ramps. As you answer a problem, the first ramp will appear. A second correct answer will make the landing ramp appear. The more correct answers, the further your car can jump, up to a maximum of seven lengths.

You'll be allowed a random number of chances to get the right answer (2-5). If you give a lot of incorrect answers, your car may be in serious trouble.

The computer will present you with random problems involving calculating the area of various figures. These are the formulas used:

$$\text{Circle} = 31.4 * R^2$$

$$\text{Circle} = 22/7 * (D/2)^2$$

$$\text{Rectangle} = L * W$$

$$\text{Square} = S^2$$

$$\text{Triangle} = 1/2 * B * H$$

$$\text{Trapezoid} = 1/2 * (B1 + B2) * H$$

Round all your answers to two decimal places.

SUB ATTACK

In this program, you must maneuver your submarine into the enemy's harbor and destroy the fleet anchored there. Every correct answer to any of the three different types of percent problems will give you a chance to move your sub or fire a torpedo.

You'll be shown examples of the three problems and asked if you want to do a specific type or take them on at random. You'll also have the choice of how many tries you can have to get a correct answer.

When you do give a correct answer, the computer will ask if you want to move your ship. You can enter the directions Up, Down, Left, or Right; use the first letter in each word to indicate direction.

When you're close enough, the computer will ask if you want to fire torpedoes. You'll be shown your coordinates. You must enter the estimated coordinates of the enemy ship. The harbor is divided into a 30 X 30 grid.

Try to destroy the enemy fleet within a reasonable number of turns. The enemy is looking for you and if you're not successful, you can be attacked with depth charges and sunk.

Answer all problems to a maximum of five decimal places.

STATISTICS

	MEM Used	Load Time min./sec.
SIDE A		
Title Page	4309	/35
Robot Duel	4946	/37
Car Jump	5655	/42
(Double Dump)		

SIDE B

Title Page	3969	/32
Sub Attack	5021	/38
(Double Dump)		

ACCIDENTAL ERASING

Until you've tried it, you won't believe how easy it is to screw up a data cassette. For instance, the magnet in any loudspeaker can do a fantastic job of removing part of the data . . . and you'll find loudspeakers in portable radios, cassette recorders, TV sets, etc. Power supplies will do even better. No one can even estimate how many tapes have been wiped out by these little TRS-80 power units . . . or by putting cassettes on top of the monitor, where its electromagnetic field can weave its subtle work.

Do not treat your cassettes casually. Give them extra care and attention. Keep them away from anything electrical, magnetic or dusty at all times.

Well, accidents can happen, even to the most careful of us. One of your kids can try out a data cassette and push the record button . . . etc. You should ward this off by punching out the tabs on the back of the cassette to prevent recording. If things do go awry, we'll redo your cassette for you for a nominal service charge of \$2. Just send back the original cassette, a note as to what went wrong (we like to keep statistics) and the \$2. We'll fix it up for you and get it back as quickly as we can. Try not to get worried if it takes three weeks . . . one week each way for the post office (when they are up to that rigorous a schedule) and a week for us to horse around.

ORDER NOW!

Call toll free (have your credit card handy) 800-258-5473 and ask for "Dept. 0098" . . .

☐ **Bowling and Trilogry**
Order no. 0040A \$7.95

☐ **Golf**
Order no. 0018A \$7.95

. . . or check the program you want and fill out the order form on the next page.

SOFTWARE OPPORTUNITIES

Anyone interested in writing software for fun and profit should send for our instruction sheet: "Dear Programmer." This describes, step by step, the process used by Instant Software for producing these programs. In addition to being able to make rather remarkable money as an author of a program, there are also opportunities to work on a freelance basis (at home) evaluating programs or converting them from one microcomputer system to another.

If you are thinking in terms of distributing your own programs, you can do worse than find out the benefits of having Instant Software do this job for you. Write for: "Selling Your Software The Easy Way."

Instant Software is looking for programs to publish and distribute — business programs, games, home programs, educational programs, scientific programs, etc. For more information please write to Instant Software, Peterborough NH 03458.

Official Magazine Subscription Form.

↗ Kilo baud Microcomputing Dept. 0098, Peterborough NH 03458

- ☐ One Year \$18 ☐ Bill Me Later ☐ Payment Enclosed
☐ Renewal ☐ New Subscription ☐ Bill my credit card
☐ VISA ☐ MC ☐ AMEX

Card No. _____ Exp. Date _____

Signature _____ (For "Bill-Me's" Tool)

Name _____

Address _____

City _____ State _____ Zip _____

☐ Also filled out is my program order blank. Enclosed is \$_____ for the programs marked on the reverse side plus \$1.00 handling fee.

READING

Kilobaud
MICROCOMPUTING

?

Kilobaud MICROCOMPUTING is designed to help the newcomer to computing to understand computers, while still being interesting to the experts. We try to avoid the use of computerese as much as possible. You'll also find a wealth of software in Kilobaud MICROCOMPUTING . . . and more articles every month than any other magazine.

The crew putting out Kilobaud MICROCOMPUTING are the ones who originated BYTE and are the leaders in the field. Only Kilobaud MICROCOMPUTING has a complete microcomputer laboratory for checking both hardware and software.

Kilobaud MICROCOMPUTING is \$2.50 per copy, but is only \$18 for a one year subscription. Back issues are \$3, except for a few rare ones which are \$10. To subscribe just send your name and address to Kilobaud MICROCOMPUTING, Subscription Services Dept. ISI, P.O. Box 997, Farmingdale NY 11737. We'll start with the next published issue and send a bill for the subscription. If you are not delighted with the first issue, just return the bill and we'll be disappointed to lose you. Readers of Kilobaud are generally very enthusiastic and read it from cover to cover. You can also subscribe by calling (during working hours) 800-258-5473.