

MATCHING QUIZ

(4K)

FOR APPLE II

Personal Computer Programs

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**Published By
MAGNEMEDIA**

17845 Sky Park Circle, Suite H
Irvine, California 92714
(714) 549-9122
1978

APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

FURTHER DOCUMENTATION

Lists and notes of all programs plus a complete print out are available from Magnamedia. Use the enclosed order blank to obtain these lists.

AVAILABLE FOR OTHER POPULAR COMPUTERS ALSO

GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, Magnamedia will replace it. Send the tape and \$1.00 handling charge to Magnamedia.

PURPOSE

MATCHING QUIZ is designed to teach by printing two lists of facts which can be matched with each other, giving an immediate right or wrong response.

OPERATION

1. Type RUN and press "Return".
2. The computer asks your name. Type your name (no more than 10 letters long), and press "Return".
3. The computer asks which game you want. It shows you a list of categories. Type 1, 2 or 3 and press "Return". There will be a short delay while the computer shuffles the order of the list. When the quiz appears, there will be ten items in the left column and ten items in the right column. The left column will always be the same, but the right column will be listed in a different order each time.
4. Choose any item from the left column. Type the number of that item and press "Return". The cursor will move to the right side and wait for you to make a choice from that column which matches your choice from the left. Type the second number and press "Return".

If the facts matched are correct, a "beep" will sound and a flashing CORRECT will be printed. The two lists will be printed again, but the items which have been correctly chosen will not appear. The object is to make the complete list disappear by the end of the "game". This only happens when all of your choices have been correct.

If the facts matched are not correct, a flashing **WRONG** will be printed and the list will remain the same.

After ten attempts have been made, the program will end and your score will be printed.

TO CHANGE THE QUIZ

All three quiz programs may be changed by following these steps:

1. Type LIST 200, 221, and press "Return".
2. Retype lines 200 and 201, substituting the items you want in the left column of your first quiz. Notice that twelve spaces are allowed for each item. Use blank spaces if necessary to use the total twelve spaces for each item.

NOTE: for each line, type the line number first. Press "Return" at the end of each line.

Retype lines 220 and 221, substituting the items you want in the right column of your first quiz.

3. Type LIST 1400, 1430 and press "Return". Retype lines 1400 and 1410 with the items for the left side of your second quiz. Retype lines 1420 and 1430 with the items for the right side of the same quiz.
4. Type LIST 1330, 1360 and press "Return". Retype lines 1330 and 1340 with the items for the left column of your third quiz. Retype lines 1350 and 1360 with the items for the right column of the same quiz.

5. Type LIST 1510, 1530 and press "Return". Retype these lines showing the column headings you want in your three quizzes. Notice that there are two sets of blanks enclosed in quotation marks and separated by commas in each of these lines.
6. Type LIST 1280, 1286 and press "Return". Retype lines 1282, 1284, and 1286 with the titles you want for your three quizzes.

SPECIAL USES

If you wish to use this program as a test, make the following changes. (Use your own name instead of Mr. Smith. The code number is 8448. You can substitute any number you will remember -- part of your phone number, etc.)

Type the line number first. Press "Return" at the end of lines 800 and 810.

```
800 PRINT: PRINT "CALL MR. SMITH." : INPUT A:  
    IF A # 8448 THEN 810 : GOTO 800
```

```
810 END
```

By making these simple changes, the program cannot be ended normally until you have been summoned to record the score. You then type in the code number, press "Return", and the program will end. Then the next student may use the program.

NOTE: The purchaser of this program may copy the altered program for his own use, but not for the use of others.

PROBLEMS?

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
 - Check computer by trying another program.
 - Be sure computer has large enough memory for the program
 - Turn computer off, set tape up at beginning of tone and start over.
2. Program Stops
 - Use "Err Message" section of computer manual to determine the cause.
 - Reload program.
3. Accidentally hit "Reset" key.
 - Return to Basic by pressing "Control" and "C" key at the same time.
4. Can't Clear Screen To Restart Program
 - Enter these commands, and press "Return" after each one:
 - TEXT "Return" key
 - POKE 34,0 "Return" key
 - POKE 35,24 "Return"key
 - POKE 32,0 "Return" key
 - POKE 33,40 "Return" key
 - Type RUN "Return" key

Now your program should have started. If it doesn't we both have problems.

NOTES

AUDIO INSTRUCTIONS

Verbal instructions are on side one of the tape. You may find it helpful to listen to this before starting the program. You know - If all else fails . . .

ARE YOU A PROGRAMMER?

Computer programmers seem to be coming out of the woodwork everywhere. Some are pros. Some are beginners. Some haven't even started yet, but it may not be long before they are making an important contribution with their ideas.

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