

Tic Tac Show provides an educational tool for the development of concepts by making statements, asking questions and requiring answers. This entertaining computer game uses animated color graphics with the appearance and action of popular TV game shows.

- Offers subject areas in many entertaining and informative fields
- Allows easy creation of your own subject areas
- Is ideal for use in the classroom or in your home
- Adapts to a wide range of abilities, age groups and topics

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An Educational Computer Game

TIC TAC SHOW



- Colorful Animated Graphics
- Add Your Own Subjects
- Entertaining Subjects
- Q & A Oriented

TIC TAC SHOW

by
Geoff Zawolkow, Pete Rowe and Ted Perry

Computer-Advanced Ideas Inc.
1442A Walnut St., Suite 341
Berkeley, Ca. 94709

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1442A Walnut Street, Suite 341
Berkeley, California 94709
(415) 526-9100

USING THIS BOOKLET

Use this booklet in conjunction with your computer. The easy-to-use tutorials and quick reference sections describe how Tic Tac Show functions. The first two chapters are tutorials which lead you through playing the game and then adding your own subjects to the diskette. The remaining chapters are reference sections describing the various special features which will help you write and correct subject areas you create.

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INTRODUCTION

Welcome to Tic Tac Show, another of Computer-Advanced Ideas' entertaining educational computer programs for your Apple* II, II+, or IIe, IBM, or Commodore 64 micro-computer. Tic Tac Show uses animated color graphics to present a wide range of subject matter in a manner similar to that of popular TV game shows.

You can play Tic Tac Show with a friend or challenge the computer to a game. To play, select a numbered square on the screen and answer the question associated with it. The animated moderator will tell you whose turn it is and will keep the game moving. Watch for the lucky wild card squares which mean you win the square without answering a question. If you get 3 squares in a row, horizontally, vertically or diagonally, you win.

Tic Tac Show comes complete with numerous game topics from "World Capitals to Math Word Problems and Sports Trivia." Tic Tac Show has a unique additional advantage as an educational program. You can create your own lessons by supplementing the subject areas provided or creating totally new ones. Tic Tac Show's authoring system gives you this ability. No computer programming expertise is required to create your own questions and answers. The subjects you create can help you, your children or your students improve specific skills, enjoy the classroom learning experience more or provide entertainment for your family.

Using Tic Tac Show requires that you have a 48k Apple II, II+, or IIe, and a Disk II system (either 13 or 16 sector)*, an IBM** with DOS 1.1 and disk drive, or a Commodore 64*** with disk drive. NOTE: Different machine versions are not interchangeable. Verify that you have the proper version for your computer. Throughout this instruction booklet, differences between the machine versions will be noted.

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CHAPTER I PLAYING THE GAME

To play Tic Tac Show, turn on the computer, start the disk drive and put the Tic Tac Show diskette into drive #1*. After a few moments, the computer will display the "main menu":

1. Play Tic Tac Show
2. Build or Change a Subject Area
3. Quit

If you do not select one of the choices within thirty seconds, the computer will go into a demonstration mode in which many of the features of the program are shown. This feature is not available on the Apple version. To stop the demonstration, press the F1 key at any point and you will immediately return to the main menu.

Press the number 1 key ("Play Tic Tac Show" on the main menu); then press the RETURN key. Each time you complete an entry, the RETURN key must be pressed. This tells the computer you are ready to continue. After you press RETURN, the disk drive will go on and the game will be loaded into the computer. You will first see an introductory frame with the words "Tic Tac Show" in lights. Press the RETURN key to continue.

The computer will ask you several questions. If you wish to stop at any point during the questions, press the ESC key and the computer will jump to the end of the program (as described later in this chapter). If you make typing mistakes, use the back arrow key to erase one character at a time.

For trial purposes please answer each question as it appears on the computer screen. The first question is:

Do you want sound effects?

Type YES. Press the RETURN key.

Next you will see:

What is your name? _____

Respond with your first name; then press the RETURN key. You are limited to 9 characters in the name you type. (If your name is longer than 9 characters, use a nickname.) NOTE: The IBM version allows you to enter a 10 character name. The computer will then ask:

Will someone else play also (Yes or No)?

For now, respond by typing NO and pressing the RETURN key. This response will allow you to see how the game is played against the computer. If you had responded YES, the computer would have asked you the other person's name.

*The IBM version requires that you first run the "INSTALL" program provided on

your disk. Refer to Appendix C for instructions.

The next question is:

Would you like instructions? (Yes or No)

NOTE: The IBM version offers instructions before asking the other questions.

Type YES and press the RETURN key.

Notice that once again the disk drive comes on. Complete directions for the game will now appear on the computer screen. Read them before proceeding with the game. Appendix B contains a copy of these directions.

At the end of the directions, you will see the following on your screen:

Insert Proper Subject Area Diskette

The subject area used for this tutorial is on the Tic Tac Show diskette, so just press the RETURN key to continue. (See Chapter IV for use of additional subject area diskettes.)

Next the computer will type:

What subject area? _____

(Type CATALOG to see the subjects)

Type the word CATALOG and press the RETURN key. The computer will list some of the subject areas provided on this diskette. At the end of the listing, you will see the message:

**TO CONTINUE—PRESS RETURN
TO SELECT—PRESS ESC**

If you press the RETURN key, the computer will continue listing subjects. For now, press the ESC key, which will allow you to select a subject. The computer will respond by typing:

WHICH SUBJECT?

You should then type the subject area you wish to play. In this example, type CAPITALS and press the RETURN key.

(If you press ESC instead of choosing a subject area, you will return to the question "What subject area?". In response to this question, type CAPITALS and press the RETURN key.) The disk drive will go on and the CAPITALS subject area will be loaded into the computer from the diskette.

You are now ready to play the game. The panel moderator on the screen will tell you what to do. Follow her directions. Select the number of the Tic Tac Toe square you wish to try. A question will be uncovered in that square. When the moderator tells you to do so, answer the question. If you get it right, you will get an X in your square. If you get it wrong, the square goes to your opponent, in this case the computer.

The game will continue until one of you wins the game or until there is one square left. If someone can win by getting that square, the game proceeds normally. However, if there is a chance for a "cat's game" (or tie), the moderator will flip a coin to see who gets to answer the last question. In a cat's game, whoever has the most right answers wins. If you wish to end the round early, press the ESC key. When you complete the round, the computer will tell you who won, and then ask:

Do you wish to play another round?

For now, type NO and press the RETURN key. The following message will then appear:

**Insert Tic Tac Show diskette
and press RETURN**

Since you are using the Tic Tac Show diskette instead of a subject diskette (see Chapter IV), just press the RETURN key. This allows you to go back to the main menu. The main menu is illustrated at the beginning of this chapter and Chapter II. This menu must be on the screen before you proceed to Chapter II.

CHAPTER II

BUILDING A SUBJECT AREA

To start building a new subject area, you should have the main menu in front of you.* You will recall that the main menu looks like this:

1. Play Tic Tac Show
2. Build or Change a Subject Area
3. Quit

Select "Build or Change a Subject Area" by pressing the number 2 key and then the RETURN key. You will notice that the disk drive goes on as the computer loads the program from the diskette. (Make sure the Tic Tac Show diskette is in place. If it is not in place, you will get a "disk error" and will be returned to the main menu.) The computer will now display:

Press the Shift key and Return

At this time, the computer is checking to see if you have a special modification to your computer which allows shifting between upper and lower case. (See Chapter IV and Appendix A for details.) Press the shift key and then press the RETURN key. NOTE: The IBM version does not require you to press the shift key, since there is no need to check for the upper/lower case modification.

Next the computer will print:

Insert the Proper Subject Area Diskette

Since there may not be enough room on the Tic Tac Show diskette for another subject area, you will have to make a new subject diskette. Replace the Tic Tac Show diskette with a blank diskette. Press the RETURN key to continue. (Refer to Chapter IV for more information on using subject area diskettes.)

You should now see the "Work on a Subject" menu (also known as the "work menu"), as follows:

1. Catalog of Subject Areas
2. Create a New Subject Area
3. Change an Old Subject Area
4. Delete a Subject Area
5. Resume the Current Subject
6. Make a New Subject Diskette
7. Return to the Main Menu

*Make sure you are back to the main menu. If you are not, restart the program by turning off the computer and rebooting the disk (to "boot" means to start up the computer system from scratch).

Since you need to make a new subject area diskette, press the 6 key and then press the RETURN key. The computer will ask:

DO YOU WANT TO MAKE A NEW SUBJECT DISKETTE?

Answer YES and press the RETURN key.

Note: It is not possible to make a new diskette in the IBM version. If a new subject diskette is desired, you must use a diskette already formatted for the IBM. If you do not have a currently formatted diskette, you must return to DOS to format a diskette (refer to your DOS manual for instructions on formatting diskettes). necessary, exit Tic Tac Show and perform this process before proceeding with this chapter and skip the section below on formatting a diskette from the work menu. The following section applies to the Apple version only.

The computer will then display the following message:

WARNING

MAKING A SUBJECT DISKETTE WILL ERASE ALL PROGRAMS AND INFORMATION ON THE DISKETTE. DO YOU WISH TO CONTINUE?

As this warning indicates, all data on a diskette which is made into a subject diskette will be removed. Therefore, make sure the diskette you put into the disk drive is blank or has nothing on it you want to keep. Then type YES and press the RETURN key. The computer screen will show:

INSERT BLANK DISKETTE INTO DRIVE 1

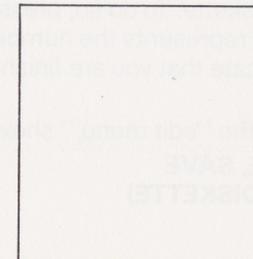
After checking again to see that you have a blank diskette in the disk drive, press the RETURN key. The disk drive will go on and a blank subject diskette will be created. The process will take approximately 15 seconds, so please be patient. You will then return to the "work menu".

The subject diskette you have created will store a number of subject areas. You will not have to create a new subject diskette unless the one you just created is full or you decide to create a library of separate subject diskettes, each one containing a different topic.

You are now ready to practice building a new subject area. Press the number 2 on your keyboard and then press the RETURN key. You will see the screen change and the computer will ask for the first question. The screen will look like this:

EDIT COMANDS

- ctrl-C: Erase Text
- ctrl-I: Insert Space
- ctrl-D: Erase Letter
- ctrl-X: Erase Line
- return: Next Line
- ←: Move Left
- : Move Right



Notice that a flashing underline character appears in the upper left hand corner of the screen. This is called a cursor. It indicates where the next character you type will be placed on the screen. The rectangle you see is exactly the same size as the box that contains the question during the game. Your question will appear in the game exactly as you type it.

Now you are ready to begin. Let's build a subject area about FAMOUS PLACES. Press the RETURN key twice. This will cause the cursor to move down four lines. Now type:

**Where is the tallest
mountain above sea level
on the Earth?**

If you typed without pressing the RETURN key, your screen should look something like the above. If you leave it as is, this is exactly how the person playing the game will see the question. To improve the appearance of the question, first press the RETURN key until the cursor is on the "V" in the word "level." Now press the back arrow key twice. The cursor should be on the "L" in the word "level". Next, hold down the CTRL key (you will see it on the left side of your keyboard) and while holding it down, press the "I" key twice. Notice that the "le" has joined the "vel" on the same line.

Now let's center the bottom line. Continue holding down the CTRL key and press the letter I key three more times. As you can see, that's too far, so now, while holding the CTRL key, press the D key. That should do it for the first question. Press the ESC key.

The computer is now ready to accept the correct answer. So, simply type:

NEPAL

All the edit functions you used in writing the question also work for the answer section. If you make a mistake, use them to help you correct it. (For information on the special features available for use with right answers, check Chapter IV—Correct Answers.) When you are satisfied with the correct answer, press ESC. The computer will now be ready for your next question. Continue this procedure until you have added all the questions you want. If you make a mistake and press ESC before correcting it, don't worry; you will see how to correct it later.

Once you have entered all your questions and answers, you are ready to save your new subject area on the diskette. To do so, press the ESC key. The computer screen will say Question # X (X represents the number of the next question). Press the ESC key again to indicate that you are finished adding questions to this subject area.

The computer will then display the "edit menu," shown here:

**ADD, EDIT, LIST, DELETE, SAVE
OR MAKE (A SUBJECT DISKETTE)**

Since we are finished building this subject, type:

SAVE

and press the RETURN key.

The computer will respond by asking:

How many wild cards?

Wild cards are free squares that the player gets without being asked a question. If your subject has less than nine questions, some wild cards will be required. The computer will tell you what the minimum number is for your subject, so select an appropriate number for the game you just created and press RETURN.

Next you will see the question:

Random or Sequential? (R/S)

Let's make the questions in this lesson come up in random order instead of the order in which we typed them. Type "R" and press the RETURN key. Note: The IBM-PC version asks the above two questions in reverse order.

The final question the computer will ask you to type is a name for your new subject. For this demonstration, type:

FAMOUS PLACES

and press the RETURN key. Note: In the IBM version, you are limited to an 8-character title, so be creative in entering unique, identifiable titles. Possible alternatives to a subject titled "FAMOUS PLACES" could be "FAMESITE", "PLACES", or "FAMOUS".

The computer will respond by printing "SAVING FAMOUS PLACES" (or whatever title you chose) on the screen. The disk drive will go on and the new game will be saved on the diskette. The computer will return you to the work menu.

Note: The ESC key has a special function throughout the Tic Tac Show system. In Chapter I, the ESC key was used to end the game. In this chapter, pressing the ESC key terminated the process of adding a subject area and moved you to the edit menu. The use of the ESC key is standard throughout Tic Tac Show. The ESC key always allows you to stop what you are currently doing and moves you to the next step in the authoring process.

CHAPTER III

CHANGING OLD SUBJECT AREAS

You built a new subject area in Chapter II. If you made some mistakes, you will want to fix them. First make sure the "Work on a Subject Area" menu is on your screen.* It should look like this:

1. **Catalog of Subject Areas**
2. **Create New Subject Area**
3. **Change an Old Subject Area**
4. **Delete a Subject Area**
5. **Resume the Current Subject**
6. **Make a New Subject Diskette**
7. **Return to the Main Menu**

Press the number 3 key, indicating you wish to change an old subject area, and then press the RETURN key. The computer will ask "Which Subject?". To get the demonstration subject area created in Chapter II, you should type:

FAMOUS PLACES

The disk drive will come on and the subject will be loaded into the computer. The "edit menu" will then appear on the screen. The edit menu lists the following options:

ADD, EDIT, LIST, DELETE, SAVE OR MAKE (A SUBJECT DISKETTE)

You will notice that the edit menu looks different from the work and main menus. This is designed to keep you from confusing the work and edit menus. Select the function you wish to perform by typing the appropriate word, or the first letter of that word, and pressing the RETURN key. At the end of each function, except SAVE, you will return to the edit menu. At the end of the SAVE routine, you will return to the work menu. A more detailed description of each editing function follows.

ADD

The ADD function allows you to increase the number of questions in your subject area. After you have typed ADD and pressed the RETURN key, the computer will allow you to add additional questions and answers to the subject area. You will notice that the ADD function follows the same procedure used for creating new subject areas (refer to Chapter II). When you are done adding questions, press the ESC key.

*If the work menu is not on the screen, keep pressing ESC until you see the "edit menu" shown above. Then follow the directions for saving a lesson as described at the end of Chapter II.

EDIT

The EDIT function allows you to change questions and answers which are already in a subject area. After you type EDIT and press the RETURN key, the computer will ask you which question you wish to edit. The computer will then place that question in the edit box on the screen. From then on, follow the same procedure as ADD (refer to Chapter II for details).

LIST (APPLE VERSION)

The LIST function allows you to print out all of the questions and answers in a subject area. After typing LIST, the computer will ask:

Has this subject area been saved to the diskette (Y/N)? —

If the subject has not been saved to the diskette, you should answer "NO". The computer will then take you to the "save" function. (This is done to make sure you do not lose an unsaved subject during the printing process.) If you answer YES, the computer will ask:

List to Screen or Printer (S/P)?

If you select "S" for screen, the listing will appear on the screen for review. One question and its associated answers will be seen at a time. To move to the next question, press RETURN. Any time you wish to terminate the listing, press ESC. If you select "P" for printer, the computer will ask:

What is your printer card slot #(1-7)?

After you type the correct slot number and press the RETURN key, the listing will be sent to the printer. Note: This software does not support RAM driven printers. If you do not know which slot your printer interface card is in, either talk with your dealer or check your reference manuals.

LIST (IBM VERSION)

The LIST function allows you to list all of the questions and answers in a subject area. After typing LIST, the computer will ask:

List to Screen or Printer (S/P)?

If you select "S" for screen, the computer will then ask:

Enter the question # (1 - n)

(The letter "n" refers to the number of questions in the subject area.)

If you select "P" for printer, the computer will display:

Get the printer ready.

Press ESC to stop.

As shown in the above message, pressing ESC will stop a printout and return you to the edit menu.

DELETE (APPLE VERSION)

The DELETE command allows you to remove whole subject areas or single questions. After selecting DELETE, the computer will ask:

DELETE A SUBJECT AREA OR JUST ONE QUESTION? (S OR Q)

If you type S for subject area, the computer will ask:

Which subject do you want deleted? (Type CATALOG to see the subjects)

If you wish to review the subject area names, type CATALOG and press the RETURN key. The computer will list the subject areas and then ask you to choose the one you wish deleted. If you already know the name, type it and press the RETURN key. Caution: Once a subject is deleted, it cannot be restored.

If you choose to delete a question from the currently loaded subject, the computer will ask:

Which question (1 to n)

(The letter "n" refers to the number of questions in the subject area.)

After you respond with the number, the computer will display that question and its answers on the screen. It will ask if you are sure you want it deleted. If you respond YES, the question will be deleted.

Caution: Once a question has been deleted and the change saved on the diskette, it cannot be restored.

DELETE (IBM VERSION)

The DELETE command allows you to remove single questions. After you select DELETE, the computer will ask you:

Enter the question # (1 - n)

(The letter "n" refers to the number of questions in the subject area.)

If you delete a question, the number of questions will remain the same and if you then list or print that question number, you will see "Deleted" at the top of the edit box. It is recommended that, if you delete one or more questions, that you use the EDIT function to fill in the deleted box before using the ADD function.

SAVE (APPLE VERSION)

The SAVE command allows you to save the lesson currently stored in the computer's memory onto the diskette. Type SAVE and press the RETURN key. The computer will respond by asking:

How many wild cards?

Respond with the number of wild cards you wish (refer to Chapter II for more details).

Next you will see the question:

Random or Sequential? (R/S)?

Respond with the letter R or S, depending on which you wish.

Next the computer will tell you:

Type the Subject Name to be Saved

Type a name for your subject area. The name may have between 1-19 characters in it. After you press RETURN, the computer will save your subject on the diskette and return you to the work menu. If you press ESC while in the edit menu, you will be guided through the SAVE function before returning to the work menu. If you accidentally press ESC instead of saving your lesson, you will see the work menu on the screen. To return to the save function, press the number 5 "Resume the Current Subject" and press RETURN. This will return you to the edit menu, which you can use to save your subject.

SAVE (IBM VERSION)

The SAVE command allows you to save the currently stored in the computer's memory onto the diskette. Type SAVE and press the RETURN key. The computer will respond by asking:

Should this subject be presented randomly or sequentially (R/S)? (currently presented randomly)

If the current status is desired, press RETURN. If the other option is desired, type the appropriate letter and press RETURN.

Next the computer will ask:

Enter the number of wild cards (1 - 9)

Respond with the number of wild cards you wish (refer to Chapter II for more details) and then press RETURN.

MAKE A DISKETTE (APPLE VERSION ONLY)

If you run out of room on Tic Tac Show diskette, you can use this command to create a blank subject area diskette. (See Chapter IV for details on creating and using subject diskettes.)

CHAPTER IV

OTHER FUNCTIONS

To use the functions described below, you must have the work menu on the screen. See Chapter II for instructions on how to load the work menu.

Catalog of Subject Areas

This command will cause the name of each subject area on the diskette to be displayed on the screen. If you wish to end the listing early, press the ESC key.

Delete a Subject Area

This command allows you to remove a subject area from the diskette. Caution should be used when deleting subjects. Once they have been deleted, they cannot be restored. This command is also available in the edit menu on the Apple version. (For more information see Chapter III.)

Make a Blank Subject Diskette (APPLE VERSION ONLY)

The purpose of this command is to allow the creation of a blank subject diskette. The subject diskette can be used to store additional subject areas. This command is also available in the edit menu.

CAUTION: This procedure will erase everything on a diskette. Make sure there is nothing valuable on the diskette you intend to use. Be especially cautious that you do not use the Tic Tac Show diskette.

Using a Subject Area Diskette

There are two basic reasons for making a separate subject area diskette. You may find that your Tic Tac Show diskette is full and that you are not able to save any more subjects on it, or you may feel it is more convenient to store subjects on separate diskettes. In either case, the subject area diskette cannot be used alone. The program must be started using the Tic Tac Show diskette. In addition, Tic Tac Show must be in place during the following transitions:

1. when moving between the main menu and the work menu
2. when moving between the main menu and the game
3. when requesting instructions before playing the game

At all other times, a subject area diskette is sufficient. For example, when actually playing the game or writing a new subject area, you do not need the Tic Tac Show diskette in place. This is particularly handy in a computer lab, since one Tic Tac Show diskette can be shared among several computers.

Resume the Current Subject

This command allows you to return to the subject currently in the computer's memory. It really moves you from the work menu to the edit menu. If no subject has been loaded into the computer's memory, this command will give you an error message and return you to the work menu.

Special Right Answers

In general, an answer is considered correct if that answer appears somewhere in the student's response. For example, if the correct answer was NEPAL and the student typed THE ANSWER IS NEPAL, the computer would accept it as correct.

There are times when you may require an exact answer from a student. To do this, simply add a # sign to the front and back of the answer. For the example above, the correct answer would look like this: #NEPAL#. In this case, the student's response above would be considered as incorrect by the computer, and only NEPAL would be accepted.

At other times there will be several answers to a question which may be acceptable. For example, if the correct answer to a question is ROAD, you may want to accept ROAD or HIGHWAY or STREET. To indicate this, use a comma in place of the word "or". The correct answer would look like this—ROAD,HIGHWAY,STREET. Do not add extra spaces between commas or in the middle of words because the computer will require the same space in the student's answer.

The # sign and the comma may be used together. For example, #ROAD#, #HIGHWAY# means that only the word ROAD or only the word HIGHWAY are acceptable answers.

Using Upper and Lower Case (APPLE II and II+)

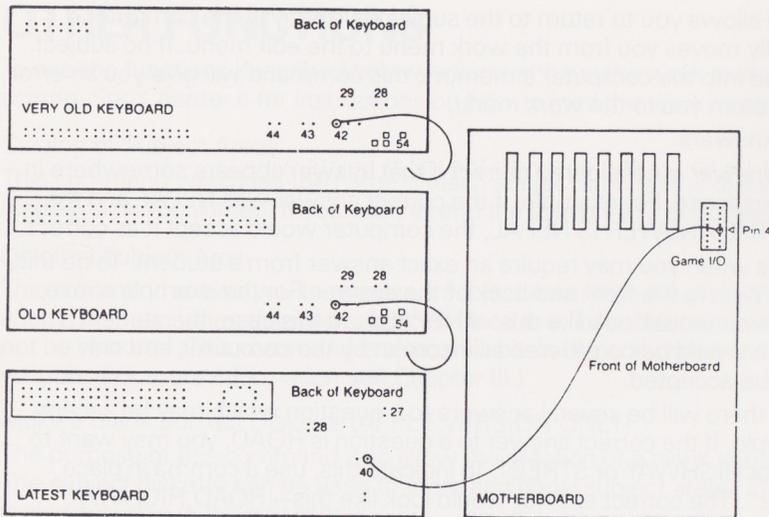
Using the upper and lower case function in this program requires that your Apple II be modified. Details of this modification are described in Appendix A. If your Apple has been changed in this way, the computer will automatically allow you to use upper and lower case when creating questions for your subject areas. To shift from lower case to upper case, simply press down the shift key and type the letter you wish to capitalize.

If you do not have this modification, the computer will automatically allow you to type in upper case only.

Technical note: this modification essentially connects the shift key on the Apple II keyboard to the third paddle switch connector on the mother board (generally this paddle switch is unused). Please be advised that this alteration may not work with all paddle I/O peripheral devices and that it may void your Apple warranty. If done incorrectly, it could damage the computer. Computer Advanced Ideas, Inc. accepts no responsibility or liability for damage caused by making this modification. We advise that you check with your local dealer for help with this modification.

APPENDIX A

SHIFT KEY MODIFICATION



This modification is optional. It will allow you to use your shift key to switch between upper and lower case while writing new subject areas. The modification is simple but should be done by an experienced electronics person.

First, remove the 10 screws holding the bottom and the top of the case together. Determine which keyboard you have and then locate the proper pin as shown in the diagram. Solder a 26 gage or smaller insulated wire to the correct pin. Strip the other end of the wire and place it into hole number 4 of the paddle I/O connector on the mother board. Reassemble the computer case.

Again a warning: only a person experienced in working with micro electronics should attempt this modification. If in doubt, ask your Apple dealer for assistance. Remember, this modification is not necessary to use this software.

APPENDIX B

INSTRUCTIONS

Tic Tac Show is played much like the game of Tic Tac Toe. When the moderator asks, select one of the boxes on the screen numbered 1 to 9. The box will flash and the question behind the panel will be shown to you. When the question appears, try your best to answer it. If you get it right, you will get the square and one point; if you answer wrong, your opponent gets the square but no points.

To win, you need to get three in a row either vertically, horizontally or diagonally. If it is a cat's or tie game, the one with the most points wins.

Good luck...

APPENDIX C

INSTALL PROCEDURE FOR THE IBM

In order to use Tic Tac Show on the IBM, it is necessary to "install" two DOS files on the Tic Tac Show diskette. The following instructions will guide you through the install procedure.

IF YOU HAVE TWO DISK DRIVES:

1. Insert your DOS diskette in drive A.
2. Insert your Tic Tac Show diskette in drive B.
3. Verify that you are logged onto drive A (you will see a prompt: A>).
4. Type B:INSTALL and press RETURN.
5. When the install process is complete, the computer will return to the prompt A>.

IF YOU HAVE ONE DISK DRIVE:

1. Insert your DOS diskette in the drive.
2. Type B:INSTALL.
3. When prompted with "Insert disk in drive B", remove your DOS diskette and insert your Tic Tac Show diskette.
4. When prompted with "Insert disk in drive A", remove your Tic Tac Show diskette and insert your DOS diskette.
5. Continue steps 3 & 4 until the install process is complete (when A> prompt is displayed).

NOTES

WARRANTY AND BACKUP

This software is guaranteed to perform as described in the user manual. If it does not, you may return the software to the manufacturer for a full refund. If you have purchased the software from a retailer, you may return it to the retailer for a full refund. There is a fee for a backup diskette.

NAME OF PRODUCT Tic Tac Show Date of Purchase

NAME OF USER

NAME OF PRODUCT Tic Tac Show

NAME OF USER

DEAD DISK
Not For Resale
**TIC TAC
SHOW**

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WARRANTY AND BACKUP

Any Computer Advanced Ideas software is guaranteed to work as advertised for the period of the warranty. CAI will repair or replace, free of charge, for a period of 90 days from date of purchase, any disks that does not function properly. To register your warranty and receive a free backup diskette, return the completed warranty card within (30) days from the date of purchase. There is a five dollar charge for backup diskette sent outside the USA.

NAME OF PRODUCT: Tic Tac Show _____
Date of Purchase: _____
NAME: _____
ADDRESS: _____
CITY: _____ STATE: _____ ZIP: _____
Send this to Product, Personal or Classroom
Date of Purchase: _____
Suggested Modifications or Comments: _____