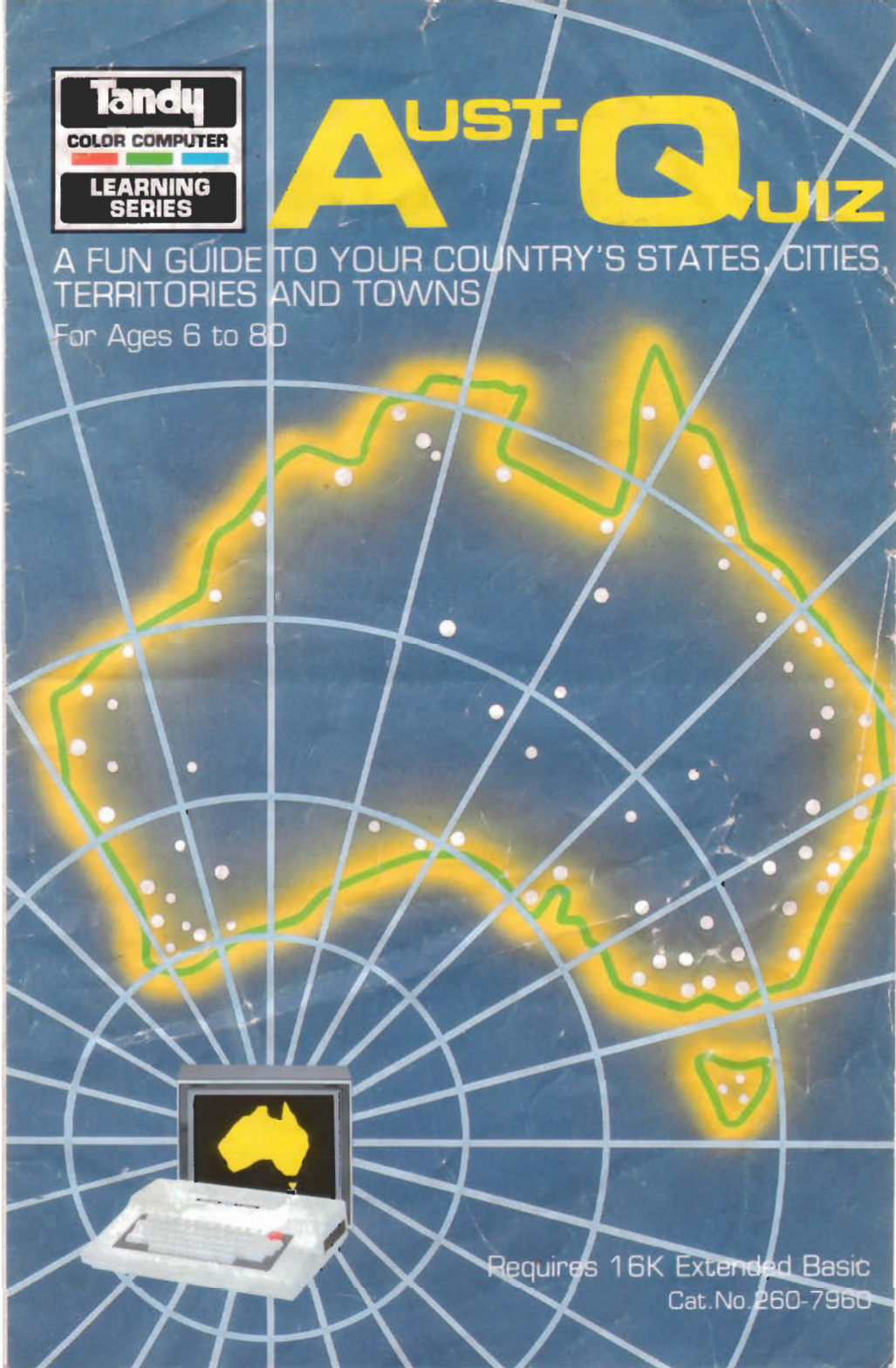




AUST-QUIZ

A FUN GUIDE TO YOUR COUNTRY'S STATES, CITIES,
TERRITORIES AND TOWNS

For Ages 6 to 80



Requires 16K Extended Basic
Cat.No.260-7960

AUSTQUIZ is a fun program designed to develop and sharpen your knowledge of Australian geography.

For primary school-aged children, the direct instruction of AUSTQUIZ is an entertaining introduction to the towns, cities, territories and states of Australia. It is particularly valuable if used in conjunction with a school atlas, but is "menu-driven" for ease-of-use by younger children — even when unsupervised!

But AUSTQUIZ isn't only for children! By combining an entertaining "memory" quiz and a "speed" drill, it offers many challenges that any grown-up will enjoy!

Plus, it doesn't matter where in Australia you live — AUSTQUIZ features eight different programs. So once you have mastered your "home" state try your hand at other places you may have only read about or visited briefly!

All this and more makes AUSTQUIZ a valuable educational tool that will give your entire family years of instruction and entertainment!

AUSTQUIZ is in fact eight different programs —

1. AUST QUIZ: A 3-part Introduction to the nation's States, Territories and Major Cities.
2. NSW TOWNS: Cities and Towns of New South Wales and including the Australian Capital Territory.
3. VIC TOWNS: Cities and Towns of Victoria.
4. QLD TOWNS: Cities and Towns of Queensland.
5. WESTOWNS: Cities and Towns of Western Australia.
6. SOUTHOWNS: Cities and Towns of South Australia.
7. TASTOWNS: Cities and Towns of Tasmania.
8. NORTOWNS: Towns and other locations in the Northern Territory.

On one side of the cassette, the programs are in the above order. On the opposite side after AustQuiz (for the convenience of people wishing to "visit" the last four states) the order is reversed.

HERE'S WHAT YOU NEED:

- TRS-80 Color Computer with Extended Basic
- Tandy CCR-81 Cassette Recorder or equivalent
- Standard Color TV

First, make sure that your computer, TV and cassette recorder are correctly connected. If you have any doubts, check the chapters on Installation and Operation in your copy of the Color Computer's Operation Manual.

1. Turn on the TV (tuned to Channel 1 or 2).
2. Turn on your TRS-80 Color Computer. This message will appear on the screen:

EXTENDED COLOR BASIC V.R.
COPYRIGHT 1981 BY TANDY
UNDER LICENSE FROM
MICROSOFT.

OK

Note: If your screen isn't in focus, experiment with the sharpness, brightness and contrast controls until you can read the words easily.

3. Place cassette into recorder. Make certain the tape has been rewound and the volume level is set between 4 and 6.
4. Now press **PLAY** and make certain this button stays down.
5. Type **NEW** on the computer, then press **ENTER**.
6. Now type **CLOAD** and name of program you wish, i.e., **CLOAD "AUSTQUIZ"**.

When your screen shows **S**, the computer is "searching" for your program. When it shows **F**, that means the computer has found your choice and is loading it into the computer's memory.

7. When you see the word **OK** appear, type **RUN**. Now press **ENTER** and your choice of programs will appear on the screen.

To make the most of the TRS-80 Color Computer's graphic capabilities, AUSTQUIZ has been written using "Speed Up" Pokes. This means that if you wish to leave in the middle of a program or change between programs, simply use the reset button located at the rear of the Color Computer before attempting to load a new program.

PROBLEMS?

If you get a **I/O ERROR** message, check the volume setting on your recorder and adjust higher or lower if necessary. Then repeat loading Steps 3-5. If error persists, flip tape over and try the backup copy of the reverse side.

Please Note: When you have **CLOAD**-ed your correct choice from the cassette, set the recorder to **STOP** as soon as possible to prevent "kinks" in the tape. "Kinked" tape may sound alright for music, but may lose a byte of information when used with a computer — that is enough to give you the **I/O ERROR** message.

HOW TO PLAY "AUSTQUIZ"!

The first program, AustQuiz, is divided into three parts:

(1) an **INTRODUCTION** to Australian States and Territories. It will accept the proper names and abbreviations and then **ENTER** — that is: **New South Wales, N.S.W. and N. S. W.** BUT NOT **NSW** or **N S W**. The introduction will ask you to type in the names of the States and Territories and as the correct answers are keyed in, they appear on the map of Australia. If you get stuck, simply press **ENTER** and the missing names will appear

(2) a quiz on the capital cities of all States and Territories in turn. You will be asked for the names of the capital cities of the States and Territories in turn. These cities then appear on the map, and correct answers are given if a mistake is made

(3) a quiz on 12 other cities, major towns and locations of each State and Territory as they flash on the map. Again, incorrect answers or "don't know's" are corrected.

TOWN QUIZ:

A **TOWN QUIZ** is provided for each of the seven States and Territories. Again, each program consists of three parts:

(1) **Direct Instruction.** A map of the state appears on the screen and the cities and major towns are given. Then, additional towns and locations that could not all appear on the map are given.

(2) **Quiz.** You are invited to type in the names of all the cities and major towns on a "blank" map. If you get stuck, simply press **ENTER**. A Scoreboard will then show you how well you did along with a helpful message.

(3) **Speed Drill.** The Color Computer will randomly select up to 20 cities and major towns, and display each selection at the bottom of the screen. It will then "flash" four dots in turn on the map and it's up to you to press any key when the correct dot is flashing. All mistakes are corrected and the faster you guess the correct dot, the better your score at the end of the drill.

The three parts of **TOWN QUIZ** can be tackled in any order from a menu to which you return after each part.