

COMPUTER PROGRAM CASSETTE EUROPEAN COUNTRIES & CAPITALS

CX4114

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COMPUTER PROGRAM CASSETTE LOADING INSTRUCTIONS

Use the following procedure to load your **EUROPEAN COUNTRIES & CAPITALS** Computer Program Cassette.

1. Insert an **ATARI® BASIC** (Computing Language) Cartridge into your **ATARI 400™** or **ATARI 800™** computer console slot. (Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)
2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet. (See your **Program Recorder** Operator's Manual for further details if necessary.)
3. Turn your television on.
4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**.
5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below. (See the **NOTE** on the last page of these instructions if you have loading problems.)
6. Insert side **1** of the **EUROPEAN COUNTRIES & CAPITALS** Program Cassette into the **ATARI 410 Program Recorder**. **REWIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/ EJECT)**.
7. Type **CLOAD** on the computer keyboard and hit **RETURN**. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder**. Hit the **RETURN** key again on the computer console.

You will notice through the window of the **Program Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.

VOLUME NOTE: During the first loading process (**Step 7**) you will hear digital, computer-type noise in the background. Although this is

normal, you may have a tendency to turn the volume down on your television. If you do, be sure to turn the volume back up for the audio track that takes place during the next loading process (**Step 8**).

8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit **RETURN**. You will hear another beep sound.
9. The screen display will now show an **ATARI** logo along with a **LOADING EUROPEAN COUNTRIES & CAPITALS** message. An audio track with music will accompany this process and will provide you with some additional information.
10. At the conclusion of this loading process the introductory display for the **ATARI EUROPEAN COUNTRIES & CAPITALS** program will be shown on the screen. Toward the middle of the screen will be the question, **INSTRUCTIONS (Y/N)?** If responding yes, type **Y** on the keyboard. If responding no, type **N**. (It is a good idea to read the instructions the first time you play.)
11. If you respond no (**N**), the computer will immediately begin loading the program into memory. After responding yes (**Y**), however, the computer will display the following sets of instructions:



EUROPEAN COUNTRIES

THESE ARE THE NAMES OF THE COUNTRIES IN THE
EUROPEAN COUNTRIES. THE NAMES ARE LISTED
IN ALPHABETICAL ORDER. THE FIRST LETTER
OF EACH NAME IS CAPITALIZED. THE OTHER
LETTERS ARE IN LOWER CASE. THE NAMES
ARE: AUSTRIA, BELGIUM, DENMARK, FRANCE,
GERMANY, GREECE, IRELAND, ITALY, LUXEMBOURG,
NETHERLANDS, PORTUGAL, SPAIN, SWEDEN,
SWITZERLAND, UNITED KINGDOM.

PRESS RETURN



2

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9

Don't forget to press **RETURN** each time it is called out on the screen to scroll through the instructions.

12. After the last set of instructions, press **START** on the computer console to load the program into the computer. A **LOADING EUROPE** message will appear on the screen. Another beep will also occur, followed by music.
13. After the program has been loaded into the computer, the following display will appear on the screen and you will be ready to start:



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The outline of the first country (randomly selected) will appear on the screen in its proper geographic location. You must type in the name of the country using the computer keyboard. If you misspell a name it will be recorded as incorrect. After entering the name of the country, hit **RETURN**, then enter the name of its capital and hit **RETURN**.

If you don't know the name of a particular country or capital, and don't want to make a guess, hit **RETURN**. After you name (or attempt to name) each country and corresponding capital the computer automatically enters the outline of the next country.

To begin again, or to reset at any time, press **START**. That's almost all you need to know. The computer will keep score for you, but don't forget to spell correctly.

Side 2: The previous instructions apply to side 1 of this cassette tape. Side 2 does not include introductory instructions, only the program itself. To start side 2:

1. **REWIND** the tape to the beginning of that side, then press **STOP (STOP/EJECT)**.
2. Type **CLOAD** on the keyboard and press **RETURN**.
3. After the "beep" sound press **PLAY** on the **Program Recorder** and hit **RETURN** again on the computer console.

4. When the **READY** prompt appears, type **RUN** and hit **RETURN**. The **ATARI** logo will appear on the screen while the program is automatically loaded into the computer. The **EUROPEAN COUNTRIES & CAPITALS** program will subsequently appear on your television screen, at which time you're ready to start.

NOTE: If an **ATARI Disk Drive** is connected to the computer, the Disk Operating System and system software use almost 9K of available RAM (Random Access Memory). This overhead needs to be taken into account when calculating the amount of RAM required to run a program.

If you have problems loading the program, and if you have other peripherals in addition to the **Program Recorder** attached to the computer console, you should try disconnecting the other peripherals and connecting the **Program Recorder** directly into the console to isolate the problem. If loading problems persist, consult the **ATARI 410 Program Recorder Operator's Manual**.

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ATARI, INC. ("ATARI") warrants to the original consumer purchaser that this ATARI Personal Computer Product (not including computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If any such defect is discovered within the warranty period, ATARI's sole obligation will be to repair or replace, at its election, the Computer Product free of charge on receipt of the unit (charges prepaid, if mailed or shipped) with proof of date of purchase satisfactory to ATARI at any authorized ATARI Service Center. For the location of an authorized ATARI Service Center nearest you, call toll-free:

In California (800) 672-1430
Continental U.S. (800) 538-8547

or write to: Atari, Inc.
Customer Service Department
1340 Bordeaux Drive
Sunnyvale, CA 94086

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PERSONAL
COMPUTER
SYSTEMS

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Call toll-free 800-538-8547 (In Calif. 800-672-1404) for the name
of your nearest Atari retailer.

