COLECO FAMILY LEARNING SOFTWARE
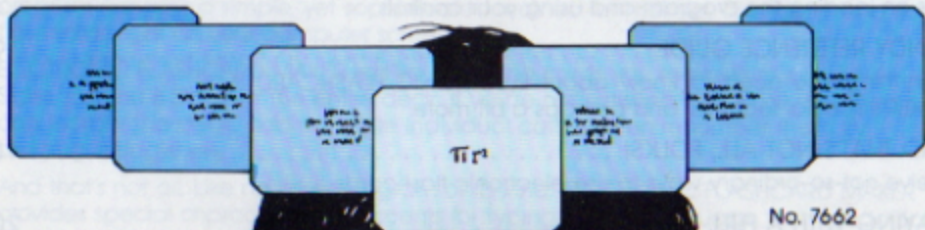
Electronic

FLASHCARD MAKER

No. 7662

Create customized
study aids to help you
master any subject.
Ages 10-Adult

Digital Data Pack for ADAM™ The ColecoVision® Family Computer System

COLECO

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WELCOME TO ELECTRONIC FLASHCARD MAKER!

Coleco's ELECTRONIC FLASHCARD MAKER takes traditional flashcards a giant step forward! Designed exclusively for the ADAM™ Family Computer System, this new program provides a simple, yet sophisticated method for making, changing, and using flashcards right on your computer screen.

ELECTRONIC FLASHCARD MAKER lets you print the cards you make. Print just the A Sides, just the B Sides, or the entire deck. If you're not satisfied with what you see, you can reorder the deck, add or delete individual cards—even renumber them by pressing a single key.

And that's not all. Like no other program of its kind, ELECTRONIC FLASHCARD MAKER provides special characters and accents for typing foreign language text, in addition to exponents, subscripts, mathematical symbols—even musical notes.

When it's time to play, press Smart Keys to go through the cards manually or ask ADAM™ to show them automatically. Either way, you can save the cards you can't answer in a separate deck of misses. Come back to them later, or ask ADAM™ to keep showing the misses until you get them right.

Have some fun with ELECTRONIC FLASHCARD MAKER. And see if you don't start thinking about flashcards in a whole new way!

HERE'S THE SET-UP
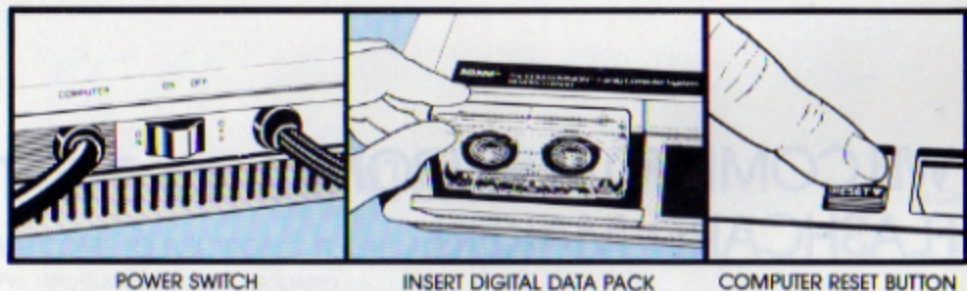
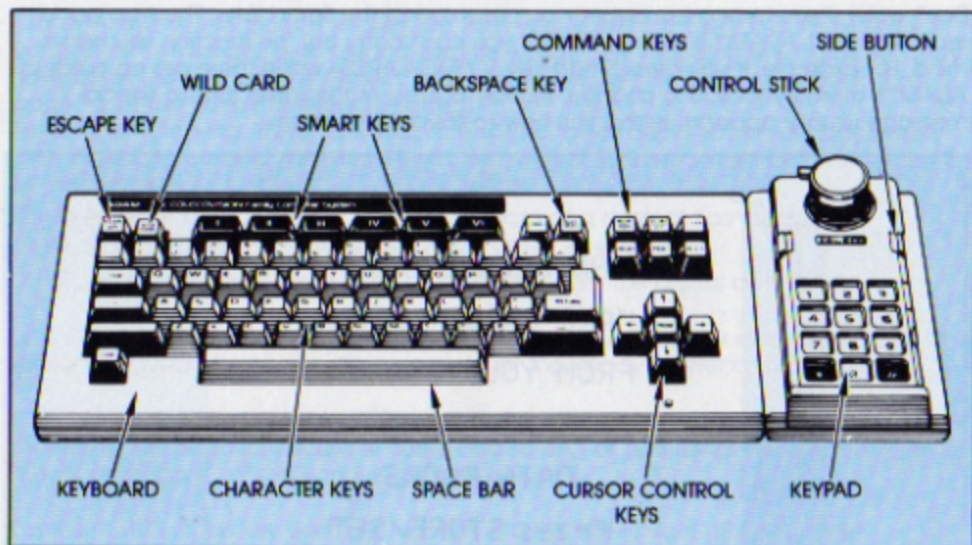POWER SWITCH INSERT DIGITAL DATA PACK COMPUTER RESET BUTTON

DO NOT REMOVE DATA PACK WHILE THE DRIVE IS OPERATING!
DO NOT TURN POWER ON OR OFF WHEN A DATA PACK IS IN THE DRIVE!

Before you can use ELECTRONIC FLASHCARD MAKER, you have to transfer a copy of the program from its permanent location on the digital data pack to ADAM™'s memory. This is called **loading the program**. Once the program is loaded into memory, you can remove the digital data pack and the program will stay in memory until you turn the power off. Even if you insert a blank or FLASH FACTS digital data pack, then store or retrieve flashcard decks, ADAM™ keeps the program going. You do not have to load ELECTRONIC FLASHCARD MAKER again unless you press the Computer Reset Button or turn the power off. To load ELECTRONIC FLASHCARD MAKER, follow these simple steps:

1. Turn ADAM™ on by pressing the power switch located at the back of your printer.

2. Turn your television or monitor on.

3. Insert the program data pack for ELECTRONIC FLASHCARD MAKER into one of the drives.

4. Press the Computer Reset Button. After a few seconds the Title Screen for ELEC-TRONIC FLASHCARD MAKER appears on your TV or monitor. When the program finishes loading, the card on the Title Screen flips and three Smart-Key Labels appear. This is the Flashcard Entry Screen.

Using Your Controls

If you're familiar with the SmartWRITER™ word processing system, you know how easy it is to use the ADAM™ Keyboard and Hand Controller. ELECTRONIC FLASHCARD MAKER requires the same controls. For the most part, you'll use them exactly as you do for word processing. There are a few exceptions, however, so read the following section carefully.

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COMMAND KEYS   SIDE BUTTON
WILD CARD   BACKSPACE KEY   CONTROL STICK
ESCAPE KEY   SMART KEYS

KEYBOARD   CHARACTER KEYS   SPACE BAR   CURSOR CONTROL KEYS   KEYPAD
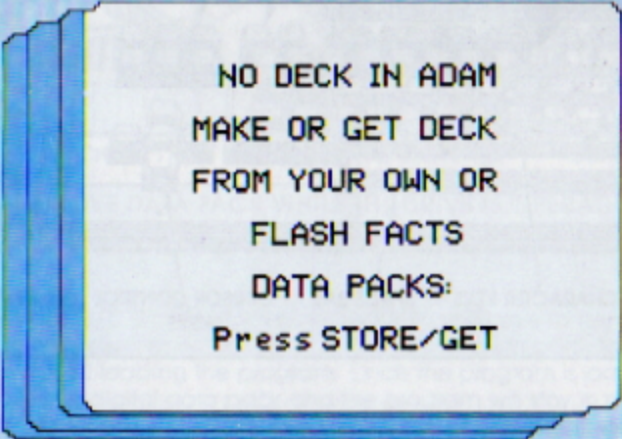
1. Keyboard

Character Keys: Use these keys to enter flashcard text just as you would use standard typewriter keys.

Smart Keys: As in SmartWRITER™ word processing, the Smart Keys on the top of your keyboard correspond to the labels that appear at the bottom of your screen. Smart Keys operate in three ways:

1. In some cases, the labels tell you what function ADAM™ will perform right after you press the corresponding key. For example, when you press Smart Key I (FLIP CARD) in Manual Play, the card on your screen flips over immediately.

2. In other cases, pressing a Smart Key sets up a particular condition. For example, when making or editing cards, pressing Smart Key III (SIDE B), sets the cursor on Side B. The label then changes to read, SIDE A. Press the key again and ADAM™ sets the cursor on Side A. Smart-Key Labels that change back and forth this way are known as **toggles.** They help you move back and forth between selected conditions.

3. Finally, pressing one Smart Key can make a new array of Smart-Key Labels appear on your screen. Sometimes, the new labels allow you to set additional conditions. For example, when you press Smart Key VI (USE CARDS), the new labels allow you to select Timed or Manual Play, to have your cards shown randomly or in order, or to save your misses or recycle them into the main deck. At other times, the new labels guide you through the activity you want to perform. For example, when you press Smart Key IV (MAKE CARDS), the next set of labels helps you make a deck of flashcards.

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Don't worry if you hear a buzz when you press one of the Smart Keys. There's a good reason for that. ADAM™ is telling you that you can't carry out the function you had in mind. For example, if you press Smart Key V (EDIT CARDS) when there are no cards in ADAM™'s memory for you to change, the key buzzes. At the same time, a special message usually appears, telling you how to solve the problem.

```
        NO DECK IN ADAM
     MAKE OR GET DECK
     FROM YOUR OWN OR
        FLASH FACTS
        DATA PACKS:
      Press STORE/GET
```

IV	V	VI
MAKE CARDS	EDIT CARDS	USE CARDS

Command Keys: With the exception of INSERT, all of ADAM™'s Command Keys function in ELECTRONIC FLASHCARD MAKER.

STORE/GET: Allows you to store flashcards on a digital data pack or to retrieve cards you've already stored or that are on a FLASH FACTS data pack.

CLEAR: Allows you to clear a single card from your screen, to clear a complete deck from ADAM™'s memory, or to clear the entire workspace, including any cards you may have left in Deck 2 from the Order Cards sequence. (See "Reordering A Deck" on page 13 of the Handy Reference Guide.)

Remember: Clearing ADAM™'s workspace will not clear decks you've already stored on a digital data pack. However, if you clear a deck you haven't stored, that deck will be permanently lost.

PRINT: Allows you to print all or selected portions of a deck of flashcards.

MOVE/COPY: Allows you to renumber cards within a deck.

DELETE: Allows you to delete a deck of flashcards from the digital data pack.

Wild Card: Press this key when you need exponents, subscripts, or diacritical marks for foreign language flashcards. (See page 10 of the Handy Reference Guide.)

Control Key: This key, combined with selected character keys, gives special symbols for mathematical equations, musical notes, and so on. For additional information, refer to the list on page 10 of the Handy Reference Guide.

Backspace Key: This key does not function in ELECTRONIC FLASHCARD MAKER.

Tab Key: This key does not function as it would on a typewriter keyboard. In ELECTRONIC FLASHCARD MAKER, the Tab key functions as a space bar.

Space Bar: Just as in SmartWRITER™ word processing, the Space Bar moves the cursor to the right and erases every character in its path. If you just want to move the cursor **without** erasing anything you've typed, use your Control Stick or the arrow keys.

Cursor Control Keys: Sometimes you'll want to move the cursor quickly over flashcard text without destroying what you've already typed. The four arrow keys in the bottom right corner of your keyboard move the cursor up, down, left or right through a body of text. The Home Key, located in the center of the arrow keys, quickly brings the cursor back to the first character position of the card you are typing on. Together, these five keys are known as the Cursor Control Keys.

2. Hand Controller

Want to sit back and relax while you test yourself on the flashcards you've made? Pick up your Hand Controller and take it away! Here's how to use the Controller for quick and easy quizzing:

Control Stick: Use the Control Stick to move the cursor quickly through a body of text, just as you would use the arrow keys described above.

Keypad Buttons: Buttons 1–6 correspond to the Smart-Key Labels (I–VI) at the bottom of your screen. Use these buttons instead of the Smart Keys on your ADAM™ keyboard to carry out specific functions and commands throughout the program.

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Keypad Overlay: A special Keypad Overlay is included in this software package. Refer to it when using the Keypad Buttons on your Hand Controller.

Note: Keypad Buttons 7, 8, 9, 0, *, and # do not function in ELECTRONIC FLASHCARD MAKER.

Side Buttons: When making, editing, or using a deck of flashcards, you can use the Right and Left Side Buttons **instead** of the appropriate Smart Keys to move forward or backward through the current deck. To make the next card in the deck appear on your screen, press the Right Side Button. To make the previous card appear, press the Left Side Button. To quickly flip forward or backward through the deck, press and hold in the Left or Right Side Button.

CAUTION

Your digital data packs are sensitive. Keep them away from magnets, your ADAM™ printer, TV set, telephone or any other electrical device. Protect them from dust, water and extreme temperatures.

HANDY REFERENCE GUIDE

Loading the Program

1. Turn ADAM™ on by pressing the power switch located at the back of your printer.
2. Turn your television or monitor on.
3. Insert the program data pack for ELECTRONIC FLASHCARD MAKER into one of the drives.
4. Press the Computer Reset Button. Music plays. After a few seconds the Title Screen for ELECTRONIC FLASHCARD MAKER appears, followed by the Flashcard Entry Screen.

MAKING AND EDITING FLASHCARDS

Making Electronic Flashcards

1. Press Smart Key IV (MAKE CARDS) from the Flashcard Entry Screen.
2. Type in a name for the deck, up to 10 characters long.
3. If the new name is shorter than NEW DECK, use the Space Bar to erase the remaining characters.
4. Press Smart Key II (NEW CARD).
5. Type in the text you want to appear on Side A.
6. Press Smart Key III (SIDE B).
7. Type in the text you want to appear on Side B.
8. Press Smart Key II (NEW CARD).
9. Continue making flashcards, as described above.
10. When you're finished, press Smart Key VI (DONE).

Reviewing A Deck

When making, editing, or using flashcards, press Smart Key IV (PREVIOUS CARD) to move backward through the deck. Each time you press this key, the card on your screen will be replaced by the one that preceeds it in the deck, until you reach the first card.

Note: When using flashcards in the Manual Play mode, or when reordering a deck, ADAM™ lets you move backward only five cards. Then you return to the card you were on before pressing PREVIOUS CARD.

Press Smart Key V (NEXT CARD) to move forward through the deck. Each time you press this key the card on your screen will be replaced by the one that follows it in the deck, until you reach the last card. If you try to go beyond the last card by pressing Smart Key V, ADAM™ buzzes.

You can also use the Left and Right Side Buttons on your Hand Controller to move forward and backward through the deck. (See Side Buttons , page 8)

Correcting Errors

1. Use the arrow keys to position the cursor below the first character of the word or sentence that needs to be corrected.
2. Retype the word or sentence correctly, starting at the point of error.
3. Press the Space Bar to erase any remaining characters.

Using Accent Marks for Foreign Language Text

1. Use the arrow keys to position the cursor below the letter you want to accent.
2. Press the WILD CARD Command Key.
3. Select the accent mark you need by pressing the appropriate Smart Key.

Note: ADAM™ will not let you accent consonants by pressing Smart Keys. To create an n with a **tilde**, press WILD CARD, followed by n. To create a c with a **cedilla**, press WILD CARD, followed by **c**.

Creating Exponents

1. Press the WILD CARD Command Key.
2. Hold the Shift Key down.
3. Type whatever number you want to appear as an exponent.

Creating Subscripts

1. Press the WILD CARD Command Key.
2. Press whatever number you want to appear as a subscript.

Using Special Characters

ADAM™ lets you create a variety of special characters. All you have to do is ask for them! To tell ADAM™ which character you want, press the Control Key on your Keyboard, followed by the appropriate Character Key. Use the chart, below, for reference.

CONTROL KEY + CHARACTER KEY = SPECIAL CHARACTER

CHARACTER KEY	SPECIAL CHARACTER	CHARACTER KEY	SPECIAL CHARACTER	CHARACTER KEY	SPECIAL CHARACTER
f	⟨⟨	o	◍	y	ß
g	⟩⟩	\	→	j	π
d	؛	∧	←	z	Γ
e	¡	x	⊊	b	°
6	§	s	√	t	♪
l	±	a	△	u	♩
p	÷	k	Σ	v	♪
q	≥	n	θ	w	□
r	≤	]	μ	DELETE	▓

Stopping a Command or Function

Press the ESCAPE Command Key, located in the upper left-hand corner of your keyboard, anytime you want to stop a command or function. The command in progress stops and ADAM™ returns you to the Flashcard Entry Screen. However, you may not use ESCAPE to stop a STORE/GET command.

Storing Electronic Flashcards

You can store flashcards on the ELECTRONIC FLASHCARD MAKER program data pack. However, this may cause unnecessary wear and tear over a period of time so we do not recommend it.

1. Remove the program data pack from the drive.
2. Insert a blank digital data pack into one of the drives.
3. Press the STORE/GET Command Key.
4. Press Smart Key V (STORE DECK).
5. Select a drive by pressing the appropriate Smart Key. If you have only one drive, press Smart Key III (DRIVE A).

Note: If ADAM™ gives you the message, "CANNOT ACCESS THIS DECK," it may mean that there is no digital data pack in the drive. Even if the name of the deck you wanted to store appears on the Deck Directory, the deck itself will not be stored unless the tape in the drive spins. To solve such a problem, you have to re-name the deck and begin the STORE/GET procedure again. If ADAM™ tells you, "PLEASE INSERT TAPE OR DISK," and there already is a digital data pack in the drive, check to be sure the door on the tape drive is properly shut. When the door is shut, press ESCAPE and try the STORE/GET procedure again.

Renaming a Deck Before Storing

Anytime you try to store a deck under a name that already exists, ADAM™ tells you to choose another name. To do that, follow these steps:

1. Press ESCAPE.
2. Press Smart Key V (EDIT CARDS).
3. Type in the new name.
4. Press Smart Key VI (DONE).
5. Press the STORE/GET Command Key and follow the procedure described above.

Clearing the Current Deck

When you tell ADAM™ to store a deck of flashcards, only a **copy** of the deck is stored on the digital data pack. The actual deck remains in ADAM™'s workspace until you clear it out. If you don't clear it before making new flashcards, ADAM™ will add your new cards to the deck that's still in the workspace. To clear the current deck, follow these steps:

1. Press the CLEAR Command Key.
2. Press Smart Key IV (CLEAR DECK).
3. When the new Smart-Key Labels appear, press Smart Key VI (FINAL CLEAR).

Clearing a Single Card

To clear both sides of the card showing on your screen:
1. Press the CLEAR Command Key.
2. Press Smart Key III (CLEAR CARD).
3. Press Smart Key VI (FINAL CLEAR).

Clearing the Workspace

Sometimes clearing a card or an entire deck still won't be enough to clear the entire workspace. If you have pulled cards from the main deck to make a second deck or if you've created a Deck of Misses, you must clear those cards in addition to the current deck. To do so, follow these steps:
1. Press the CLEAR Command Key.
2. Press Smart Key V (CLEAR WORKSPACE).
3. Press Smart Key VI (FINAL CLEAR).

Deleting a Deck

When you delete a deck of flashcards, it is erased from the digital data pack and can no longer be recalled. To delete a deck, follow this procedure. But first, **be sure you want to delete it!**
1. Make sure the digital data pack containing the flashcards you want to delete is in the appropriate drive.
2. Press the STORE/GET Command Key.
3. Press Smart Key VI (GET DECK).
4. Select a drive by pressing the appropriate Smart Key.
5. When the Deck Directory appears, use the arrow keys to position your pointer beside the name of the deck to be deleted.
6. Press the DELETE Command Key.
7. Press Smart Key VI (FINAL DELETE).

Getting Flashcards From Storage

1. Insert the digital data pack containing the desired deck into one of the drives.
2. Press the STORE/GET Command Key.
3. Press Smart Key VI (GET DECK).
4. Select a drive by pressing the appropriate Smart Key.
5. When the Deck Directory appears, use the arrow keys to position the cursor next to the name of the deck you want.
6. Press Smart Key VI (GET CARDS).

Printing Electronic Flashcards

ADAM™ lets you print a single card, the entire deck, just the A-Sides or just the B-Sides.
1. Be sure there is a sheet of paper in the printer.
2. Press the PRINT Command Key.
3. Tell ADAM™ how much you want to print by pressing the appropriate Smart Key:
   Smart Key II prints only what is currently showing on your screen. However, ADAM™ will not print the Cover Card. If the Cover Card is showing on your screen, ADAM™ will print the first card in the deck.
   Smart Key III prints Side A of every flashcard in the deck.
   Smart Key IV prints Side B of every flashcard in the deck.
   Smart Key V prints both sides of every flashcard in the deck.
4. ADAM™ stops printing when it's time to start a new page. When that happens, insert a fresh sheet of paper and press Smart Key VI (CONTINUE PRINTING).

Note: When ADAM™ starts printing, Smart Key VI changes to read, STOP PRINT. This key is a toggle. If you press the key, ADAM™ stops printing and the label changes to read, PRINT? Press the key again and ADAM™ resumes printing.

Reordering A Deck

1. Press Smart Key IV (MAKE CARDS) or V (EDIT CARDS) from the Flashcard Entry Screen.
2. Press Smart Key I (ORDER CARDS). Two decks appear on your screen. Deck 1 is the main deck. Deck 2 is a holding area for the cards you want to reorder.
3. Press Smart Key V (NEXT CARD) to move through the deck until you reach the card you want to move to a different place in the deck. For now, suppose you wanted to put card #3 between cards 8 and 9.
4. Press Smart Key I (PULL CARD) to remove card #3 from Deck 1. It will appear in Deck 2.
5. Press Smart Key V (NEXT CARD) to move through the main deck until you reach card #9.
6. Press Smart Key II (INSERT CARD). Card #3, which was showing in Deck 2, now becomes the card showing in Deck 1, and will be between cards 8 and 9 as you intended.
7. Repeat this procedure for any other cards you want to reorder.
8. Press Smart Key VI (DONE).

Special Tips on Reordering Cards

Tip #1: Last In, First Out

Anytime you pull consecutive cards out of Deck 1, they appear in reverse order in Deck 2. For example, if you pulled cards 5, 6, 7, and 8 out of Deck 1, card 8 would end up as the first card in Deck 2. As you asked for each card after it, you'd find cards 7, 6, and 5—in that order.

However, inserting cards from Deck 2 back into Deck 1 reverses this order so that the cards resume their original order. Thus, if you'd pulled cards 5, 6, 7, and 8 and put them in Deck 2 so that they were now in reverse order (8, 7, 6, 5), and you then inserted them back into Deck 1, one by one, so card #9 was showing in Deck 1, the new order of the cards in Deck 1 would be as it was originally: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

Tip #2: When Order Counts

In reordering, there is one situation that looks confusing, but is really quite simple. Let's say you've pulled cards 5 and 6 from Deck 1 and you want to insert them between cards 10 and 11 in Deck 1. But this time, you want card #6 to come **before** card #5. To do that, you have to fool ADAM™. Here's how:

1. Press Smart Key V (NEXT CARD) until card #11 is showing in Deck 1.
2. Press Smart Key II (INSERT CARD) twice. Cards 5 and 6 are now between cards 10 and 11. However, card #5 is showing and is followed by card #6. (The order is 10, 5, 6, 11.)
3. Now pull card #6 from Deck 1 and put it aside in Deck 2.
4. With card #5 showing, insert card #6 from Deck 2 into Deck 1. Card #6 will be showing. That may seem odd, but the new order of the cards in Deck 1 will be as you intended: 10, 6, 5, 11.

Tip #3: Inserting the Last Card

If you want to insert a card from Deck 2 so it ends up being the last card in Deck 1, you have to fool ADAM™ again. Insert the card so it is the second-to-last card in Deck 1, then pull out the last card and set it aside in Deck 2. Now the card you wanted to be last is last—and you can insert the card from Deck 2 anyplace you want to.

Switching Decks

When reordering cards, all functions are performed on the main deck (Deck 1). If you want to edit individual cards in Deck 2 or simply go through them one by one, you must "switch decks" first. Here's how:

1. If you have not done so already, press Smart Key I (ORDER CARDS).
2. Press Smart Key III (DECK OPTIONS).
3. When the new Smart-Key Labels appear, press Smart Key II (SWITCH DECKS). The arrow that was pointing at Deck 1 now points at Deck 2 (provided you have cards in Deck 2). Now you can move backward or forward through the deck.
4. When you're finished, press Smart Key II to switch the decks back again.

Clearing Deck 2

When reordering a deck you can delete all of the cards you've set aside in Deck 2. To do so when two decks are showing on your screen, follow these steps:

1. Press Smart Key III (DECK OPTIONS).
2. Press Smart Key I (PULL CARDS) to get the cards you want to delete into Deck 2.
3. Press Smart Key I (CLEAR DECK 2). The cards you've set aside disappear.
4. Press Smart Key VI (DONE).

Inserting a Deck

To insert the cards from Deck 2 back into the main deck when both decks are showing on your screen:

1. Press Smart Key III (DECK OPTIONS).
2. Press Smart Key III (INSERT DECK). Deck 2 will be inserted on top of whatever card is showing in Deck 1.
3. Press Smart Key VI (DONE).
4. Press the MOVE/COPY Command Key to renumber the deck.

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Renumbering A Deck

The flashcards you make are automatically numbered in sequential order. However, anytime you add new cards, delete existing cards, or change the order of cards within a deck, you'll have to tell ADAM™ to renumber the deck. To do that, simply **press the MOVE/COPY Command Key**. In an instant, your deck will be numbered sequentially.

Note: Sometimes ADAM™'s automatic numbering can cause problems. Take this example: You're in the process of making a deck of 10 cards. You've completed 6 cards. Before you start to make card #7, you decide to go back to card #4 and correct a spelling error. You correct the error, then press Smart Key II (NEW CARD) so you can make card #7. What happens? The card is numbered 7, all right—but it appears between cards 4 and 5! You should have pressed NEXT CARD to get back to card #6 **before** asking ADAM™ for a new card.

Fortunately, this is an easy problem to fix. Type the text as you want it to appear on card #7, then leave it between cards 4 and 5. Now go back to the last card in the deck (#6), press NEW CARD, and continue making flashcards. When the deck is complete, press the MOVE/COPY Command Key and let ADAM™ renumber the deck, in order.

USING FLASHCARDS

Getting Ready to Play

1. Make a new deck of flashcards or insert the digital data pack containing the deck you want to use.
2. Press Smart Key VI (USE CARDS). ADAM™ automatically selects the following:
   - Manual Play
   - Random
   - Recycled Misses
3. To change ADAM™'s automatic selections, use the steps that follow.
4. Press Smart Key II (TIMED PLAY) if you want your cards shown automatically. If you do not press this key, ADAM™ will select Manual Play.
5. If you chose Timed Play, press the appropriate Smart Keys, then use the arrow keys to tell ADAM™ how long you want the front and back of each card to remain on your screen. Then press Smart Key VI (DONE).
6. Press Smart Key III (IN ORDER) if you want to see your cards in the order they were in when you pressed USE CARDS. If you do not press this key, the cards will be shown in random order.
7. Press Smart Key IV (SAVE MISSES) if you want your misses set aside and reshown later in a special deck of misses. If you do not press this key, any cards you mark as misses will be recycled into the main deck.

Timed Play

If you selected Timed Play, follow these steps:

1. Press Smart Key V (PLAY).
2. When the new Smart-Key Labels appear, press Smart Key IV (START). Side A of the first card appears on your screen.
3. Type in your answer and watch it appear in the answer window. (Of course, you can say the answer out loud or to yourself.)
4. When the card flips, check your answer against the answer on side B.
5. If you're not satisfied with your answer, press Smart Key III (MARK MISS). A yellow square appears over the card number.
6. Continue answering questions and marking cards you want to be asked again.
7. If you selected RECYCLE MISSES, ADAM™ reshows the cards you've marked as misses. Mark them again if you're still not satisfied with your answers. ADAM™ will show them until you get them right!
8. If you selected SAVE MISSES, see "Using the Deck of Misses," below.
9. When you've answered the last card, ADAM™ gives your "score"—the number of cards you marked as misses and the percentage you answered correctly.

A Word About Timing: In general, the difficulty and length of your questions should determine how long each flashcard side remains on the screen. The longer and more difficult the questions, the more time you'll need to type in the answer. But, if you plan to answer questions only orally or in your head, you don't need to allow much time at all.

Manual Play

If you selected Manual Play, follow these steps:

1. Press Smart Key V (PLAY) and wait for the new Smart-Key Labels to appear.
2. Press Smart Key V (NEXT CARD) to bring the first card to your screen.
3. Type in the answer you think is correct or say the answer out loud or to yourself.
4. Press Smart Key I (FLIP CARD) to check your answer against the answer on Side B.
5. If you're not satisfied with your answer, press Smart Key III (MARK MISS). A yellow square appears over the number on the card.
6. If you are satisfied with your answer, press Smart Key V (NEXT CARD).
7. Continue answering questions and marking any cards you want to be asked again.
8. If you selected RECYCLE MISSES, ADAM™ will put the cards you marked back into the main deck. Press NEXT CARD to see each miss again. Continue marking any card you don't answer satisfactorily.
9. If you selected SAVE MISSES, see "Using the Deck of Misses," below.
10. When you reach the last card, ADAM™ tells you how many cards you marked as misses and the percentage you answered correctly.

Using the Deck of Misses

If you selected SAVE MISSES in Timed or Manual Play, any card you mark as a miss will be set aside in a separate deck of misses. To tell ADAM™ you want to use the Deck of Misses, follow the procedure below.

1. When your round of play is over, ADAM™ gives your score and selects DECK OF MISSES for you.

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2. If you want to cancel ADAM™'s automatic selection, press Smart Key I, which now reads, WHOLE DECK. When you press PLAY, ADAM™ will show the whole deck, including your misses from the last round of play.
3. Press Smart Key V (PLAY) to begin using the Deck of Misses. You may now use this deck as you would any other deck of flashcards.

Editing the Deck of Misses

To edit a deck of misses when you are in Manual Play:
1. Press Smart Key II (TIMED).
2. Press Smart Key VI (DONE).
3. Press Smart Key V (PLAY).
4. Press Smart Key V (EDIT CARDS).

To edit a deck of misses when you are in Timed Play:
1. Press Smart Key II (MANUAL).
2. Press Smart Key II (TIMED).
3. Press Smart Key VI (DONE).
4. Press Smart Key V (PLAY).
5. Press Smart Key V (EDIT CARDS).

Printing the Deck of Misses

To print a deck of misses when it is showing on your screen:
1. Press Smart Key II (TIMED).
2. Press Smart Key VI (DONE).
3. Press Smart Key V (PLAY).
4. Press Smart Key V (EDIT CARDS).
5. Press the PRINT Command Key.
6. Follow the procedure described in "Printing Electronic Flashcards," on page 13.

Storing the Deck of Misses

To store a deck of misses when it is showing on your screen:
1. Press Smart Key II (TIMED).
2. Press Smart Key VI (DONE).
3. Press Smart Key V (PLAY).
4. Press Smart Key V (EDIT CARDS).
5. Press the STORE/GET Command Key.
6. Follow the procedure described in "Storing Electronic Flashcards," on page 11.

Flipping the Deck

During Timed or Manual Play, you'll sometimes want to see the B Sides of your cards **before** you see the A Sides. To tell ADAM™ to change the side of the card that's shown first during play, press Smart Key II (FLIP DECK). If you had been seeing the A Sides first, you will now see the B Sides first and vice-versa.

AND THAT'S NOT ALL, FOLKS!

ELECTRONIC FLASHCARD MAKER is a simple program for making flashcards on your computer screen. But it's also a mini data-base, a filing system, a game-maker, and more. Check the list that follows for some ordinary and not-so-ordinary suggestions on putting ELECTRONIC FLASHCARD MAKER to work for you.

Fluent Facts

Planning a trip abroad? Use flashcards to memorize foreign words and phrases. Type the English word or phrase on Side A and the foreign translation on Side B. Store the deck when you've finished and use it at your leisure to bone up on commonly used terms. Or arrange flashcards in dialog form and take turns reading and responding to questions with a friend.

Get in the Act!

The next time you land a part in your school or community theatre production, use flashcards to memorize your lines. Type your cue on Side A and the appropriate lines on Side B. Because each side holds only 120 characters, you may have to use consecutive cards for particularly long passages.

Speech! Speech!

Use flashcards to memorize major points in a speech or an oral report. Outline important points on consecutive cards, then go through the deck until you've got them down pat. You can even print out the cards and use them for notes if necessary.

A Method to Your "Mathness"

Flashcards are perfect for helping you memorize mathematical formulas and chemical equations. Type the formula or equation on one side and the object or substance to which it refers on the other. Then use the Timed Play feature to create a speed drill you can try by yourself or with a friend. Because some formulas take a while to type, you might want to write your answers on a sheet of paper.

Can You Match This?

Big test coming up? Use flashcards to reinforce the facts you're responsible for knowing. Type questions on the A Sides and answers on the B Sides. When you've finished, scramble the deck using reorder, then print out the A Sides. Now scramble the deck again and print out the B Sides. Use the two printed copies to create a matching game that will put your knowledge to the test.

Flex Your Thinking Skills

Once you think you've mastered a particular skill, ELECTRONIC FLASHCARD MAKER can help you check it. For example, give your grammar skills a workout by typing unpunctuated sentences on the A Sides and the correctly punctuated sentences on the B

Sides. During play, type the sentence again, this time with punctuation. Then, flip the card and compare your punctuated sentence with the one on the B Side of the card. Limit each card to one sentence. Or, make up mathematical word problems that require basic math skills in order to solve them. Put the problem on one side and the answer, along with the equation used to solve the problem, on the other.

Test Preparation

Use flashcards to create quiz or test questions in different formats such as multiple choice, fill-in-the-blank, or true and false. If you're studying for standardized achievement tests or the college boards, you might want to use commercially available study guides to develop your questions.

Let's Get Organized

Need some help in getting organized? ELECTRONIC FLASHCARD MAKER is also a simple sequential data base you can use to catalog record albums, books, stamp collections, and so on. Or use flashcards to file recipes, addresses, important phone numbers—even job contacts.

It Takes Two

Try using ELECTRONIC FLASHCARD MAKER to create your own two-player learning or entertainment games. Following are just a few ideas to get you started.

Trivia Game: Type trivia questions on the A Sides and the corresponding answers on the B Sides, or use Coleco's FLASH FACTS: TRIVIA digital data pack. When the game begins, the first player to press a designated key on the keyboard gets to answer the question out loud. If the answer is correct, the player scores one point. If the answer is incorrect, the player forfeits a turn.

Quiz Shows: Make your own game based on the popular television quiz show, Jeopardy. Create several small decks of flashcards and give each deck a specific category name. Examples include Movies of the '30s and 40s, Famous Baseball Stars, Classical Music, and so on. Within each deck, type **answers** on the A Sides and corresponding questions on the B Sides. For example, in the Movies category, one answer might be "Judy Garland." An appropriate question would be, "Who starred in 'The Wizard of Oz?'" During the game, players take turns selecting categories and forming suitable questions for the answers that appear. Score five points for every appropriate question. The first player to earn a designated number of points wins.

Secret Agent: Use flashcards to create a code game that reinforces math skills. Start by making up a code sheet on a piece of paper. The letters A through Z should correspond to the numbers 1 through 26. To make a message that reads, H-E-L-L-O, make up five math problems with the answers 8, 5, 12, 12, and 15—in that order. Type math problems on one side of each card and the decoded message on the other. During the game, players must answer the problems and refer to the code sheet to decode each message. The first player to say the decoded message out loud gets to flip the card. If the spoken message matches the one on the card, the player scores a point. If it does not match, the player forfeits a turn.

PLAYING WITH A FULL DECK

As you experiment with this program, you'll find that you can use electronic flashcards in a variety of ways. That's because different learning tasks require different approaches—and also because what works well for you one day, may not work the next.

On the next few pages, then, we'll talk about some common learning tasks and will suggest approaches that will help you use ELECTRONIC FLASHCARD MAKER to its full advantage. Refer to the Handy Reference Guide, beginning on page 9 of this handbook for more detailed information on the special playing features we'll discuss.

You might want to try some of these approaches with the sample deck (called SAMPLER) that's included on the program data pack. It will show you how electronic flashcards look on the screen and will give you a chance to practice using your controls. To bring the sample deck to your screen, make sure the ELECTRONIC FLASH-CARD MAKER data pack is in one of the drives, then follow the procedure described in "Getting Flashcards From Storage" on page 12 of the Handy Reference Guide.

Approach #1: The Simple Scan

Sometimes it's a good idea to begin a study session by quickly scanning the material you're about to learn. To do that, simply go through your deck of flashcards, looking at the question sides only. This will provide a good overview of the types of facts you're responsible for knowing and will help get you in the mood for further study.

Approach #2: Memorization

When memorizing facts for the first time, you may find it helpful to use your flashcards in the Manual Play mode. (See page 16 of the Handy Reference Guide). Go through the deck slowly, read the questions and answers carefully, and take as much time as you need to memorize each answer. When you're fairly comfortable with the material, go through the deck again. But before you start, tell ADAM™ to recycle your misses into the main deck. As you go through the cards, mark the ones you don't answer satisfactorily. Continue playing and marking misses until you're able to answer all the cards correctly.

Approach #3: Focus on Trouble Spots

Ever find that some facts are a snap to learn, while others require a lot more study? The next time you're using ELECTRONIC FLASHCARD MAKER to study for a test, tell ADAM™ to save your misses in a separate deck. (See "Using the Deck of Misses" on page 16 of the Handy Reference Guide.) Then, after you've gone through all the questions once, you can concentrate on a deck containing only those questions you weren't able to answer.

Approach #4: Answers First

For some learning tasks the best approach is, well, **backwards**. Consider this example. You're studying for a foreign language exam. You've made a deck of cards with English words on the A-Sides and their Spanish translations on the B-Sides. After a few rounds of play, you find you have no trouble translating the words correctly. Now you want to see if you can translate the same words from Spanish to English. Just tell ADAM™ to flip the deck. (See "Flipping the Deck" on page 17 of the Handy Reference Guide.) This way, you'll see the answer sides (Spanish words) **before** the question sides (English words). Use this approach anytime you want to see if you know a subject inside and out!
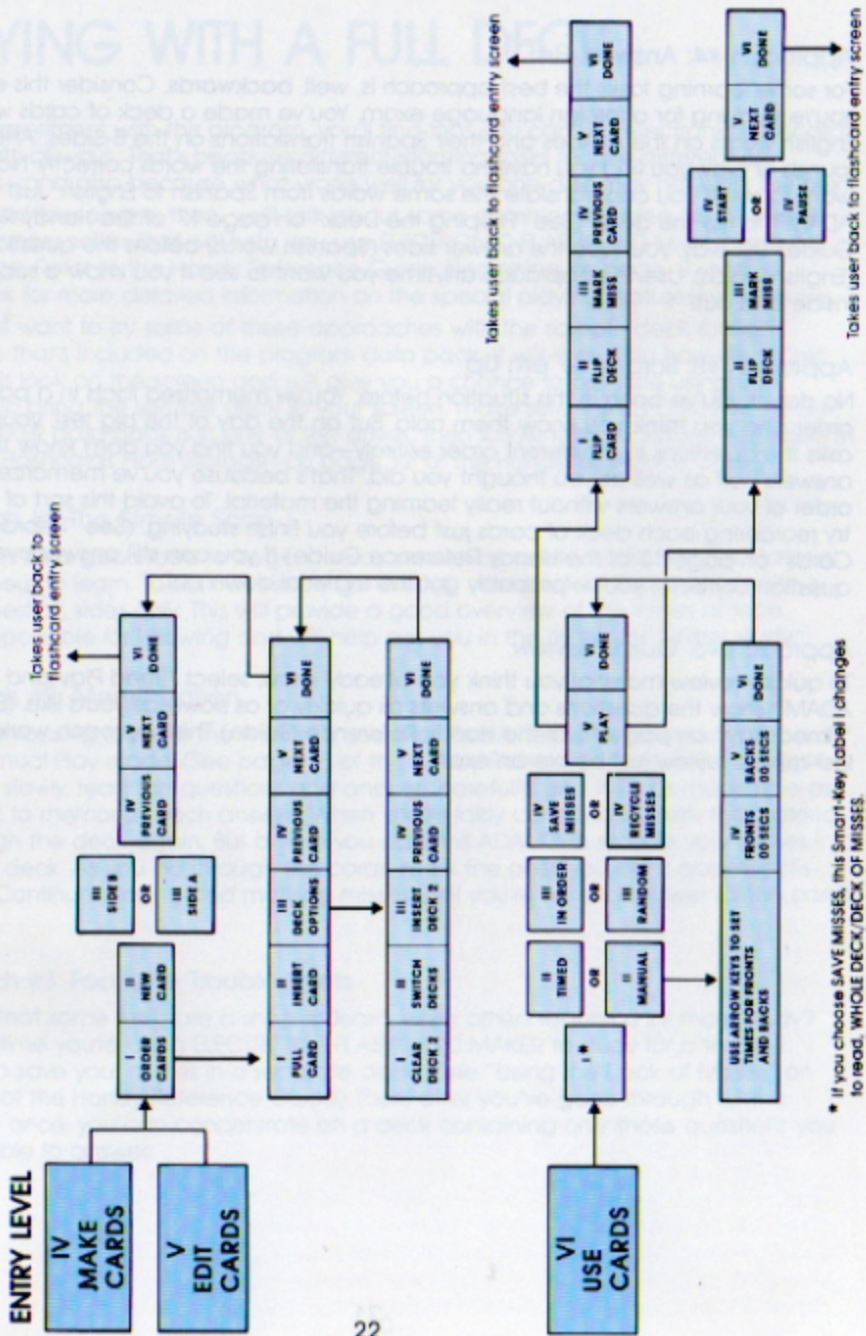
Approach #5: Scramble 'em Up

No doubt you've been in this situation before: You've memorized facts in a particular order and you **think** you know them cold. But on the day of the big test, your teacher asks the questions in a different order entirely—and you find you don't know the answers half as well as you thought you did. That's because you've memorized the **order** of your answers without really learning the material. To avoid this sort of problem, try reordering each deck of cards just before you finish studying. (See "Reordering Cards" on page 13 of the Handy Reference Guide.) If you can still answer every question correctly, you've probably got the material down pat.

Approach #6: Quick Review

To quickly review material you think you already know, select Timed Play and have ADAM™ show the questions and answers as quickly or as slowly as you'd like. (See "Timed Play" on page 16 of the Handy Reference Guide.) This approach works well for last-minute review just before an exam.
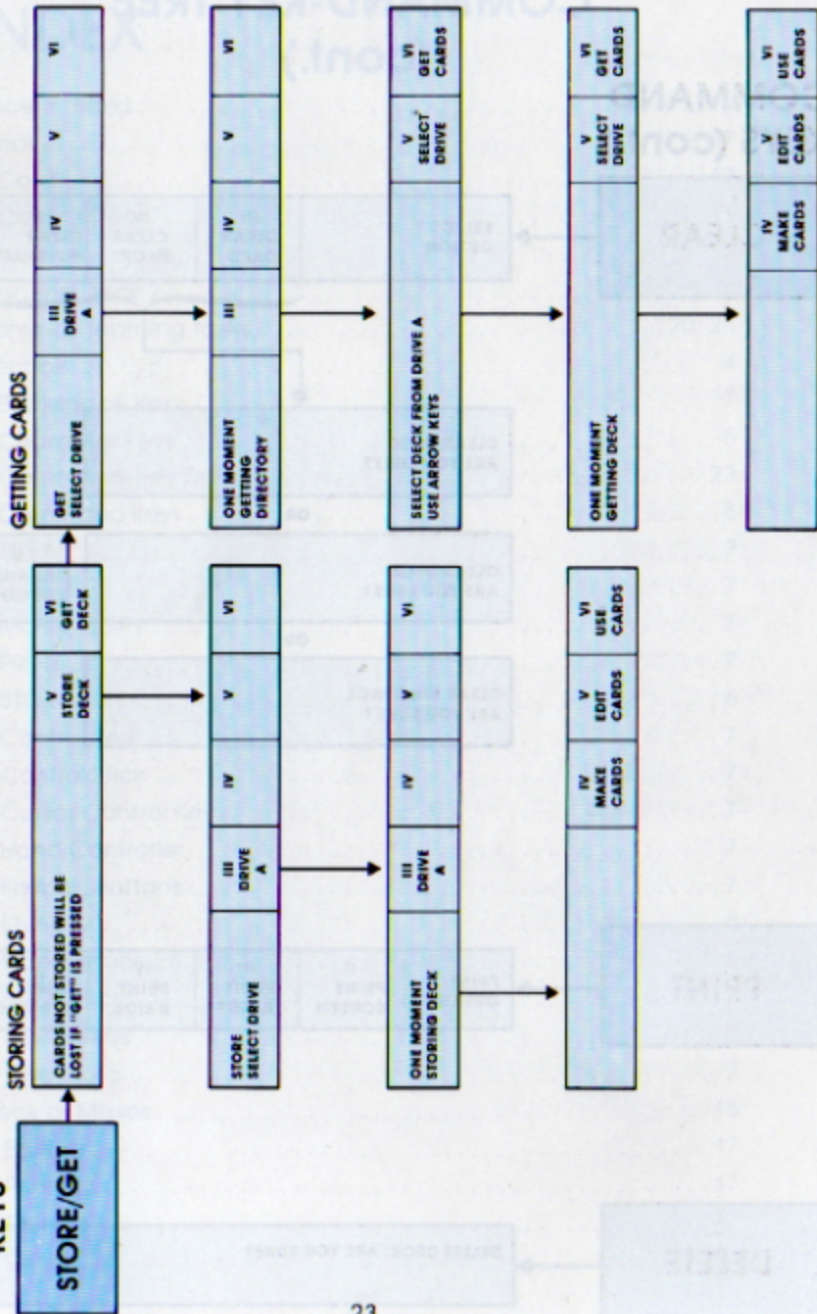
SMART-KEY TREE

ENTRY LEVEL

IV MAKE CARDS

I ® | II NEW CARD | III SIDE B *OR* III SIDE A | IV PREVIOUS CARD | V NEXT CARD | VI DONE

Takes user back to flashcard entry screen

V EDIT CARDS

I ® ORDER CARDS | II INSERT CARD | III DECK OPTIONS | IV PREVIOUS CARD | V NEXT CARD | VI DONE

I ® PULL CARD | II SWITCH DECKS | III INSERT DECK 2 | IV PREVIOUS CARD | V NEXT CARD | VI DONE

I ® CLEAR DECK 2

Takes user back to flashcard entry screen

VI USE CARDS

I ® FLIP CARD | II FLIP DECK | III MARK MISS | IV PREVIOUS CARD | V NEXT CARD | VI DONE

II FLIP DECK | III MARK MISS | IV START *OR* IV PAUSE | V NEXT CARD | VI DONE

Takes user back to flashcard entry screen

I ® | II TIMED *OR* II MANUAL | III IN ORDER *OR* III RANDOM | IV SAVE MISSES *OR* IV RECYCLE MISSES | V PLAY | VI DONE

USE ARROW KEYS TO SET TIMES FOR FRONTS AND BACKS

IV FRONTS 00 SECS | V BACKS 00 SECS

* If you choose SAVE MISSES, this Smart-Key Label changes to read, WHOLE DECK/DECK OF MISSES

COMMAND-KEY TREE

COMMAND KEYS

STORE/GET

STORING CARDS

CARDS NOT STORED WILL BE LOST IF "GET" IS PRESSED

	III DRIVE A	IV	V STORE DECK	VI GET DECK

STORE SELECT DRIVE

	III DRIVE A	IV	V	VI

ONE MOMENT STORING DECK

	IV MAKE CARDS	V EDIT CARDS	VI USE CARDS

GETTING CARDS

	III DRIVE A	IV	V	VI

GET SELECT DRIVE

	III DRIVE A	IV	V	VI

ONE MOMENT GETTING DIRECTORY

	III	IV	V SELECT DRIVE	VI GET CARDS

SELECT DECK FROM DRIVE A USE ARROW KEYS

	IV MAKE CARDS	V SELECT DRIVE	VI GET CARDS

ONE MOMENT GETTING DECK

	IV MAKE CARDS	V EDIT CARDS	VI USE CARDS

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COMMAND KEYS (cont.)

CLEAR	→	SELECT OPTION	III CLEAR CARD	IV CLEAR DECK	V CLEAR WK-SPACE	VI CANCEL CLEAR

CLEAR CARD ARE YOU SURE?

OR

CLEAR DECK ARE YOU SURE?		V CHANGE OPTION	VI FINAL CLEAR

OR

CLEAR WK-SPACE ARE YOU SURE?

PRINT	→	PRINT OPTIONS	II PRINT SCREEN	III PRINT A SIDE	IV PRINT B SIDE	V PRINT A/B SIDE

VI PRINT?

VI STOP PRINT

DELETE	→	DELETE DECK: ARE YOU SURE?	VI FINAL DELETE

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90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this digital data pack will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the digital data packs including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Manual carefully before using the product. If your digital data pack fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your digital data pack, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your digital data pack is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the digital data pack is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your digital data pack requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

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