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INSTRUCTION
MANUAL

FOR

FAMILY FEUD
WRITER

WALTERS SOFTWARE CO.
FEUD WRITER (C) 1986
INSTRUCTION
MANUAL

PLEASE READ THIS MANUAL COMPLETELY BEFORE BEGINNING.

1. Turn on your ADAM computer.
2. Insert SmartBASIC and pull computer reset.
3. After SmartBASIC has finished loading remove it and insert FEUD WRITER.
4. Type (RUN FEUDWRITER) and push the (RETURN) key.
* Note when using a different drive other than the one used to load SmartBASIC you will have to change the drive #.
5. Type (RUN FEUDWRITER,D#), (#) = (1,2,5 or 6). Refer to your SmartBASIC manual and the Disk Drive manual for more information.
6. When the title screen appears wait until the (USE FEUD WRITER Y/N) prompt appears, then remove FEUDWRITER and store in a safe place.
7. Push the (Y) key to begin FEUDWRITER, the (N) key will erase the program from the computer's memory.
8. If you pushed the (Y) key you are now ready to begin.

ENTER USER DRIVE (A/B/C/D)

Example - C then push return.

This is the drive you wish to use. Insert a Question Pack or a blank formatted disk/tape. Then choose the drive by pushing the corresponding key. A = Tape drive #1 / B = Tape drive #2 / C = Disk drive #1 / D = Disk drive #2

(R)EAD OR (W)RITE TO MEDIA

Example - R then push return.

Push the (R) key to read questions from a question pack.
Push the (W) key to write new questions, that you type in.
If you pushed the (W) key refer to the (WRITE) part of this guide.
If you pushed the (R) key you are now ready to read in a game from a Question Pack.

READ

ENTER GAME NUMBER (LAST GAME # IS ??) Example - 5 then push return.

Enter the game number you wish to read into the computer and push return. The Question pack starts at game number 1 and goes to 76. You will see a 1 appear at the left middle side of your screen. This tells you the computer is working on question number 1. There are 10 questions all together. It takes several minutes to read in a game. Watch the counter at the left side of the screen. This will tell you how the program is doing and how much is left to do. **Do not remove your question pack until the game is finished loading.**

ENTER QUESTION SET (1-10)

Example - 1 then push return.

To view a question and answers, you must enter the question number (1-10) and push return.

If you wish to leave the question and answers as is, then push the (]) key. If you wish to change it, you can clear the whole question and answers by pushing the clear key. You might want a printout before clearing it. You can do this by using the (control P) command. The backspace will back up through the answers and then the question. The delete key will delete one character when pushed. You can put 22 characters on a line, to terminate a question push the (}) key, to terminate the answers use the (]) key. *(For more information on constructing questions and answers, refer to the (WRITE) section.)

(S)AVE (V)ERIFY (R)ETURN

You now have the option of (S)AVE, saving the game back to the Question Pack, (V)ERIFY, verifying and choosing another question or; (R)ETURN, returning to the title screen. * (R)ETURN, dumps the game in memory so make sure that's what you want to do. Saving the game will take several minutes. When the (USE FEUD WRITER Y/N) appears, the game has been saved and you can continue or exit the program. ** If your Question pack is on disk, make sure it does not have a write protect label on it.

WRITING

ENTER QUESTION # 1 ENTER CHARACTER

Enter the number of answers for your question (3 - 12). Push the space bar to leave a space. This enters the code for the number of answers. Now type in the number of people out of 100 that answered the question with the first answer. Push the space bar once and type in the next number for the second answer and so on. When you come to the last one, the program will go to the beginning question screen. You will be asked to make a choice (0 - 5). Pick one and push return. You will then be returned to the main screen. Type in your question. The question can use two lines of 22 characters. Remember, that if the last word on the first line is longer than 22 characters, it will be moved to the second line. This means you will lose what ever characters the word used in the first line. Terminate your question with a (}). When your answers are mostly single numbers or letters, leaving a space after the (}) will tell the FAMILY FEUD program to check the first character of each answer. This will let FAMILY FEUD tell the difference between a 1 and a 10. Type in your first answer. Terminate it with a (]). Type in your second and so on. When you terminate the last one you will be advanced to the next question and answers screen. When you finish the last question and answers you will be asked to (S)AVE (V)ERIFY (R)ETURN. Push the (S) key to save your game to tape or disk. Be sure your media is in the correct drive. You can check over your questions and answers by pushing the (V) key and the number of the question you wish to look at. Pushing the (R) key will erase the game from the computer, so be sure that is what you want to do before using this command. Refer to the answer section for more information on constructing answers.

There are some special characters that you can use in your answers. The first being a small letter. This will let the program accept less input. An example is COMPUTER. If you enter it like this, COMpuTER, then the program will accept COMPtER or COMP(*)TER; *=any letter. The (~) lets you mark part of the answer to be correct. Let's say your answer is TELEPHONE. If you enter it like TELE~PHONE, then the program will accept TELEPHONE OR PHONE, your answer PEPSICOLA, you type in ~PEPSI~COLA the program will accept PEPSICOLA or PEPSI. You can also have an answer with two words, CHINA and INDIA. Type it in like this ~CHINA~ & ~INDIA~, the program will accept CHINA & INDIA, CHINA INDIA, INDIA CHINA or INDIA & CHINA. You can also have two answers each being correct like 6 or SIX. Type in SIX, then push the (\) key. You can now type in 6. This will let the program accept SIX or 6. The first answer is the one displayed. The second one will not be displayed, but will be a correct answer.

 HELPFUL INFORMATION

STORE/GFT = Push this key to save a game that is not completed.
 CLFAR = This will clear the screen that you are working on.
 DELETE = This will delete one character to the left of the cursor.
 BACKSPACE = Hold this key down to backup and delete through your answer, question and category.

^P = will print out the screen.

(>) = Line Feed.

[] = Terminates your category and answer.

{ } = Terminates your question.

\ = SIX\6 either answer.

~ = ~PEPSI~COLA, TELE~PHONE or ~CHINA~ & ~INDIA~.

(a) = SMALL LETTERS.

22 Characters on a line. *(Some answers with long beginnings will be shorter.

- The counter at the top will let you know how many spaces you have used up in your question or answer.
- The first number is the number of answers for the question.
- The next numbers are the number of people out of 100 that gave that answer.
- Then the start of the question, (TELL ME).
- The code for the start of the question, (T).
- The question.
- The question terminator, ({}).
- Then the answers, (1\ONE]).
- 76 sets of questions and answers.
- Questions can have from 3 - 12 answers
- Table is at block 0.
- Leave a blank space after the question for single character answers.

 *** DO NOT USE A WRITE PROTECT LABEL ON YOUR QUESTION PACK DISK .***

12

12

6 32 19 16 16 9 3 NAME THE MOST
INDISPENSABLE ELECTRICAL APPLI
ANCE IN YOUR KITCHEN} CAN OPENER
] REFRIGERATOR \ FRIG] STOVE \ MICROW
AV] TOASTER] MIXER] ~ COFFEE ~ POT]

3 31 18 16 10 10 9 TELL ME HOW
LONG IT HAS BEEN SINCE YOU WORE
FORMAL CLOTHES (YEARS)} 1 \ ONE]
2 \ TWO] 3 \ THREE] 5 \ FIVE] 10 \ TEN] 1/2
 \ ONE HALF]

11

3

5 66 24 3 2 2 NAME SOMETHING EC
ATS CHASE} MICE] BIRDS] THEIR ~ TAIL
] BALL] BUTTERFLIES]

5 66 12 8 5 4 NAME SOMETHING EP
OPLE BUY FOR TRAVELING} LUGGAGE]
NEW ~ CLOTHES] TRAVELERS ~ CHECKS]
MAGAZINES] MAP]

2

6

6 29 20 14 14 10 7 TELL ME HOW
MANY CHRISTMAS GIFTS YOU BUY (N
UMBERS ONLY)} 20] 25] 10] 50] 15] 30
]

6 31 20 17 12 10 8 TELL ME THE
NUMBER OF POSTCARDS YOU WRITE D
URING A VACATION} 5 \ FIVE] 10 \ TEN
] 6 \ SIX] 3 \ THREE] 0 \ ZERO \ NONE] 4 \ FO
UR]

4

6

6 42 14 13 12 7 4 NAME A KIND O
F PLACE THAT ALWAYS HAS UNCOMFO
RTABLE FURNITURE} PHYSICIAN \ DOCT
OR] CHURCH] DENTIST] SCHOOL] TERMIN
ALS \ BUS \ AIRPORT] JAIL]

5 40 22 12 10 8 NAME AN INSTRUM
ENT IN A REAL "HILLBILLY" BAND}
BANJO] FIDDLE \ VIOLIN] JUG] WASHBOA
RD] GUITAR]

2

2

6 35 30 11 11 5 3 NAME THE AGE
AT WHICH ALMOST EVERYONE NEEDS
EYGLASSES (NUMBERS ONLY)} 50] 4
0] 45] 60] 30] 55]

6 37 28 23 5 2 2 NAME THE AGE A
T WHICH MOST WIVES GO BACK TO W
ORK (NUMBERS ONLY)} 30] 35] 40] 25
] 45] 50]

QUESTION BEGINNINGS

NAME A - NAME SOMETHING - NAME THE - TELL ME - (FOR NOTHING) - NAME AN

The table or catalog is located in block 0 of your Family Feud Question Pack. You must fill up the entire table with sets of games in order for your question pack to operate correctly. Each set has 10 questions and their answers. This means you must have 76 sets of questions and answers, or you will have to repeat some. You can do this by using our MEDIA - AID'S TOOLKIT and copy a set to another section of the table. Look at the table with TOOLKIT. Start at the beginning (30000) or (0). The table starts at (30002) and ends at (30461). The table starts like this 0,120,37,0,1,0. We are only interested in the block location of the set we want to move. The 37 is the block location of the first set. You can move it to any location in the table. Make sure you do not leave a table location without a set of questions. ** Note ** If you feel you can't MODIFY the table. Take a backup copy of a question pack, load in game number 1 and start with the first category. Push the (CLEAR) key, this will erase the screen and let you type in your own category. Go on to the first answer and do the same. When you have finished, make sure the question pack is still in the original drive you used when loading the game. Push the (S) key to store the game to the question pack. This will erase the original game and store your new game in it's place. You can do this to as many games as you like. This will save MODIFYING the table and your question pack will recycle.

```

0                (SET NUMBER ONE)
120 - Marker.
37  - Block location of set.
0
1   - Number of blocks the set uses.
0
    
```

```

0      <  (SET NUMBER TWO)
120    |
38     |  (Block location of second set.)
0      |
1      |
0      |  <
    
```

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This manual should get you started writing your own question packs. Look over our Family Feud Question Pack to give you some ideas. If you have any problems or questions feel free to contact us. If by mail, please include a self-addressed, stamped envelope.

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