

INSTRUCTION

HANDUAL

FOR

JEOPARDY

WRITER

WALTERS SOFTWARE CO.
JEOPARDY 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 JEOPARDY WRITER.
4. Type (RUN JEOPWRITER) 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 JEOPWRITER,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 JEOPARDY WRITER Y/N) prompt appears, then remove JEOPWRITER and store in a safe place.
7. Push the (Y) key to begin JEOPWRITER, 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 26. You will see a 0 appear at the left middle side of your screen. This tells you the computer is working on category number 0. There are 13 categories all together, the last one having only one question and answer. 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 VECTOR (0,0)

Example - 1,4 then push return.

To view a question and answer, you must enter the category (0-12) and question (0-5) the 0 question being the category name.

If you wish to leave this question and answer as is, then push the (]) key. If you wish to change it, you can clear the whole question and answer 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 answer and then the question. The delete key will delete one character when pushed. You can put 22 letters on a line, to terminate a question push the (}) key, to terminate an answer use the (]) key. When you terminate a question you will be asked to choose a beginning to your answer. Choose one and push the return key. Finish the answer and terminate it with a (]). *(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 JEOPARDY 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 CATEGORY # 1 (1 - 11)

Enter the name that you want to use for your first category. Category names can be two lines of seven characters. You must use at least three characters for a category, question and answer. If your name uses two lines, use the (>) key to produce a carriage return (go down to the next line.) To terminate a category name, push the (]) key. When using a word that has to be broken up to fit, like BASEBALL, you need to insert a special character to show the program that it belongs together. Type them like this BASE-> next line BALL].

ENTER QUESTION # 1 (1 - 5)

Type in your question, use all capital letters, 22 characters per line, use the (>) key for a carriage return and the (}) key to terminate the question.

ENTER CHOICE (0 - 19) then push return

Choose a beginning for your answer. *(Some beginnings will use up some of the 22 characters in your answer. Example - (What is the) will use up about 4 characters.

Type in your answer and terminate it with a (]). 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. This will move you down to the next line. You can now type in 6. This will let the program accept SIX or 6. The first answer is the one displayed in Jeopardy. The second one will not be displayed, but will be a correct answer. After typing in the last answer, you will be asked to (S)AVE (V)ERIFY (R)ETURN. Push the (S) key to save the game to your media. It will take several minutes to save the game. To review some of the questions and answers you have written, push (V). *(Pushing the (R) key will dump the game in memory and return you to the title screen.) If you wish to SAVE a game in the middle push the (Store/Get) key and your game will be stored. It is helpful if you can stop just before a category. This will let you know where to begin when you want to continue writing questions.

 HELPFUL INFORMATION

STORE/GET = Push this key to save a game that is not completed.
 CLEAR = 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.

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Category >          XXXXXXXX>                U.S.>
                  XXXXXXXX]                GEO.]

Question >  XXXXXXXXXXXXXXXXXXXXXXXXX>    GREAT LAKE CLOSEST>
              XXXXXXXXXXXXXXXXXXXXXXXXX>    TO SYRACUSE AND>
              XXXXXXXXXXXXXXXXXXXXXXXXX>    ROCHESTER, BUT>
              XXXXXXXXXXXXXXXXXXXXXXXXX>    NOT TO BUFFALO.}
              XXXXXXXXXXXXXXXXXXXXXXXX}

ANSWER >  XXXXXXXXXXXXXXXXXXXXXXXX\        LAKE ~ONTARIO]
          XXXXXXXXXXXXXXXXXXXXXXXX]
    
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ACTORS
& ROLES

ODDS &
ENDS

BEEES

MUSIC-
IANS

DUKE OF
WINDSOR

"I SPY TEAM
PAIRED IN FILM
"HICKEY AND
BOGGS"

YOSSARIAN IN
"CATCH 22,"HE'S
"LAST OF THE RED
HOT LOVERS"

ONE OF TWO
CO-STARS OF
"THE NEW
CENTURIONS"

WHO ARE
~r.CULP~ & ~b.COSBY~

WHO IS
ALAN ~ARKIN

WHO ARE
GEORGE C.~SCOTT\
STACY ~KEACH

500% OF 2
SQUARED

EVEN WITH MODERN
EQUIPMENT ONLY
ABOUT 6% OF THEM
CAN BE TRACED

NAMED FOR MARY
AND JOSEPH, HE'S
TITLE EVANGELIST
IN 72 FILM

WHAT IS
20\
TWENTY

WHAT IS
ANNOYING ~PHONE CALLs

WHO IS
MARJOE

HE WAS ORIGINALLY
SCHEDULED TO PLAY
MESSALA, WITH
HUDSON AS
"BEN HUR"

WHO IS
CHARLTON ~HESTON

LENGTH OF TIME FOR
WHICH U.S. PASS-
PORT WAS VALID
FROM 1959 TO
1968

WHAT IS
THREE YEARS\
3 YEARS

ANSWER BEGINNINGS

WHAT IS - WHO IS - WHAT IS THE - WHO ARE THE - WHO IS THE - WHO ARE
WHO WAS - WHAT ARE - WHAT WAS - WHAT ARE THE - WHAT WAS THE
WHAT IS AN - WHO WERE THE - WHAT WAS A - WHAT WAS AN - WHO WAS THE
WHAT WERE - WHAT IS A - WHAT WERE THE - WHO WERE

The table or catalog is located in block 0 of your Jeopardy Question Pack. You must modify this in order for your question pack to recycle. Using a Toolkit like Media - Aid's, load block 0 and look at the beginning. You will see it starts with a 0,128,55,0,3 or 4,0 or 16 or 23. This is the information for game number one. You are only interested in the start block which is location number three. The first game is always started at block 55. The fifth location is the number of blocks the game occupies. The sixth is a marker to tell the program if the game has been played. Changing these to 0 will start the question pack at game number two. Even if you only have a few games done, copy the last game to 156 (START BLOCK) and modify the table so it looks like this 0,128,156,0, (number of blocks the game occupies, usually 3 or 4),0. Your game should recycle even if you only have a few games. ** 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 way you don't have to MODIFY the table and your question pack will recycle.

0 = marker.	TABLE
128 = marker.	BLOCK 0
55 = start block.	GAME NUMBER ONE
0 = marker.	
4 = number of blocks.	
0,16,23 = (0 = not played, 16,23 = game played.)	
0	<
128	
59	GAME NUMBER TWO
0	
3	
0	<

** THANK YOU FOR PURCHASING THE WALTERS SOFTWARE "JEOPARDY WRITER". **

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This manual should get you started writing your own question packs. Look over our Jeopardy 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.

WALTERS SOFTWARE CO.
 RD#4 BOX 289-A
 TITUSVILLE, PA 16354
 PHONE (814-827-3776)