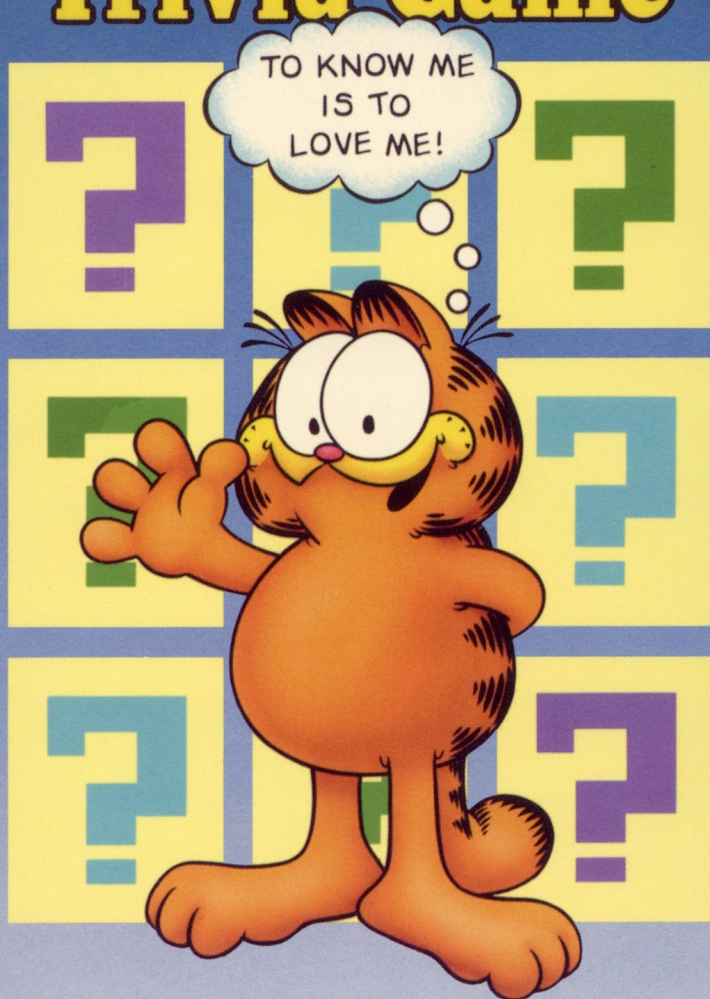


GARFIELD

Trivia Game



GARFIELD: © 1978 United Feature Syndicate, Inc.

USER'S GUIDE

TABLE OF CONTENTS

HERE'S GARFIELD!	1
GETTING STARTED	1
Loading the Program	1
Choosing a Difficulty Level	2
Selecting Players	3
Selecting Game Questions	4
Game Screen	5
PLAYING THE GAME	6
Keeping Score	7
CREATING CONTENT	8
Editor Menu	9
Writing Game Questions	10
Editing Customized Content	12
Product Designed by:	13
Reading the Documentation	13
Organizing the Documentation	13

GARFIELD Trivia Game

USER'S GUIDE

Editorial Support:
 Donna Craighead, Ph.D.
 Project Editor, Software
 Sandra Barnes
 Documentation
 Mike Henry
 Technical Support
 Chris Lamb
 Programming Support
 Vicki Langlois
 Package Design



DLM



**Teaching
Resources**

One DLM Park • Allen, Texas 75002

Copyright © 1989 by DLM Teaching Resources
 All rights reserved. No part of this material may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without written permission from the publisher.
 Printed in U.S.A.

Product Designed By:

E.I.S., Inc.

Jerry Chaffin

Bill Maxwell

Editorial Support:

Donna Craighead, Ph.D.

Project Editor, Software

Sandra Barniea

Documentation

Mike Horry

Technical Support

Chris Lamb

Programming Support

Vicki Langeliers

Package Design

Copyright © 1989 by DLM Teaching Resources.

All rights reserved. No part of this material shall be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information or retrieval system, without written permission from the Publisher.

Printed in U.S.A.

TABLE OF CONTENTS

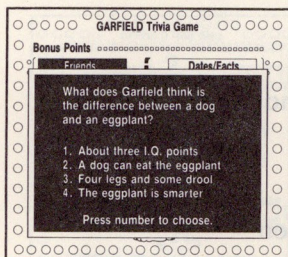
HERE'S GARFIELD!	1
GETTING STARTED	1
Loading the Program	1
Keychart	2
PREPARING TO PLAY	3
Selecting Players	3
Selecting Game Questions	4
Game Screen	5
PLAYING THE GAME	6
Keeping Score	7
CREATING CONTENT	8
Editor Menu	9
Writing Game Questions	10
Editing Customized Content	12
Printing Questions	13
Deleting Questions	13
Renaming Question Category	13

GARFIELD Trivia Game requires an Apple® IIe, IIc, IIc+, or IIcx computer with 128K of memory, one or two disk drives, and a monitor. You will need a data disk if you plan to write trivia questions using the editor.

Loading the Program

To load the program, place the program disk in the drive (label up) and close the door. Next, turn on the computer and monitor. The program loads automatically.

HERE'S GARFIELD!



GARFIELD Trivia Game offers hours of enjoyment as you try to answer mind-teasing questions about everyone's favorite fat cat. There are six categories to select from with hundreds of questions about GARFIELD and his friends. You can choose to play alone or with friends on teams. There is even an editor for creating your own trivia questions.

GARFIELD Trivia Game is the newest fun-filled addition to the DLM line of popular GARFIELD software. The game is designed to test your knowledge about GARFIELD. You also learn new facts as you play.

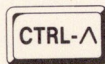
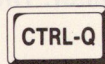
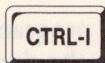
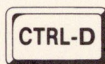
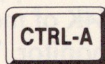
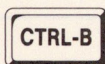
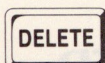
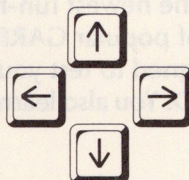
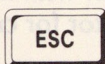
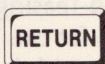
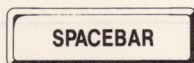
GETTING STARTED

GARFIELD Trivia Game requires an Apple* II+, IIe, IIc, or IIGs computer with 64K of memory, one or two disk drives, and a monitor. You will need a data disk if you plan to write trivia questions using the editor.

Loading the Program

To load the program, place the program disk in the drive (label up) and close the door. Next, turn on the computer and monitor. The program loads automatically.

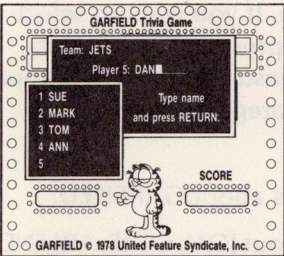
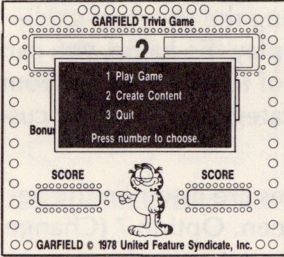
* Apple is the trademark of Apple Computers, Inc.



Keychart

- Accesses game questions
- Registers name entry
- Registers questions and answers in editor
- Ends game early
- Returns to menu screen
- Stops printing
- Move cursor on Enter/Edit Text screen in editor
- Scroll through questions in the editor's Review mode
- Deletes characters while typing
- Accesses editor instructions
- Toggles between the Enter/Edit Text screen and the Review mode
- Deletes text in editor
- Accesses insert mode in editor
- Accesses editor disk activities
- Accesses capital letters on an Apple II+ computer

PREPARING TO PLAY



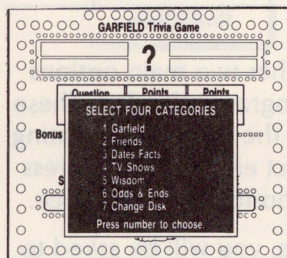
GARFIELD Trivia Game has two main options that appear after the program is loaded. These options include playing the game and creating game questions. To select either option, press the number that corresponds to your choice.

Before playing the game, you will be asked to identify players and select question categories. An explanation of both procedures follows.

Selecting Players

You can choose to play alone or on a team with friends. The game allows for two teams each containing between one and five players. During the game, players are prompted when to take their turn.

If you are playing alone, select option 1 (Single player), then type your name when prompted. If you are playing with teams, select option 2 (Team play). Next, type the name of the first team and press **RETURN**. Then, type the name(s) of the players on the team. If a team has less than five players, press **RETURN** twice after the last name is typed. Repeat the process to identify the second team.



Selecting Game Questions


There are six built-in categories of GARFIELD game questions. In addition, you can write your own game questions using the program's editor. When preparing to play the game, you can select any combination of four categories from the built-in GARFIELD categories and your customized categories.

The six built-in categories are listed on the Select Four Categories screen. Option 7 (Change Data Disk) is reserved for customized categories that you saved previously on a data disk. To select a category, press the number of your choice. The category appears in the question box on the game screen. If you want to select a customized category, press 7 (Change Data Disk) and follow screen instructions to load your data disk. The built-in categories include the following:

- GARFIELD—questions about GARFIELD.
- Friends—questions about JON, ODIE, ARLENE, POOKY, and NERMAL.
- Dates/Facts—questions about important events and facts about GARFIELD.
- TV Shows—questions about the GARFIELD television specials.
- Wisdom—questions about GARFIELD's wit and wisdom on many subjects ("According to GARFIELD. . .")
- Odds & Ends—questions about GARFIELD and all of his friends.
- Change Disk—customized questions that you created and saved on a data disk.

Game Screen

Before beginning, you should familiarize yourself with the game screen. The game screen includes the following:

GARFIELD Trivia Game		
Garfield Wisdom	?	Friends Dates/Facts
Question 4	Points Possible 150	Points Earned 0
Bonus Points		
SCORE 130 DAN		SCORE 250 KAREN
GARFIELD © 1978 United Feature Syndicate, Inc.		

- **Trivia Box**—contains selected categories. It appears at the top of the screen.
- **Mystery Question**—appears in the center of the Trivia Box. Mystery Questions can be risky. They contain various wild cards such as doubling your score or losing a turn. These questions can increase the point value for a question or cause you to lose points already earned.
- **Points Box**—identifies the question number, the highest possible number of points for the question, and the number of points earned after answering the question correctly. The Points Box is located in the center of the screen.
- **Bonus Points**—offer a maximum of 50 additional points per question if the question is answered correctly immediately after it is displayed. The Bonus Points tick away as you take time to answer. Therefore, the faster you answer, the more bonus points you will receive.
- **Player Score boxes**— keep track of each player's or team's score.

PLAYING THE GAME

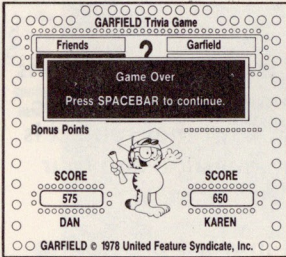
The object of the game is to answer the trivia question before time runs out. There are 20 questions presented per game and you earn bonus points the faster you answer. Players are prompted when to take their turn.

To play, you press the **SPACEBAR** to start the spinner revolving around the Trivia Box. When it stops on a category, you have the option to either pass or play. If you choose to play, you receive a trivia question that must be answered before time runs out. To earn the most points, answer the question as quickly as possible. Mystery Questions contain a variety of wild cards that can either help or hinder your score. After 20 questions are answered, GARFIELD shows the final scores.

STEP *Game Play*

1. Press the **SPACEBAR** to start the spinner revolving around the Trivia Box.
2. When the category is identified, choose to pass or play.
3. Read the question that appears and answer it as quickly as possible by pressing the number that corresponds to your choice. If the answer is correct, points are added to your score. If the answer is incorrect, points are subtracted from your score. If time runs out, the game moves on.
4. You can press **ESC** at any time to end the game.

Keeping Score



GARFIELD keeps track of your score. After 20 questions are answered, he presents the final score(s) and cheers. The number of points you earn is based on accuracy and response time. You receive 100 points for answering the question correctly and additional bonus points (maximum 50) for your response time. The Bonus Points, displayed on the game screen, start ticking away after the question appears.

The number of points the question is worth appears in the Points Possible box before the question is displayed. Most questions are worth a maximum of 150 points unless you receive a Mystery Question wild card that increases the point value. If you answer a question incorrectly, the points are subtracted from your score. If you continue missing questions, you lose points until your score is zero.

CREATING CONTENT

You can write your own trivia game questions by using the program's editor. Writing questions about GARFIELD or any other subject is easy. You simply type the question and four answer selections.

The editor has two built-in word-processing modes—enter/edit mode and review mode. In the enter/edit mode, you can type and edit questions and answers. In the review mode, you can scroll through the questions that you have already written. You can switch from one mode to the other by pressing **CTRL-A**.

Before using the editor, you should review the following guidelines. Warning messages will appear if the questions you have typed do not meet these guidelines.

- Each category must have at least 5 and no more than 50 questions.
- Type four answers for each question and each answer must be unique.
- All customized categories are saved on data disks. Each data disk can hold six categories.



EDITOR
MENU

Categories on disk: Games

1 CATS	4
2	5
3	6

1 Create new category
2 Change category content
3 Print category content
4 Delete category
5 Change category name
6 Play game
7 Quit

Press number to choose.

GARFIELD © 1978 United Feature Syndicate, Inc.

Editor Menu


All of the options for writing questions are contained on the Editor Menu. The options found on this screen include

- Create new category—used to type questions and answers for a new category
- Change category content—used to edit questions already entered
- Print category content—prints questions and answers
- Delete category—erases category from data disk
- Change category name—used to rename a category
- Change data disk—used to load a different data disk
- Play game—returns to options screen on program disk
- Quit—ends program.

Writing Game Questions

Questions and answers are typed on the Enter/Edit Text screen. While typing questions, you can press **CTRL-B** to view instructions on how to insert, delete, and review questions, and access other disk activities. To write questions, follow these steps.

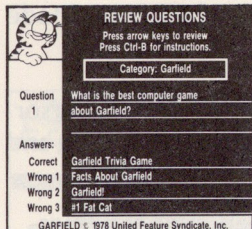
STEP Writing and Saving Questions

		ENTER/EDIT TEXT Type question and answers. Press Ctrl-B for instructions.	
		Category: Garfield	
Question	1	What is the best computer game about Garfield?	
Answers:			
Correct		Garfield Trivia Game	
Wrong 1		Facts About Garfield	
Wrong 2		Garfield	
Wrong 3		#1 Fat Cat	
GARFIELD © 1978 United Feature Syndicate, Inc.			

1. Select the Create content option after loading the program.
2. When prompted, remove the program disk and place the data disk in the drive. If the data disk is not initialized, the screen will ask if you want to initialize the data disk. Press **1** (Yes) to initialize the disk. (**Note:** Be sure to use a blank data disk.)
3. When prompted, type a title for the data disk, then press **RETURN**. This name will appear above the options on the Editor Menu.
4. When the Editor Menu appears, select option 1 (Create new category). Next, type a name for the category, then press **RETURN**.
5. When the Enter/Edit Text screen appears, notice that the screen is divided into two main sections. The first section is reserved for the question, and the second section is reserved for the correct answer and three wrong choices.

6. Before typing the first question, press **CTRL-B** for instructions. A list of the various function keys is displayed. (A description of each key is listed here.) After viewing the keys, press **CTRL-B** to return to the Enter/Edit Text screen. These keys include the following:
 - **CTRL-A**—switches back and forth between the Enter/Edit Text screen to the Review Mode screen.
 - **CTRL-D**—deletes text.
 - **CTRL-I**—inserts text to the right of the cursor.
 - **CTRL-Q**—displays disk activities for saving and printing questions.
7. On the Enter/Edit Text screen, type the question on the first three lines, then press **RETURN**.
8. Type the correct answer on the first answer line and press **RETURN**. Then type three wrong answer choices pressing **RETURN** after each one. The screen automatically advances to the next question after the last answer choice is typed.
9. Continue typing questions until the category is complete (minimum of 5 and maximum of 50 questions per category).
10. To save the questions, press **CTRL-Q** to view the Disk Menu. Next, select option 1 (Save category to disk). The program will check the questions for unique answers before saving the category to the data disk.





Editing Customized Content

You can edit the questions you have written and saved on a data disk. To edit questions, follow these steps.

STEP Editing Questions

1. Select option 2 (Change category content) on the Editor Menu.
2. Press the number of the category you want to edit. The first question in the category appears.
3. Press **CTRL-A** to go to the Review Mode screen where you can use the **ARROW** keys to scroll through the questions.
4. When you find a question you want to edit, be sure you are on the Enter/Edit Text screen, then type the changes. (**Note:** You cannot type on the Review Mode screen. Instead, press **CTRL-A** to go to the Enter/Edit Text screen where you can type changes.)
5. When you make the final edit, press **CTRL-Q** to view the Disk Menu. Next, select option 1 (Save category to disk). The program will check the questions for unique answers before saving the category to the data disk.

Printing Questions

You can print your customized questions and answers. There are two print options in the editor. The first option, Print category content, is located on the Editor Menu. The second option, Print category is found on the Disk Activities menu.

To print a category, select either print option. The screen will prompt you to turn on your printer, then press any key to print. To stop printing, press **ESC**.

Deleting Questions

You can erase question categories from your data disk to make room for new categories. To delete a category, select option 4 (Delete category) on the Editor Menu. Next, identify the category you want to delete and verify your choice.

Renaming Question Category

To rename a question category, select option 5 (Change category name) on the Editor Menu. Next, identify the category you want to rename. Then, type the new name and press **RETURN**.



GARFIELD: © 1978 United
Feature Syndicate, Inc.

Enjoy my game!

LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials and construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

This limited warranty does not apply if the product has been damaged by accident, abuse, or modification.

Back-Up and Replacement Copies

The program diskettes are protected to prevent duplication. You may purchase back-up copies or replacements for worn or damaged diskettes for \$15 per copy, plus shipping and handling. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

DLM Software: A name you can trust.

A respected publisher of educational materials for more than 15 years, DLM lends its expertise to the field of microcomputer learning.

Developmental Learning Materials

Apple Computer, Inc., makes no warranties, either expressed or implied, regarding the enclosed computer software package, its merchantability, of its fitness for any particular purpose.

Innovative Educational Software Available from DLM

LANGUAGE ARTS

Language Carnival 1 & 2
Spelling Mastery
Boppie's Great Word Chase

Arcademic Skill Builders in Language Arts

Spelling Wiz
Word Invasion
Word Man
Word Master
Word Radar
Verb Viper

READING

Scoop Mahoney, Investigative Reader
Construct-A-Word I & II
Hint And Hunt I & II
Syllasearch I, II, III, IV
Word Wise I, II, III

WRITING

The Writing Adventure

GEOGRAPHY

U.S. Atlas Action
World Atlas Action

EARLY CHILDHOOD

Curious George in Outer Space
Curious George Visits the Library
Curious George Goes Shopping

Alphabet Circus
Animal Photo Fun
Comparison Kitchen
Fish Scales
Number Farm
Shape and Color Rodeo

MATH/PROBLEM SOLVING

MATH MASTERS Addition and Subtraction
MATH MASTERS Multiplication and Division
Fraction Fuel-Up
Freddy's Puzzling Adventures
Sailing Through Story Problems

Arcademic Skill Builders in Math

Alien Addition
Alligator Mix
Demolition Division
Dragon Mix
Meteor Multiplication
Minus Mission

Arcademic Intermediate Math

Decimal Discovery
Fast-track Fractions

CREATE YOUR OWN CONTENT

Arcademic Drill Builders

Alien Action
Alligator Alley
Idea Invasion
Make-A-Match
Meteor Mission
Wiz Works

CREATIVE ARTS

Create with GARFIELD!
Create with GARFIELD! Deluxe Edition
GARFIELD Companion Disk
GARFIELD Trivia Game

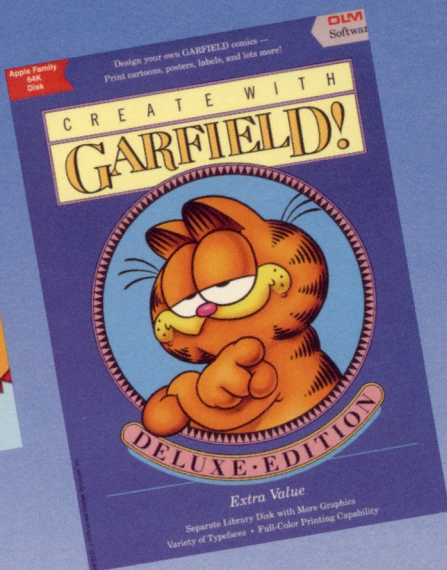
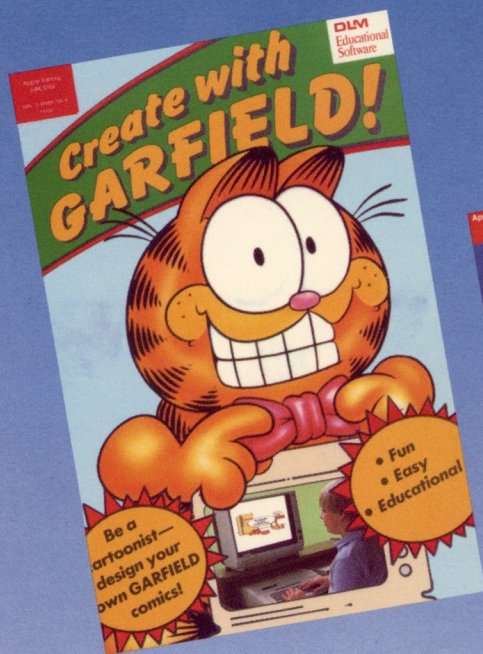
Teddy Bear•rels of Fun

Go to your favorite retail store
or call DLM customer service at

800-527-4747

In Texas: 800-442-4711

MORE GARFIELD SOFTWARE FROM DLM



One DLM Park • Allen, Texas 75002

Go to your favorite retail store
or call DLM customer service at

800-527-4747
In Texas: 800-442-4711

GARFIELD: © 1978 United Feature Syndicate, Inc.

16722/1T722