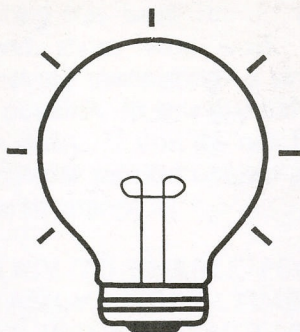


J O Y S T I C K G A M E S I



BRILLIANT
COMPUTING

JOYSTICK GAMES I

BOX 142
BRADFORD
BD9 5NF

BRILLIANT COMPUTING

Brilliant Computing has been set up to help people with special needs and those who work with them. We are committed to making computing as simple, straightforward and effective as possible. In this manual we hope to help you use this program easily. If you do not find this manual helpful or find a particular section unclear please contact us and we will take steps to change it.

IT IS OUR POLICY TO ENABLE PEOPLE TO USE OUR PROGRAMS EASILY FIRST TIME. IF YOU HAVE DIFFICULTY IT IS OUR FAULT AND WE WANT TO KNOW ABOUT IT

Above all have fun!

JOYSTICK GAMES 1

These programs were developed to help people to acquire joystick skills and directional awareness. There are 5 games on the disc, all of which need a joystick or external switches to work. Each game tests different skills from the others and has options to control the level of difficulty. The screen is kept clear of any unnecessary details which may distract.

SETTING UP

To use these game you need ONE of the following

- 1 An ordinary video-game joystick plugged into the ANALOGUE PORT at the back of the computer
2. An Interface Designs switched joystick plugged into the USER PORT underneath the computer (Available from us.
3. 4 simple switches, such as our Block Switches. These need to be plugged into our Interface Box or similar which in turn should be plugged into the computer's USER PORT The 4 sockets in the Interface Box have been designated 4 different directions.

If your box is numbered 0, 1 2, 3 0 = right; 1 = left,
2 = up 3 = down.

If your box is numbered 1 2, 3, 4 1 = right, 2 = left;
3 = up, 4 = down.

Make 4 cards with arrows drawn on them and stick them on your switches. Note that "Mouse Trap" needs only 1 switch and "Boris the Spider" needs only 2.

STARTING THE PROGRAM

If you are using the BBC Master, see the Master Problems page.

1. Turn on your computer disc drive and monitor
2. Turn up the brightness on the monitor to give a good bright picture.
3. Put the disc into the disc-drive, label side up with the label towards you. If you have double disc-drive, put it in slot 0. Shut the disc drive or turn the lever down.
4. To start the program, hold down the SHIFT key press the BREAK key for a second, and release the SHIFT key The title and "menu" computer jargon! showing the choice of games available, should now appear If not, try again.
5. To choose a game, wait for your choice to be highlighted by the "scanner" and press your switch, joystick or the space-bar You will then be given 1 or 2 options about the operation of that particular game.
6. The game will now start. TO RETURN TO THE MENU AT ANY TIME, PRESS THE ESCAPE KEY

HOW TO PLAY THE GAMES

MOUSE TRAP

A timing game. A mouse runs back and forth across the screen. When the mouse is under the cage, press any switch or move a joystick to drop it and catch the mouse. If you miss, the mouse will run away. Release the switch to raise the cage again. When you catch the mouse a tune will play.

This game automatically controls the speed of the mouse, slowing it down if you keep missing, speeding up if you are good!

TARGET PRACTICE

Simply use your switches or joystick to move the dart to the target.

The options

1 Direction The dart will only respond to the correct switch or joystick movement, ie towards the target.

2 Directions The dart can only move either left & right or up & down.

4 Directions Normal operation.

Reward given on collision Normal operation.

Reward given when dart stopped on target: When the dart reaches the target, all switches must be released to get the reward, otherwise the dart will go straight past. (This option is not available with "1 Direction" operation.)

FIND THE BONE

A step up from Target Practice. Move the dog through the doorways to the bone to get the reward. The dog can move in all 4 directions. Note that with 3 rooms, you do not always need to go through 2 doorways!

BORIS THE SPIDER

Uses only 2 switches for moving Boris up and down on his thread. Position Boris so that the flies collide with him and get eaten. When all the flies have been caught a reward is given.

SKETCH PAD

A simple painting program. As well as painting right, left, up and down, you can paint diagonally by pushing an ordinary joystick accordingly or by pressing 2 switches at the same time. (eg "Left" and "up" will paint towards the top left corner.)

Press the space bar or joystick fire-button to clear the screen.

COPYING

Our programs are unprotected as we have found that buyers generally like to use several copies within purchasing institution. However we would like to point out that whole-sale copying is not only illegal, but counter-productive, as it stops us from developing the new programs you need. We can arrange very reasonable licensing for LEAs or health authorities.

WARNING Our programs carry tracer numbers to guard against unauthorised copying.

To copy a disc.

- 1 Single disc-drive (d/d) Type in
 *COPY 0 0 * and press RETURN.
 Follow the computer's requests for discs.
 Double d/d Put your disc in slot 0 and the Brilliant
 Computing disc in slot 1 Type in * COPY 1 0 * and
 press RETURN.*

- 2. Single d/d Make sure your disc is in the d/d and type
 in *OPT4, 3 and press RETURN.
 Double d/d Type in *OPT4, 3 and press RETURN.*

MASTER PROBLEMS

This disc will run on BBC Model B and Master Micro computers. There is however a problem with the Master computer which is simple to rectify.

The Master has two systems for running disc drives. These are called "Acorn 1770 DFS" and "Acorn ADFS" One of these messages will appear on switching the computer on. This disc requires "Acorn 1770 DFS" If your screen shows this, ignore the rest of this page.

*If you have the screen header "Acorn ADFS", simply type in *DISC and press the RETURN key. This will temporarily change you to "Acorn 1770 DFS" You can now run our program by pressing SHIFT and BREAK. (see "Starting the Program".)*

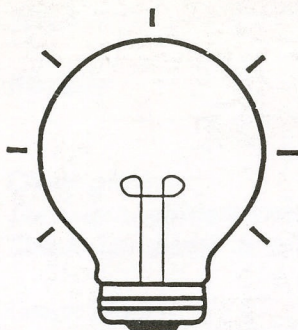
*If you want to stay in "Acorn 1770 DFS" all the time, type in *CO. FILE 9 and press RETURN. Then press the CTRL and BREAK keys together To return to "Acorn ADFS" follow the above procedure, but type in 13 instead of 9.*

We hope this is clear We think that Acorn (who make the BBC) should have told you this clearly in their "Welcome Guide"

SIMPLE PROBLEM SOLVING

<i>Fault</i>	<i>Remedy</i>
<i>Monitor Blank.</i>	<i>Check plugs. Turn up brightness knob. Check computer is on and has power</i>
<i>Disc drive not running.</i>	<i>Check plugs. Is the clip down/door shut?</i>
<i>Program running on its own.</i>	<i>Check nothing is plugged into the USER or ANALOGUE PORTS that isn't meant to be. Check that a switch is not stuck.</i>
<i>Touch Screen not working.</i>	<i>Check green light is on. (= power!) Check RS423 plug is in properly. Press 'reset' button underneath and restart game.</i>

The above in our experience represent about 80% of problems people have. If you are still in difficulty we will help if we can. Unfortunately the Master has certain complex problems of its own if not set up properly. See Master Problem page.



BRILLIANT COMPUTING
0274 497617/578239