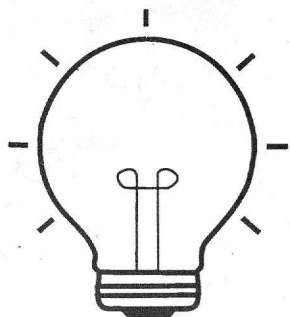BRILLIANT
COMPUTING

TOUCH
FUN FAIR

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 DIFFI-CULTY IT IS OUR FAULT AND WE WANT TO KNOW ABOUT IT.

Above all have fun!

TOUCH FUN FAIR

A set of 5 programs on the fun fair theme for the BBC Microcomputer and the Microvitec 501 Touch Screen. These games were developed with teachers and therapists working with non-readers practising basic language and co-ordination skills. Each game tests different skills and has options to control the level of difficulty.

GETTING STARTED

1. Turn on your computer, disc drive and monitor and touch screen. Turn up the brightness on the monitor to give a good bright picture.

2. Check that the notch in the plug in the 'RS423' socket (at the back of the computer) is UPPERMOST.

3. The disc will only work on disc-drives that can run 40-track discs (the norm). Call us if your disc-drive runs only 80-track discs. Switch the '40/80' switch on the disc-drive to 40 if there is one.

4. 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.

5. To start the program, hold down the SHIFY key, press the BREAK key for a second and release it, finally release the SHIFT key. The title screen should now appear. If not, try again.

6. Follow the instructions on the screen, by touching the boxes of your choice as they appear.

TO STOP THE PROGRAM AT ANY TIME, PRESS THE BREAK KEY.

BUMPER CARS

Touch any car to make it drive off in a random direction, bumping off the walls and other cars.

Options:
    'Number of cars?': 1, 2, 3 or 4.
    'How far do the cars go?': SHORT, MEDIUM or LONG.
    Use SHORT if you want to encourage the user to touch the cars. Use LONG to encourage tracking.

COCONUT SHY

Touch a ball at the bottom of the screeen to throw it at the coconuts.

Options:
    'Number of coconuts': 1 to 5
    'Number of balls': For an easy game, choose the lower number, as this will ensure a hit every time.

HAUNTED HOUSE

Two games in one. In the PASSIVE game, simply touch any window, the door, the coal bunker or the chimney to make a ghost or other scary creature appear.

In the ACTIVE ('flashing') game, touch the flashing object within the time limit to get your reward. If you touch the wrong object, you must take your finger away from the screen before trying again. This game is also useful for teaching parts of the house.

Options:
'Touch which window?': ANY = passive game.
FLASHING = active game.

If FLASHING chosen, you are also asked:
'Time limit in seconds?': 5, 10, 20 or NO LIMIT. If 5 seconds is chosen, then you have 5 seconds to touch the flashing object.

FERRIS WHEEL

Put the customers in their right seats to make the Ferris Wheel go round and play a tune. If you touch the wrong seat, you must take your finger away from the screen before trying again. (This is to prevent cheats from wiggling their fingers around the screen!)

This program has 4 games:

EASY: Touch any empty seat to put customer in the box in that seat.

COLOUR MATCHING: Touch the seat the same colour as the customer in the box.

NUMBER MATCHING: Touch the seat with the same number as the customer in the box.

COLOUR & NUMBER MATCHING: An easier game for those learning the numerals.

Options:
    'Number of seats?': 2, 3 or 4.

    'Type of game?': As explained above.

HOOP-LA

Touch the hoop and lead it up to the fish bowl without removing your finger from the screen.

Option:
    'Easy, medium or difficult game?': In the EASY game, only the edge of the hoop needs to touch the fish bowl. In the DIFFICULT game you need to get the hoop right over the bowl.

'Should the game stop if you go off the path?': Not normally required if the user is properly motivated. Note that if used, this does not come into action until AFTER THE FIRST PICTURE HAS BEEN TOUCHED.

'Should the game stop if you lift your finger off the screen?': To encourage pre-writing practice. Here the user must learn to keep his/her finger on the screen all the time. Not normally required.

'How many points to be touched?': Can be used to make the game more easy or difficult or to increase motivation.
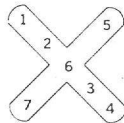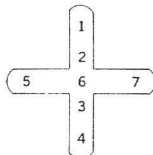
'Path Width?': The narrow path is very difficult to keep to.

'Pictorial or numerical rewards?': The number rewards have been included for users who find the pictures childish.

'Computer tunes?': See Join The Dots for alternative auditory rewards.

FOLLOW THE PATH - CROSS SHAPES

The pictures need to be touched in the following orders:

Use the 'numerical reward option' to see this more clearly.

MASTER PROBLEMS

This disc will run on BBC Model B and Master Micro computers. There is however a problem with the Master computers 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 the 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 Programe".)

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

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

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.
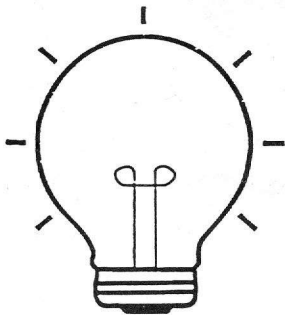
BRILLIANT COMPUTING
0274 497617/578239