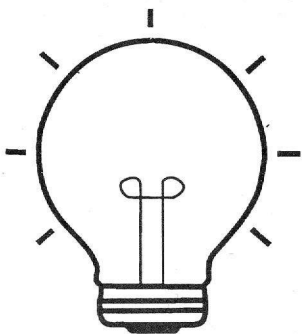


T O U C H G A M E S



BRILLIANT
COMPUTING

TOUCH
GAMES 2

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!

TOUCH GAMES 2

This set of 5 programs for the Microvitec Touchtec 501 touch screen was developed for teachers and therapists working with pre-readers. Each game tests different skills and has options to control the level of difficulty. The screen is kept clear of any unnecessary detail which may be distracting.

GETTING STARTED

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

1. Turn on your computer, disc drive, monitor and touch screen. Turn up the brightness on the monitor to give you 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. 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 screen should now appear. If not, try again.
5. Touch the screen now to see the choice of games. To choose a game, simply touch its box. You will then be given 2 options about the operation of that particular game.
6. The game will now start. TO STOP THE GAME AT ANY TIME, PRESS THE BREAK KEY.

HOW TO PLAY THE GAMES

All the games give you the option to control their sound effects. To stop a game at any time, just press the BREAK key.

BUZZ OFF

Touch the creepy crawly to make it disappear or run away.

Option:

“How many bugs at once?”: The number of bugs that will appear on the screen at once, 1, 2 or 3.

WAKE UP

Touch the sleeping animal to make it wake up and play a tune. The program has 5 animals: a cat, a goose, a snail, a tortoise and a worm that comes out of its apple.

Option:

“Size of animal”: With a large animal, the user just has to touch the screen to wake it up. With “medium” and “small” animals the user must touch the animal or near to it.

HOW TO PLAY THE GAMES continued:

MAGIC PAINTING

A blackened picture appears on the screen. Touch the black parts to colour it in. When it is completely coloured in a reward is given.

The program has 6 pictures: a flower, a bus, a car, a yacht, a butterfly and a genuine Lancashire cotton mill!

Option:

“Number of parts to colour”: If you answer “1”, the user just needs to touch the picture once to colour it in.

SUNDAY DRIVER

A pre-writing game. Touch the car and lead it round the black road to the garage at the other end. If you touch the grass the car will stop.

Option:

“Number of bends in the road”: “0” bends means a straight road! “1” bend means ‘L’ shapes and “2” bends gives ‘C’ shapes.

BITS AND PIECES

This program has 4 games, in which parts of a picture are missing and must be put in by the user.

In "Ugly Mug", a blank face is shown, with 'X' markers where the facial features (eyes, nose etc.) should be. A feature appears in a small box above and the user must touch the right 'X' to put the feature in its place. If the user touches the wrong 'X' the computer just gives a 'bleep' noise. When the face is completed, a reward is given.

Option:

"Choose a game". The 4 games and their missing features are:

Ugly Mug (2 eyes, 2 ears, nose, mouth);

Spotty Dog (ears, eye, collar, front legs, back legs, tail);

Getting Dressed (hat, coat, 2 mittens, trousers, boots);

Dream Cottage (roof, door, 2 windows, flowers, garden gate).

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 wholesale 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

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?*

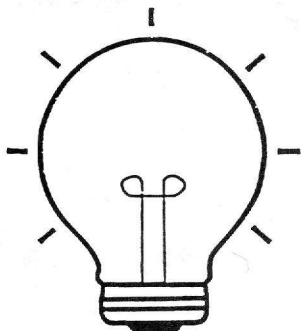
*Program running
on its own.*

*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.



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