ANSWER BACK JUNIOR (Acorn/Amstrad CPC)

The ANSWER BACK JUNIOR quiz package contains a powerful control program and a series of self-contained General Knowledge quizzes. As an effective educational incentive, only correctly answered questions are rewarded with further turns in a compelling animated game. Fifteen ready made quizzes are included in the package, these are referred to by their filenames Q1 to Q15. Each quiz covers a different topic, as follows:

Q1	Nature	Q8	Around the World
Q2	Music & Nursery Rhymes	Q9	Brain Strainers
Q3	Lucky Dip	Q10	Games & Sport
Q4	Famous People	Q11	Books & Poetry
Q5	Science	Q12	Fun-Sums
Q6	The British Isles	Q13	TV, Films & Theatre
Q7	Word Fun	Q14	Spelling
		Q15	Take your Chance

1. LOADING AND STARTING THE PROGRAM

The control program should first be loaded using the command CHAIN "QUIZ". On successful loading the screen will show the program title and a list of available facilities. This is known as the COMMAND MENU. At the bottom of the screen the message "Question store empty" will be seen. The question store is actually the part of the computer's memory in which a quiz is stored while it is being used. Only one quiz may occupy the question store at any time.

2. PROGRAM FACILITIES

The facilities listed in paragraphs 3 to 11 are available whenever the screen shows the command menu. Individual program facilities are requested simply by keying the first letter of the appropriate command. Your first command will probably be to load a quiz file into the question store.

3. LOADING A QUIZ INTO THE QUESTION STORE (Key L)

The program will ask you to key in the filename of the quiz you wish to try. Key in a filename (Q1 to Q15) from the list above, end with RETURN.

4. BEGINNING A QUIZ (Key B)

To begin a quiz key B, you will then be asked which format you would like. The options are:

M = Multiple choice, where the computer presents a question followed by several answers. All you have to do is select the correct answer each time by pressing A, B, C or D as appropriate.

Y = Yes--No, where the computer gives an answer to the question and you have to decide if the answer is correct or not.

C = Complete the answer, where the computer gives you part of the answer, and you have to fill in the missing letters.

S = Selection of all three of the above.

Having made your choice the computer will ask how many questions you would like to try, whether you would like a random or sequential selection from the questions in store and whether you would like to be timed or not. The fairy princess will then appear on the battlements of the magic castle and with a wave of her wand will ask the first question.

5. ANSWERING THE QUESTIONS

If you answer the question correctly you will hear a high note from the computer. You will then have two chances to save the beautiful princess from the dreadful dragon which keeps her imprisoned in the castle. To do this you must first move the air balloon (in which you are a passenger) until it is precisely above the eye of the dragon. Then you must quickly drop one of your sandbags onto its head. Remember, you only have two chances to destroy the dragon and it moves very fast! The following keys are used to control the air balloon:

< Left   > Right   SPACE Drop sandbag

If you get the answer wrong the computer will sound a low note and then tell you the correct answer.

If you do not know the answer to the question, you can "pass" by pressing the DELETE key.

When you have completed the number of questions requested, a summary of your performance will appear. You then have the option to repeat the questions you answered incorrectly and to discover the answers to those you "passed".

There are three special commands which can be used whenever the fairy princess is waiting for your answer to her question:

CTRL A   This displays the position number of the question within the Question Store (only required for editing purposes).

CTRL F   Turn off the sound effects.

CTRL S   Turn on the sound effects.

The number displayed on the small flag indicates which question you are on, the large flag shows elapsed time in minutes and seconds (if timer requested).

6. CREATING YOUR OWN QUIZ (Key C)

You can create any number of your own quizzes by successively keying in lists of questions and answers in the boxes shown on the screen. Each question must be accompanied by the correct answer and at least one wrong answer. The text for each question and answer should be terminated using the RETURN key. You can use the ↓ key to move the cursor down to the next line in the question box if required. The last two "wrong answer" boxes may optionally be left blank simply by pressing the RETURN key.

Mistakes in entering text can be corrected with the DELETE key provided the RETURN key has not been pressed, or by keying X (RETURN) as the first character in any answer box to return to the previous one. Questions and answers may be repeatedly keyed into the question store in this way until your quiz is complete. There is room for 50 to 100 questions depending on their length. A message "FILE FULL" will appear should you reach the limit. You can end quiz creation at any time simply by keying END (RETURN) at the start of line 1 of the question box.

A number of special keys may be used to enter the following symbols and special characters in the text.

CTRL A = ^{2} CTRL B = divide   CTRL C = $^1\!/_4$ CTRL D = $^1\!/_2$ CTRL E = °

7. SAVING A QUIZ (Key S)

The Save command need only be used when a permanent copy is required of a newly created quiz or of a previous quiz which has been modified. Enter a filename for the quiz (up to 7 characters). Enter a title for the quiz (up to 24 characters). Insert a blank cassette or formatted disc before pressing RETURN. The Verify facility should then be used as described below.

8. VERIFY A SAVED QUIZ (Key V)

This facility should ALWAYS be used to check that a newly saved quiz has been successfully recorded. Simply enter the filename of the quiz to be verified, the program confirms that verification is successful by printing "OK". If verification fails, save the quiz again.

9. ADD TO CURRENT QUIZ (Key A)

This facility may be used to add further questions to a quiz which is already held in the Question Store. Instructions for using the Add facility are identical to those for the Create facility (see paragraph 6).

10. DELETE QUESTION (Key D)

In order to delete a particular question you will need to know its position within the Question Store. This may be determined using the CTRL A command whilst running the quiz, as described in paragraph 5. The Delete command will ask you for the question number to be deleted and will give you a chance to change your mind in case you make a mistake.

11. INSERT NEW QUESTION (Key I)

This facility allows you to insert a new question at a particular point in the quiz currently occupying the Question Store. You must first specify the point of insertion required, the question currently occupying that position will then be displayed. After confirming that this is the correct place for the insertion you can then enter the text for the new question and answers.

12. ADDITIONAL NOTES FOR ACORN DISC USERS

The disc is labelled DFS or ADFS. Before loading, switch the computer to the correct mode using *DISC for DFS users or *ADFS then *MOUNT for ADFS users.

Owing to memory restrictions the available facilities described above have been arranged into two separate programs named "QUIZ" and "EDIT". The program "QUIZ" has the facilities LOAD and BEGIN (paragraphs 3 and 4), all other facilities are in the program "EDIT". To load the program you require type CHAIN "QUIZ" or CHAIN "EDIT". Once you have entered one of the programs you can easily transfer to the other by simply using the E command shown on the main menus.

Program design by Keith Spence

Research and compilation by Susan Van Baars