

**INSTANT SOFTWARE™**

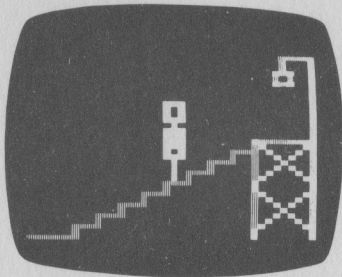
Designed  
for use on  
**APPLE\***  
20K

## Math Tutor I

- Hanging\*\*
- Spellbinder
- Whole Space

**\*\*Requires Applesoft II**

\* A trademark of Apple Computer Inc.



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Peterborough, NH 03458 USA

0073A

## MATH TUTOR I

Turn your Apple computer into a mathematics tutor and change drudgery into fun with the Math Tutor I package. Using the technique of immediate positive reinforcement, children can practice their mathematics while playing a game with:

### HANGING

Your man is walking up the steps to the hangman's noose. But you can save his life by answering the problems posed by the computer. The program will display problems using decimals. Each correct answer will move your man down the steps and cheat the hangman.

### SPELLBINDER

You are a magician competing against another magician controlled by the computer. You must answer the questions about using fractions in order to cast death clouds, fireballs, and other spells on your rival.

*... continued on inside back cover*

## DISCLAIMER

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us... preferably by mail and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in Kilobaud. You are supposed to read Kilobaud anyway.

**Wayne Green**

## APPLE LOADING INSTRUCTIONS

The Instant Software programs for the Apple computer are written in either Integer BASIC or Applesoft II BASIC. Be sure that you have the correct Basic language in your computer before attempting to load the program.

Apple Computer, Inc. recommends using the Panasonic model RQ-309 cassette recorder. If you are using this model, set the tone control to ten and the volume control to seven. If you are using a different recorder, you may have to experiment to find the optimum setting for your Apple computer.

To load a program, you must:

1. Insert the program tape into the recorder and rewind it to the start of the program.
2. Hold the control key (CTRL) down while you press the B key.
3. Release both keys and press the RETURN button. The prompt should appear—a right arrow (>) for Integer BASIC or a right bracket (]) for Applesoft II BASIC. (If you get an error message, press the RESET key and repeat steps 2 and 3.)
4. Press the play button on the recorder.
5. Type LOAD and press the RETURN button.
6. You should hear a beep after about 15 seconds, indicating that loading is in progress. If you get an error message, press the RESET key and try again.

If you must load Applesoft II BASIC from a cassette, follow the same routine. Then, place

your program tape into the recorder and follow the loading routine from step 4 onward.

If you are still unable to load the program, try this routine:

A. Remove the MONITOR or EARPHONE plug from the recorder.

B. Press the play button on the recorder and listen until you can hear the header tone that precedes the data on the tape.

C. When you hear the tone, immediately press the recorder's stop button.

D. Replace the MONITOR plug and remove the MICROPHONE plug from the recorder.

E. Type in LOAD.

F. Press the recorder's play button and then press RETURN.

If the program still does not load, fast-forward the tape to the second dump and start again.

Should you be unable to load, check the cassette with another Apple computer. If still no go, return it to:

Instant Software Miseries

Peterborough, NH 03458

We'll see whether the cassette or your system was awry—and get you a replacement. Things can go wrong . . . go wrong . . . go wrong.

## COPYRIGHT

This program is protected by copyright. This means that it is illegal to make a copy of the tape or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a \$10,000 reward for the conviction of anyone copying this program. This means that when your life-long friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better if someone is insistent, is to give them the money to buy a cassette of their own. It could be cheaper in the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

## IMPROVEMENTS

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough NH 03458.

## MATH TUTOR I

The Math Tutor I package is designed to help children learn the concepts of mathematics. It uses the technique of immediate, positive reinforcement. When the child enters a correct answer, he is rewarded with the chance to move a spaceship, cast a magic spell, or save his man from hanging. This method lets the child associate mathematics with a pleasant experience. The child can have fun while practicing math skills.

These programs offer you, the adult, the unique opportunity to indulge in a learning experience with your children and also introduce them to the exciting world of microcomputers.

Teachers can use this program in a classroom setting. Children are fascinated by computers. You can give your students that extra attention and the incentive to work at their math lessons.

The following programs are included in this package:

*Hanging* — practice using decimal numbers

*Spellbinder* — exercise your skill in using fractions

*Whole Space* — do basic math using whole numbers

Each program has the same user commands. There are four levels of difficulty, from 1 = easy to 4 = hard. You can choose which math function you want to use: 1 = addition, 2 = subtraction, 3 = multiplication, and 4 = division. You can also choose how many tries are required for a correct answer; choose from 1 to 3. In the instructions, type C to continue, S to stop, and E to end the program.

Apple soft - 2, 70  
Title Page - 30, 100

HANGING - 47, 120

all Side A

You will be trying to cheat the hangman. Your man will appear on the steps, halfway between the noose and freedom.

The computer will present you with a problem using decimals. You must answer the problem. If your answer is incorrect, your man will move one step closer to the noose. It will take two to five correct answers, depending on the difficulty of the problem, to move your man down one step.

Your problem will be shown in the lower left-hand corner of the screen. Type in your answer and press return. The computer will tell you if it is correct or not.

*Notes:*

1. The hanging program is written in Applesoft II BASIC. You must load Applesoft or have it in ROM to run this program.
2. Round off your answers to two decimal places.
3. Because of the language in the machine, it will be asked to generate a two decimal number, but it will print a nine decimal number. Ignore all but the first two decimals.

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Title Page -  
Side B  
**SPELLBINDER -**

You are a magician competing with a computer-controlled sorcerer. The computer will present you with a problem using fractions. If you answer correctly, you can try to cast a spell on your opponent. You can throw a Death Cloud, Fireball, Paralysis Ray, Old Age Igniter, or Cold Beam. The sorcerer will try to put up a defense against your spells. If he succeeds, he doesn't lose any points. If you miss a problem, the positions are reversed. You will need to select a defense.

Both you and the sorcerer start the competition with 20 points. If either reaches zero, he loses.

All answers must have the lowest common denominator. Enter your answer by typing in the numerator (top number), a comma, and the denominator (bottom number). Even if the denominator is one or the numerator is zero, they must be entered.

*Note:* This program runs in Integer BASIC. It will *not* run in Applesoft II.

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Side B

## WHOLE SPACE —

You will be flying a spaceship in an attack against an enemy planet. The computer will present you with problems using whole numbers. Every correct answer will let you move your ship, fire at the planet, or fire at the enemy spaceships. You can specify the direction you want your ship to move or where to fire.

If you enter an incorrect answer, an enemy ship will appear and begin firing at you. You must destroy all the enemy ships before destroying the planet. If you collect forty hits on your ship, you will be destroyed.

You will need to be within ten units of the enemy planet to destroy it.

The directional commands are: 1 = 180, 2 = 210, 3 = 225, 4 = 240, 5 = 270, 6 = 300, 7 = 315, 8 = 330, 9 = 360 (360 is straight up, 270 is to the left, etc.).

*Notes:* Whole Space runs in Integer BASIC. It will *not* work in Applesoft II.

When entering your division answers, enter the sum of the whole number and the remainder.

## STATISTICS

SIDE A	MEM	
	Used	
Title Page	1809	
Hanging	5885	
Hanging	5885	Applesoft BASIC

SIDE B		
Title Page	4846	
Spellbinder	9272	
Whole Space	10153	
Spellbinder	9272	
Whole Space	10153	Integer BASIC

Side A Applesoft 2,70  
 Title Page 30,100  
 Hanging 47,120

## BOWLING and TRILOGY

Thanks to Instant Software, all you need is your computer and Applesoft II BASIC to load and play one of the world's favorite sports on your Apple. This Bowling program accepts up to four players at a time and has four levels of difficulty, that's sure to keep the game a challenge. So why not let your Apple keep score of your strikes and games while you have more fun playing the Bowling program.

Trilogy can mean many things to different people, be anything from a simple game of tic-tac-toe to an exercise in deductive logic. The object of the game is to get three of your colors in a row. Easy, except that your opponent or the Apple is trying to do the same and there are many ways to win. You can even have your Apple play against itself.

**\$7.95 Order no. 0040A**

## ACCIDENTAL ERASING

Until you've tried it, you won't believe how easy it is to screw up a data cassette. For instance, the magnet in any loudspeaker can do a fantastic job of removing part of the data... and you'll find loudspeakers in portable radios, cassette recorders, TV sets, etc. Power supplies will do even better. No one can even estimate how many tapes have been wiped out by these little TRS-80 power units... or by putting cassettes on top of the monitor, where its electromagnetic field can weave its subtle work.

Do not treat your cassettes casually. Give them extra care and attention. Keep them away from anything electrical, magnetic or dusty at all times.

Well, accidents can happen, even to the most careful of us. One of your kids can try out a data cassette and push the record button... etc. You should ward this off by punching out the tabs on the back of the cassette to prevent recording. If things do go awry, we'll redo your cassette for you for a nominal service charge of \$2. Just send back the original cassette, a note as to what went wrong (we like to keep statistics) and the \$2. We'll fix it up for you and get it back as quickly as we can. Try not to get worried if it takes three weeks... one week each way for the post office (when they are up to that rigorous a schedule) and a week for us to horse around.

## ORDER NOW!

Call toll free (have your credit card handy) 800-258-5473 and ask for "Dept. 0073"...

☐ **Bowling and Trilogy**  
Order no. 0040A . . . . . \$7.95

☐ **Golf**  
Order no. 0018A . . . . . \$7.95

... or check the program you want and fill out the order form on the next page.

Kilobaud Microcomputing Dept. 0073, Peterborough NH 03458

- ☐ One Year \$18    ☐ Bill Me Later    ☐ Payment Enclosed  
☐ Renewal    ☐ New Subscription    ☐ Bill my credit card  
☐ VISA    ☐ MC    ☐ AMEX

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Signature \_\_\_\_\_ (For "Bill-Me's" Tool)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

☐ Also filled out is my program order blank. Enclosed is \$\_\_\_\_\_ for  
 the programs marked on the reverse side plus \$1.00 handling fee.

## WHOLE SPACE

Pilot your spacecraft as you lead the attack on the enemy planet. Every time you give a correct answer to a math problem posed by the computer, you can move your ship. But every wrong answer means the enemy gets a chance to fire on you.

All programs have varying levels of difficulty and involve calculations using addition, subtraction, division, and multiplication.

*Note:* The Hanging and ~~Spellbinder~~ programs require ~~5~~ Applesoft II BASIC. The Whole Space ~~spellbinder~~ program can run in Integer BASIC.

# READING

## kilobaud MICROCOMPUTING ?

Kilobaud MICROCOMPUTING is designed to help the newcomer to computing to understand computers, while still being interesting to the experts. We try to avoid the use of computerese as much as possible. You'll also find a wealth of software in Kilobaud MICROCOMPUTING . . . and more articles every month than any other magazine.

The crew putting out Kilobaud MICROCOMPUTING are the ones who originated BYTE and are the leaders in the field. Only Kilobaud MICROCOMPUTING has a complete microcomputer laboratory for checking both hardware and software.

Kilobaud MICROCOMPUTING is \$2.50 per copy, but is only \$18 for a one year subscription. Back issues are \$3, except for a few rare ones which are \$10. To subscribe just send your name and address to Kilobaud MICROCOMPUTING, Subscription Services Dept. ISI, P.O. Box 997, Farmingdale NY 11737. We'll start with the next published issue and send a bill for the subscription. If you are not delighted with the first issue, just return the bill and we'll be disappointed to lose you. Readers of Kilobaud are generally very enthusiastic and read it from cover to cover. You can also subscribe by calling (during working hours) 800-258-5473.