

ATARI® 400/800™

COMPUTER PROGRAM CASSETTE

BIORHYTHM

CX4107

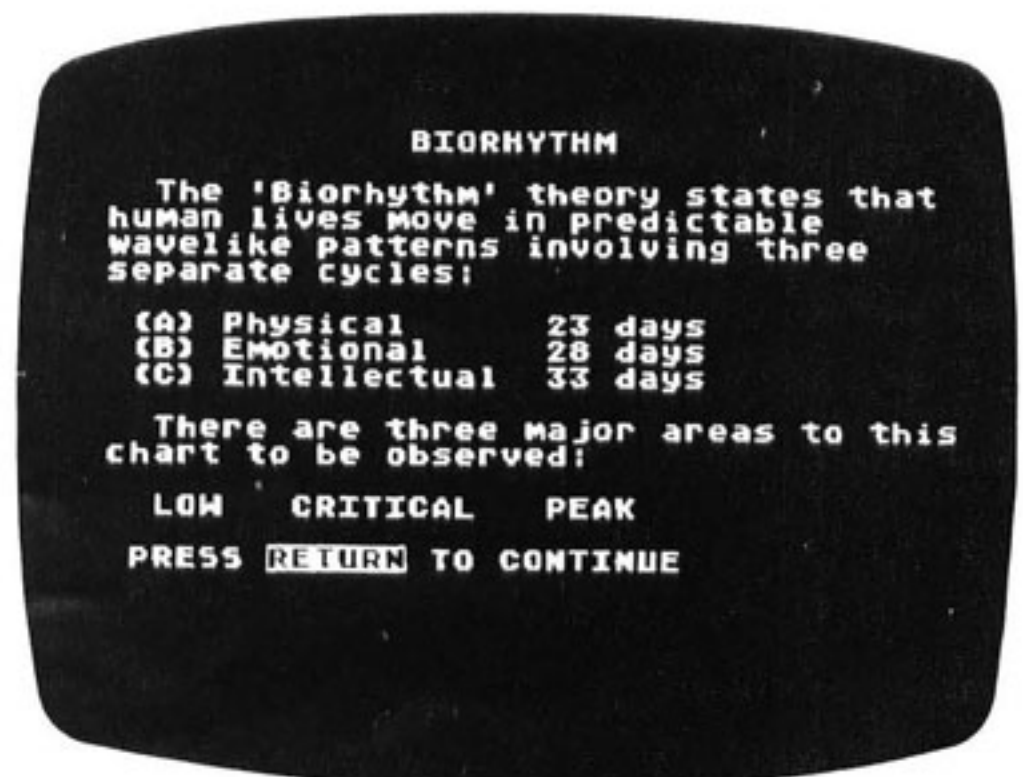
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NOTE: Side **1** of **BIORHYTHM** contains an **8K** RAM version of the program with instructions. Side **2** contains a **16K** version with instructions. The initial hardware hookup instructions for both versions are identical. The overall instructions listed here will begin with side **1**, then switch to an explanation for side **2**, which is slightly different.

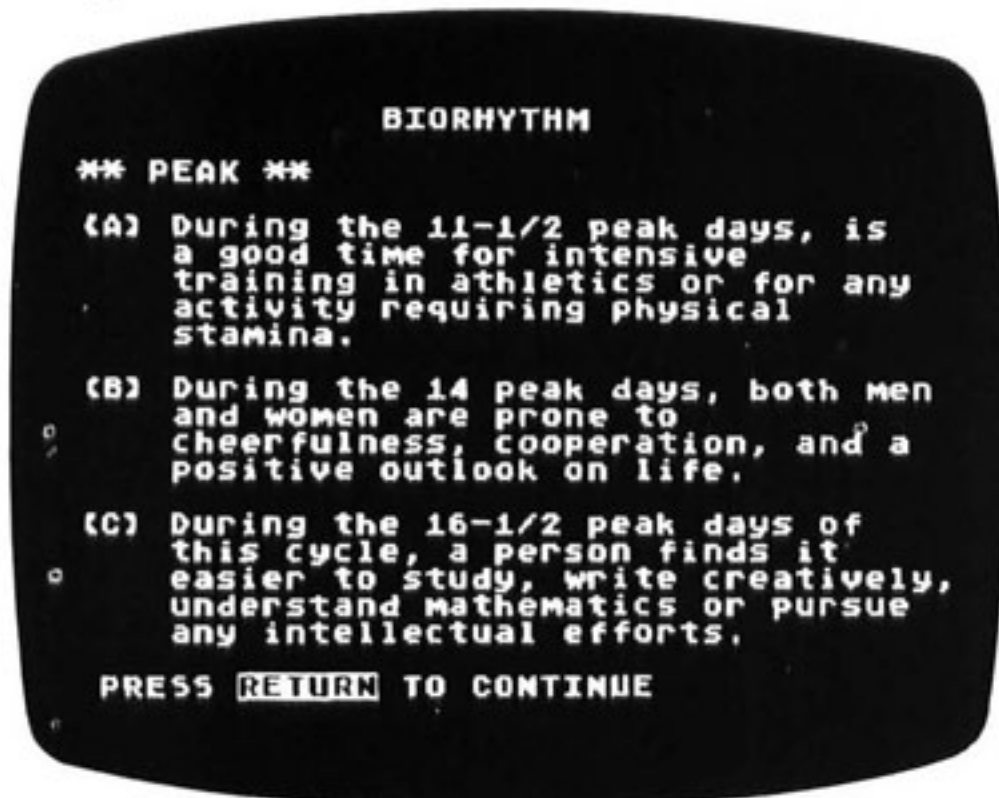
1. Insert an **ATARI® BASIC** (Computing Language) **Cartridge** into your **ATARI 400™** or **ATARI 800™** computer console slot.
(Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)
2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet.
(See your **Program Recorder Owner's Manual** for further details, if necessary.)
3. Turn your television on.
4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**.
(When an **ATARI Printer** and/or **Disk Drive** is connected to your system, it is possible to have loading problems, depending on how your computer console and peripherals are interconnected. Your best bet is to connect the **Program Recorder** directly into the computer console. If loading problems persist, consult the appropriate **ATARI Owner's Manual**.)
5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below.
6. Insert side **1** of the **BIORHYTHM** Program Cassette into the **ATARI 410 Program Recorder**. **REWIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/EJECT)**.
7. Type **CLOAD** on the computer keyboard and hit **RETURN**. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder**. Hit the **RETURN** key again on the computer console.

You will notice through the window of the **Program Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.
8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit **RETURN**.
9. The screen display will now show an **ATARI** logo along with a **LOADING BIORHYTHM** message. An audio track with music will accompany this process and will provide you with some additional information.
10. At the conclusion of this loading process the introductory display for the **ATARI BIORHYTHM** (8K) program will be shown on the screen. At the bottom of the screen will be the question: **INSTRUCTIONS Y/N? █**. If responding yes, type **Y** on the keyboard. If responding no, type **N**. (It is a good idea to read the instructions the first time you play.)

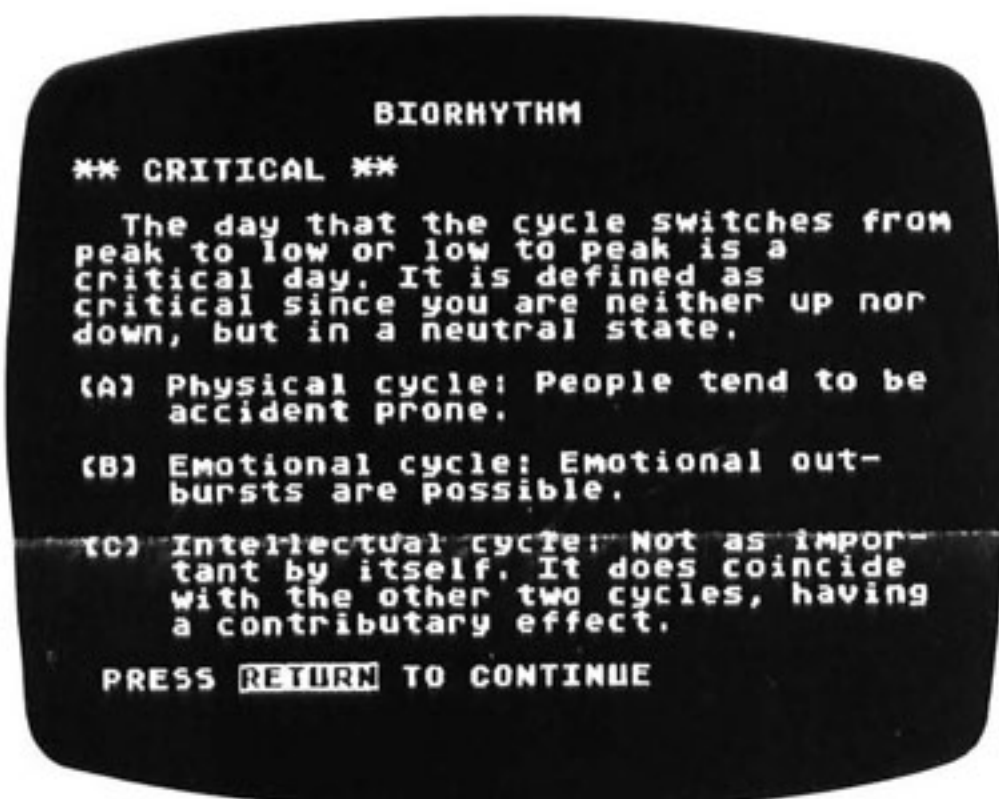
Next you will be asked **HARDCOPY Y/N? █**. If you have an **ATARI Printer** connected to your system, you may receive a printout of the instructions by pressing **Y** on the keyboard.
(The **Printer** will wait until the last display of instructions appears on the screen before it begins to print.)
11. If you respond no (**N**) to the **INSTRUCTIONS Y/N?** question, the computer will immediately begin loading **BIORHYTHM**. After responding yes (**Y**), however, the screen display will show the following explanation and instructions:



12. After pressing **RETURN**, the following display will appear on the screen:



13. The next display (after pressing **RETURN**), will be as follows:



NOTE: In the above display as well as in the next display, (A) represents the Physical cycle, (B) represents the Emotional cycle, and (C) represents the Intellectual cycle.

14. The next display will be:



15. The last display of instructions will appear on the screen as follows:



16. Press **START** on the console to load the program into the computer. A **LOADING BIORHYTHM** message will appear toward the bottom of the screen.
17. After the program has been loaded into the computer, the following display will automatically appear on the screen.



If you want the biorhythm displayed on the screen only, type 1. To have the biorhythm displayed on the screen and printed on an **ATARI® Printer**, type 2.

Next you must enter the birthdate of the biorhythm desired.



Use a 0 whenever the number you are entering does not consist of two digits. For example, if the birthdate is January 4, 1954, you must enter 01 (where the screen shows MM), then 04 (for DD), and 54 as the year (for YY). Your entry for the above example would look like this: 01/04/54.

18. Lastly, enter the month and year of the biorhythm desired. Again, enter a 0 when the number of the month you are entering does not consist of two digits. (For example, 09 for September). Press **RETURN** instead of entering numbers for the month if you want the entire year listed. Use four digits to designate the year desired.

After you have entered the year, the program will automatically begin to print the biorhythm. To stop printing the biorhythm, press **CTRL** and **1** simultaneously. To continue printing the same biorhythm, press **CTRL** and **1**.

At the end of each biorhythm listing, press **START** and you're ready to begin again.

NOTE: During the course of making entries on the computer keyboard, you may accidentally hit the Reverse (Inverse) Video Key **⌵**, or the Lower Case Key **CAPS/LOWR**. If this occurs, you may notice that the computer is not accepting your input correctly, or that "garbage" characters are appearing on the screen.

Press the **⌵** key, and/or press the **SHIFT** key and the **CAPS/LOWR** key simultaneously to return to normal text.

BIORHYTHM - Side 2 (16K)

1. Insert side **2** of the **BIORHYTHM** cassette tape into the **ATARI® 410™ Program Recorder**. **REWIND** the tape all the way to the beginning of that side, then press **STOP (STOP/EJECT)**.
2. Follow Steps 7-15, as explained for side **1**. (The screen display in Step 15 contains slightly different information than you will find on the side **2** version. Also, there will not be an audio track, as explained in step 9.
3. After the program has been loaded into the computer, your first task is to enter a name.



You have 15 spaces on the screen in which to enter a name. If you use less than 15 spaces, press **RETURN** to go on to the next entry.

4. The next entry concerns printing. If you want the biorhythm displayed on the screen only, type **1**. To have the biorhythm displayed on the screen and printed on an **ATARI Printer**, type **2**.
5. Next enter the birthdate of the biorhythm desired. Use 0 whenever the number you are entering does not consist of two digits. For example, if the birthdate is September 26, 1950, you must enter 09 (where the screen shows MM), then 26 (for DD), and 50 as the year (for YY). Your entry for the above example would look like this: 09/26/50.
6. The final entry is the **RANGE OF BIORHYTHM** desired. Use a 0 whenever necessary. The range of the biorhythm must be within the same year. If you wanted a biorhythm readout for the entire year of 1980, your entry would look like this:



After you have entered the range, the program will automatically begin to print the biorhythm. To stop printing the biorhythm, press **CTRL** and **1** simultaneously. To continue printing the same biorhythm, press **CTRL** and **1**.

At the end of each biorhythm listing, press **START** and you're ready to begin again.

LIMITED 90 DAY WARRANTY

ATARI® PROGRAM CASSETTES

ATARI, INC. ("ATARI") warrants to the original consumer purchaser that this ATARI Program Cassette (not including computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty is discovered during this 90 day warranty period, and you have timely validated this warranty, ATARI will repair or replace the Cassette, at ATARI's option, provided the cassette and proof of date of purchase is delivered or mailed, postage prepaid, to an authorized ATARI Service Center, a list of which accompanies this warranty.

This warranty shall not apply if the Cassette (i) has been misused or shows signs of excessive wear, (ii) has been damaged by playback equipment or while being used with any products not supplied by ATARI, or (iii) if the purchaser causes or permits the Cassette to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

NOTICE

All ATARI computer programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the programs prove defective following their purchase, the purchaser and not the manufacturer, distributor, or retailer assumes the entire cost of all necessary servicing or repair.

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The provisions of the foregoing warranty are subject to the laws of the state in which the Cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the Cassette.

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