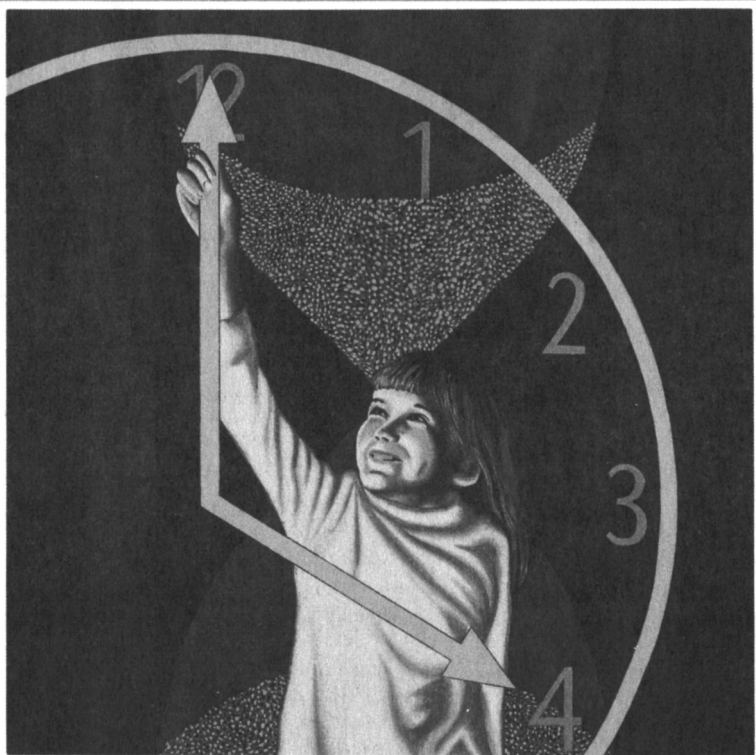


TIME TEACHER I



TIMEX **sinclair**



PERSONAL COLOR SOFTWARE

TIME TEACHER 1

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Loading time: 55 seconds

Load name must be typed in lower case letters.

An entertaining and educational program that teaches your child to tell time. He or she will learn to identify the positions of the hands on the clock and the meaning of those positions — o'clock, half-past, quarter to, quarter past, as well as minutes past the hour. Visual and musical rewards accompany positive reinforcement. Your child has fun while he/she learns.

The program is designed for use with children from kindergarten to grade three. Parents or teachers may need to help the child read the instructions.

TO LOAD: Type LOAD "time1", start the tape player, and press ENTER. The program loads in 55 seconds and starts automatically. Stop the tape when the introductory screen appears.

Throughout the program, you are instructed to press certain keys. Remember to press ENTER after typing anything with the flashing  cursor showing at the bottom of the screen.

After reviewing the introductory material, press "c" for the menu of activities. We'll explain each one briefly.

PRESS 1 FOR CLOCK HOURS: Telling time when the minute hand is on the 12. Press A to see a sample problem, then press B to answer the next problem on your own. Keep pressing B for more practice problems. Press E to return to the menu and select a new time activity.

PRESS 2 FOR HALF HOURS: Practice telling time when the minute hand is on the 6.

PRESS 3 FOR QUARTER PAST: Practice telling time when the minute hand is on the 3.

PRESS 4 FOR QUARTER OF: Practice telling time when the minute hand is on the 9.

PRESS 5 FOR MINUTES: Notice 15 minutes after the hour is the same as quarter past; 30 minutes after the hour is the same as half past; and 45 minutes after the hour is the same as quarter to. After 3 wrong answers the correct answer is given.

Take as many chances to answer each problem as needed. There's no penalty for an incorrect answer.

Have fun!

LOADING INSTRUCTIONS:

(See Chapter 4 of your instruction manual for detailed instructions.)

1. First listen to the tape so you will be familiar with its distinct sections. The tape has a period of silence at the beginning, followed by a high-pitched, screechy noise. This is the computer program. The program is recorded twice on

the cassette in case one does not load.

2. Set the volume control on the cassette deck to about 3/4 of the maximum. If you have tone controls, set the bass to minimum and treble to maximum. If you have just one tone control, set it to HIGH or MAXIMUM.

3. Rewind the tape to the beginning. Connect the EAR jack on the computer to the EAR jack on the cassette deck recorder. Make sure the plugs are clean and securely in place.

4. To instruct the computer to accept the program you must press the LOAD command and type the name of the program in quotation marks. See the instructions or cassette for the correct loading name.

5. Start the cassette deck, allow a few seconds for it to get up to speed, then press ENTER during the silence before the program begins.

6. The border of the TV screen will alternate between pale blue (cyan) and red, during the time the computer is searching for the program on the tape.

7. When the program has been found, the screen border will show a pattern of lines in the same shades of blue and red, and shortly the name of the program will appear on the screen.

8. Next, as the program itself is being loaded into the computer, the border pattern will become thinner, faster moving yellow and dark blue lines.

9. When the computer has finished loading the program, one of two things will happen:

1. Most commercial programs will begin running automatically, usually with a "title screen" or instructions to the user. (A title screen may tell you that the tape is still loading, if not, you should stop the tape immediately at this point so as to be in the proper position to load the next program if you wish.) or

2. The screen will be blank, except for a 0 OK, 0:1 in the lower left hand corner. This is a *report code* and means that the computer has successfully loaded the program.

Stop the tape immediately. To execute the program, you press RUN and ENTER. This will start the program.

SOME SUGGESTIONS

1. The volume at which the program is loaded is very important. Usually 3/4 maximum volume works best, but recorders vary and may require experimentation with the volume setting. If you have a technical background you can check the output level of your recorder's EAR/SPKR jack. It must be at least 4-volts peak-to-peak, although 5 to 6-volts peak-to-peak is best.

2. Clean and demagnetize the heads of the tape recorder. Your ears may not pick up the signal fluctuations due to magnetic flux on the tape heads, but the computer has a much more sensitive "ear."

3. The computer is very susceptible to outside interference. Working on a metal table or near electrical appliances should be avoided.

4. Occasionally, once a program has loaded, the video display will show instability. This can be corrected by adjusting the vertical hold on the television.

WARRANTY

There are no warranties which extend beyond the description on the face hereof. No other warranty, whether express or implied, including the warranty of merchantability, shall exist in connection with the sale of this product. In no event shall Timex be liable for any consequential, incidental or special damages.

— NOTES —