* Quick references (like a cut-out instruction listing)
* Getting started guide leaflet (tells you what to do, what to read, and in what order)
* Legal, copyright, and publication information
* *Floppy disks containing Monitor, DOS, BASIC, etc*

**Introductory/Setup Guide**

* How to use the machine (set up process, buttons, tour, etc...)
* How to install expansion cards
* How to connect a terminal/keyboard/monitor
* How to use the built-in loaders to load a monitor/OS from tape/disk
* *Index*

**Programming Guide**

* Instruction listing (only the relevant info, brief descriptions, nothing technical)
* How to approach writing programs
* How to write programs
* How to key in programs
* Via the front panel switches
* Via the monitor/DOS/BASIC with terminal/keyboard
* How to debug programs (link to debugging hardware)
* How to program for/with expansion cards
* Overview of the purpose each card has, what they do
* What each card outputs, what output they’ll give, what interrupts they’ll raise
* What registers they have, what address space they occupy, how they’ll respond to input
* An example of how to interface with each card (assembly code example for each function the card has)
* *Index*

**Technical Reference**

* Architecture and microarchitecture (logical organization with arch. diagram)
* Physical organization of components (with diagram of the system and where each card is)
* More detail about instruction set (detailed descriptions, side effects, flags changed, operands accepted, cycle counts to execute, times to execute at clock speeds, control signals activated at each time)
* Timing diagrams (clocks, read/write windows, etc)
* Voltage levels and other electrical data
* How to troubleshoot/repair hardware faults
* Schematics
* Part Lists
* *Index*

**BASIC User Guide, Monitor Guide, DOS User Guide**

* How to use each environment (commands, etc)
* How to code in the enviroment/language (how to write, assemble/link, and run)
* File management (how to save/load programs from tape/disk)
* What built in system calls the environment has (I/O handlers, display graphics/print funcs, etc)
* *Index*