

Atari

Phrase Challenger



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PHRASE CHALLENGER

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PHRASE CHALLENGER is a video game for the ATARI 400/800 microcomputer. PHRASE CHALLENGER gives you exciting sound effects and can be played by one or two players. The object of the game is to figure out the letters in the "phrase challenge" by guessing one letter at a time. The computer makes a random selection from a list of 200 phrases.

LOADING THE PROGRAM

First make sure your system is properly connected. Check all the cables to see that they are firmly in place. Make sure the BASIC Computing Language cartridge is properly inserted in the socket, and snap the lid shut.

Now turn on your disk drive. Wait for the flashing red "busy" light to go out. Place the PHRASE CHALLENGER disk into the disk drive and close the drive door.

Turn on your computer and video display unit. The program loads automatically. Be sure you have the sound turned up on your TV set so you can hear the exciting PHRASE CHALLENGER sound effects!

PLAYING PHRASE CHALLENGER

After the program finishes loading, you will see this prompt:

Hit START to begin

The program greets you, and asks you some questions:

How many players (1-2)?

Type your response and press the <RETURN> key. If there are two players, you have the option of making up your own phrase for PHRASE CHALLENGER. Follow the instructions on the screen for entering a phrase into the computer.

After entering the number of players you will see this prompt:

What is your name?

Type your name and press the <RETURN> key. Finally, this message appears:

Hit any key to start

Now you are ready to play PHRASE CHALLENGER. The program displays your name, your score, the current round number, the number of points possible for that phrase, and the blanks for the letters of the words in the phrase. When you guess a letter correctly, the program puts that letter into its appropriate place in the phrase. Your incorrectly guessed letters are displayed at the bottom of the screen.

A sample PHRASE CHALLENGER screen looks something like this:

YOUR Score

0 Points

Round # 1

YOUR Turn

Possible Points This Round = 50

Your Phrase Is:

Hit "RETURN" when you know phrase!

What Letter Do You Want To Try?

Letters Used:

This round is about to begin. The "challenge" phrase is marked by underscores. This phrase has four words. The first word has three letters, the second word has five letters, the third word has two letters, and the fourth word has five letters. Guess the letters one at a time. If you guess a letter correctly, it appears in its proper place within the challenge phrase. (This helps you figure out the rest of the phrase.) If you guess a letter incorrectly, that letter appears at the bottom of the screen below the phrase "Letters Used."

GAME RULES

The number of possible points decreases each time you guess a letter. The sooner you guess the phrase, the more points you score. If you guess a vowel correctly, the number of possible points decreases by two. If you guess a vowel incorrectly, you lose ten points. Consonants cost you one point for a correct guess and two points for an incorrect guess.

When you think you know what the phrase is, hit the <RETURN> key. A downward-pointing arrow appears above the blank spots (unguessed letters) remaining in the phrase. If you give PHRASE CHALLENGER a wrong letter anywhere in the phrase, you lose the entire phrase. If you guess the phrase correctly, you get all the possible points remaining for that round.

The program continues setting up rounds until all 200 phrases have been used. You can end the game at any time by pressing <SYSTEM RESET>.

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