

FACTS AND FALLACIES



Hartley 



Hartley[™] Courseware, Inc.

40-01

Fact Sheets

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Apple

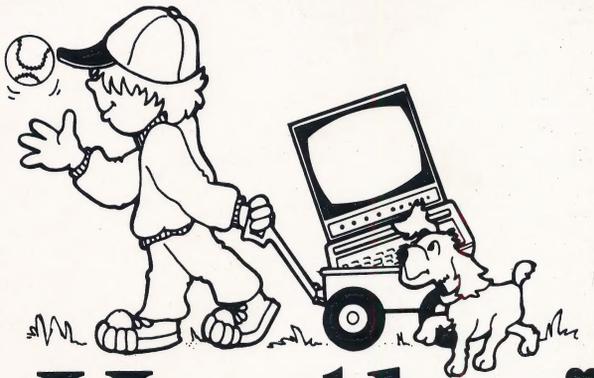
Dimondale, MI 48821
800 247 1280



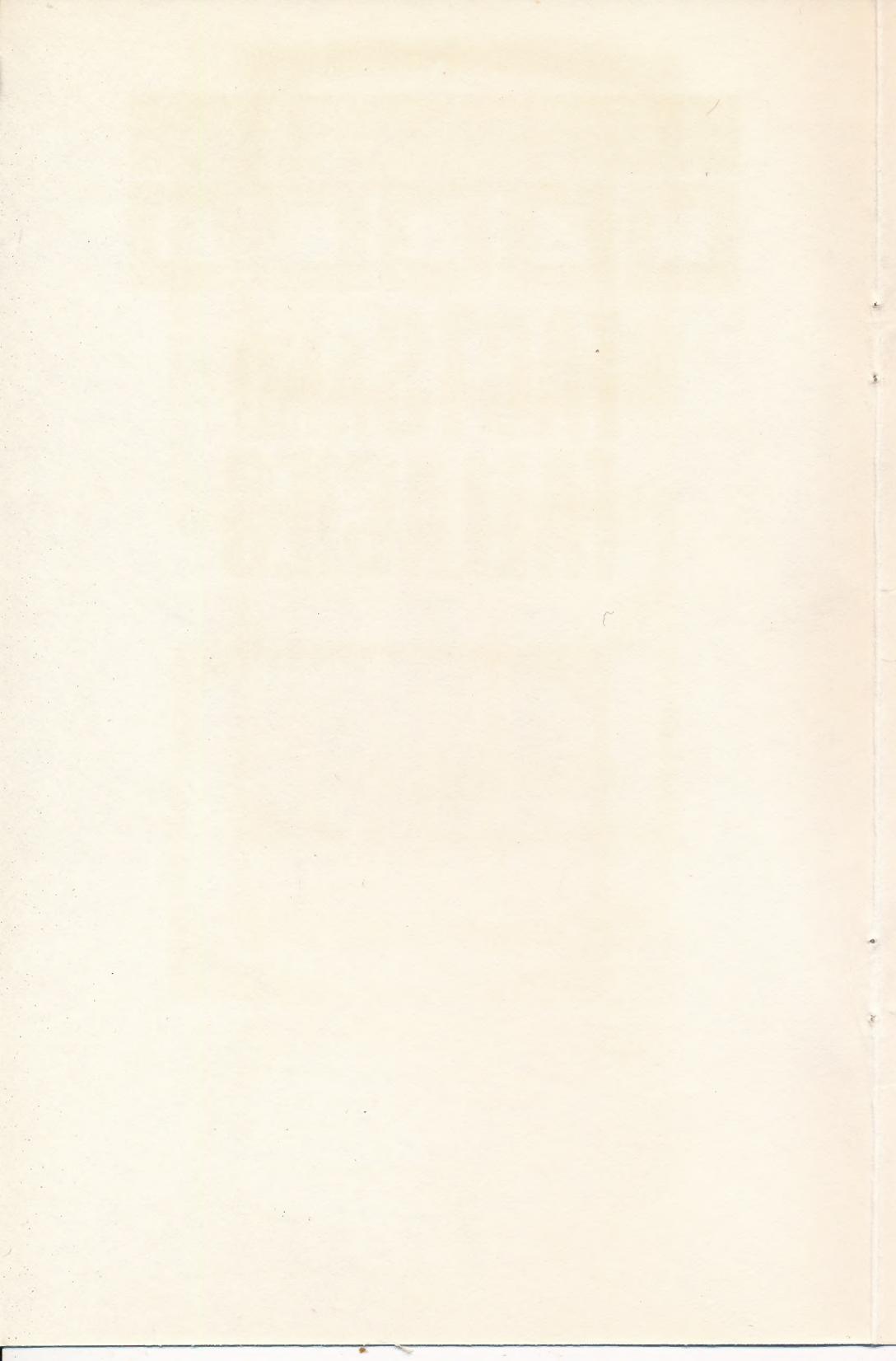
BACK-UP
For Archival Use Only



FACTS AND FALLACIES



Hartley[♥]





FACTS AND FALLACIES

The Master Disk for Facts and Fallacies is copyrighted. It is not legal to copy it.

The Data Disk is copyrighted, but you may make copies of it. Use your 3.3 System Master.

**This Hartley program requires a 48K
*Apple II, II+, IIe, IIc, or IIGS,
or Franklin ACE 1000 and one disk drive.**

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This disk uses a high-speed operating system, **Diversi-DOSTM**, which is licensed for use with this program only. To legally use **Diversi-DOS**, send \$30.00 directly to DSR, Inc., 5848 Crampton Ct., Rockford, IL 61111. You will receive a **Diversi-DOS** disk and documentation.

PURPOSE

This program was written by a teacher of Social Studies to provide a means of teaching History and Social Studies to your students in an exciting, entertaining format. All questions have many "reasonable" answers to encourage the development of critical reading skills.

A variety of strategies are available to increase a player's points and block another player.

It is also a lot of fun!

Booting the Disk

This disk will boot on a 3.3 Disk Operating System.

When running this program on the Apple IIe, IIc, or IIGS, you must keep the CAPS LOCK key down. Keep the LOCK key down on the Franklin ACE 1000.

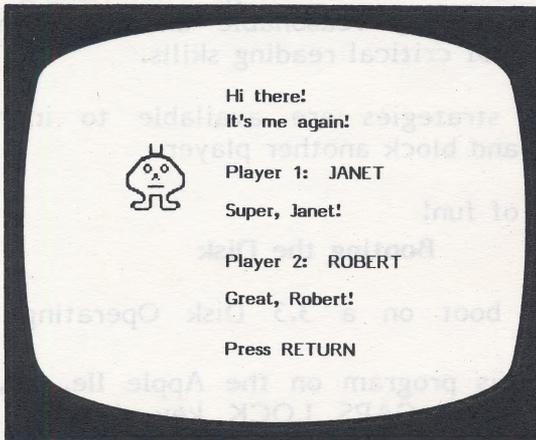
Put the disk in Drive #1; close the door. Turn on your computer. If you are using an Apple II+, IIe, IIc, or IIGS, the disk will boot automatically when you turn on the computer.

If you have an Apple II, type PR#6 and press RETURN. The program will load into your computer and run automatically. Don't type catalog!

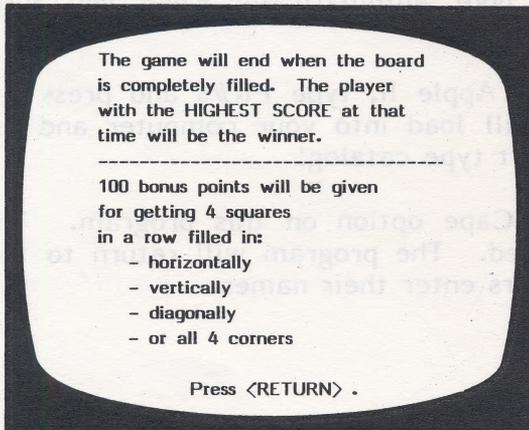
There is an ESCape option on this program. The score will not be saved. The program will return to the frame where the players enter their names.

PLAYING THE GAME

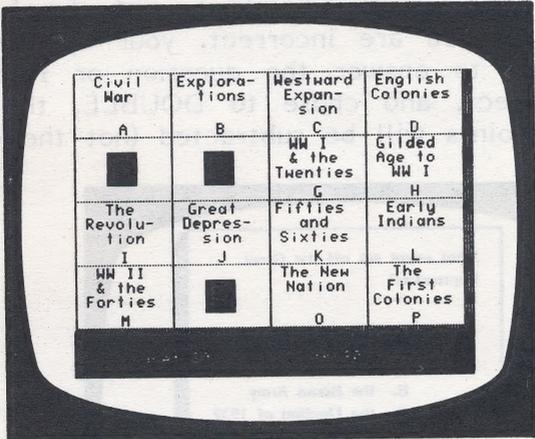
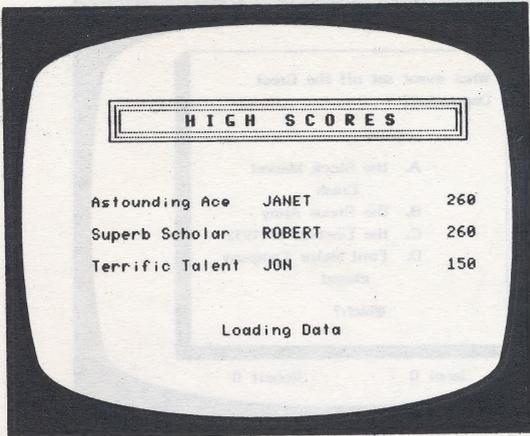
The first player should type his/her name. Then the second player will do the same.



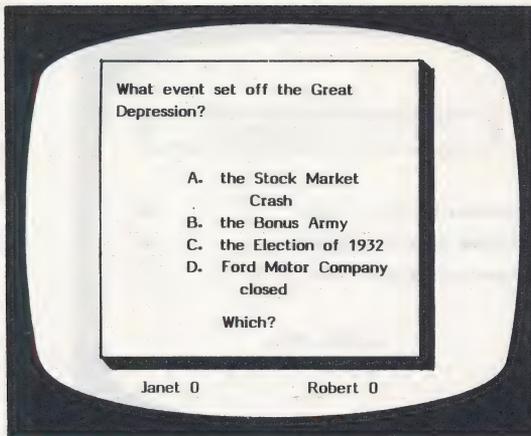
These instructions will appear. See pages 16, 17 for variations possible using the "Game Options".



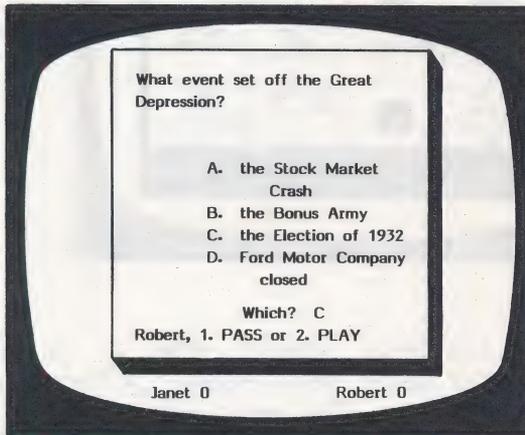
While the game board is loading, the three top scores are displayed:



The computer randomly selects who is to go first. The first player's name will flash. Choose a topic (file) by typing a letter. The point value of the question will be shown. After the player decides to DOUBLE (or not), assuming this was an option allowed by the teacher (see pages 16-19 to change the DOUBLE option), the question will be displayed.

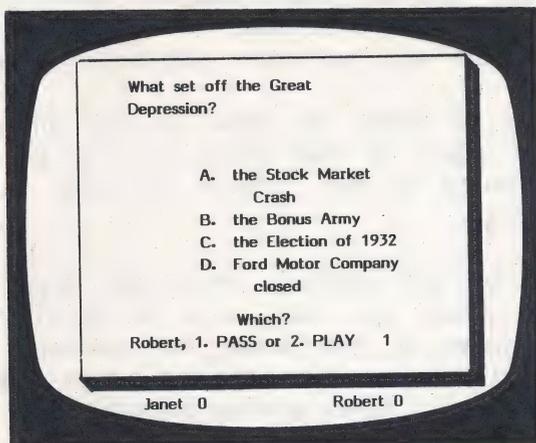


Enter the answer by typing the letter a, b, c, or d. The computer will let you know immediately if you are correct; points will be added, and the box will be colored. If you are incorrect, your opponent will have a chance to answer the question or PASS. If you are incorrect, and chose to DOUBLE, the initial value of the points will be subtracted (not the doubled value).

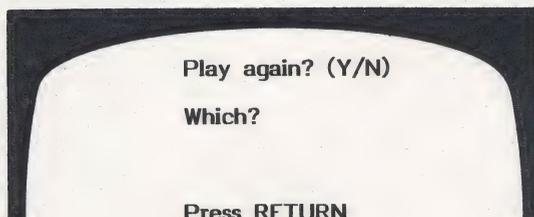
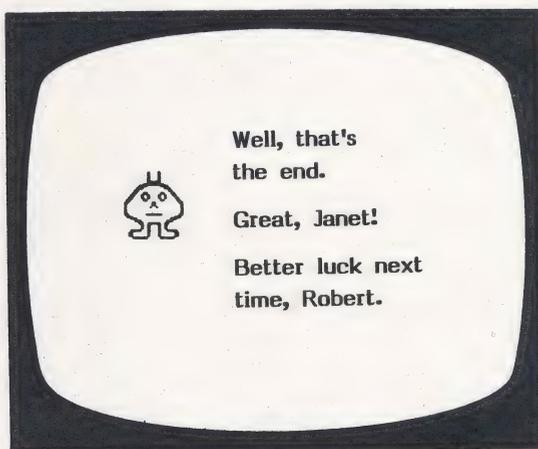


If PLAY, the question will be displayed again. If correctly answered, points are added. If incorrectly answered, points are subtracted, and the correct answer is shown.

If PASS, the correct answer is indicated, and the game board is shown ready for the selection of a new topic (file).



Play will continue until all the boxes have been awarded to the two players. (See p. 16 for an option to end the game at 4 in-a-row.) The game board then flashes, saves the scores, and the winner is congratulated.



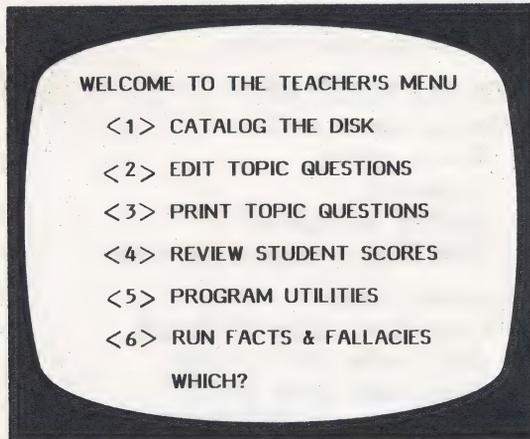
If the same two players want another game, answer **Y** for **Yes**. The game will start immediately. If **N** for **No**, the program will let other players enter names.

If a player needs to leave the game at any time, press **ESC**. Sorry, the game to that point will not be saved. You will be returned to the **Player 1: name** frame to start a new game.

Notes: While you are playing, remember the special **BONUS** points. Also, you may want to **PASS** on low point questions (even if you know the answer). This gives you an option to return to the same category, with the possibility of a higher scoring question.

TEACHER'S MENU

There are options in this program which allow the teacher to 'do things' to the lists of information on this disk. To access the Teacher's MENU, you must first go to the frame that asks for the name of Player 1. Instead of typing your name, type **MENU** and press **RETURN**. The following screen appears:



Some of the options in the main Teacher's MENU have sub-menus, which in turn allow you more flexibility when working with this program. A breakdown of the main Teacher's MENU, sub-menus and options is shown and described on the following pages.

Teacher's MENU

- 1 CATALOG THE DISK
- 2 EDIT TOPIC QUESTIONS
- 3 PRINT TOPIC QUESTIONS
- 4 REVIEW STUDENT SCORES
 - 1 See student scores
 - 2 Delete all scores
 - 3 Delete individual scores
 - 4 Return to main menu
- 5 PROGRAM UTILITIES
 - 1 Change game options
 - Bonus points
 - Doubling
 - Ending the game
 - Shuffling category positions
 - 2 Transfer files
 - 1 Copy files from MASTER DISK onto DATA DISK
 - 2 Copy files from DATA DISK onto MASTER DISK
 - 3 Delete files on DATA DISK
 - 4 Return to main menu
 - 3 Delete files from data
 - 4 Return to main menu
- 6 RUN FACTS AND FALLACIES

1 CATALOG THE DISK

If you wish to use option 1: CATALOG THE DISK, type **1**. The list of the categories now on the master disk will be shown. When finished, pressing **RETURN** will return you to the main menu.

It is possible to catalog the DATA DISK. Insert DATA DISK here, and then choose **1**. This is the only thing you can do with the DATA DISK at this point.

2 EDIT TOPIC QUESTIONS

This option will allow you to modify each question and answer frame on the MASTER DISK.

Before you edit or change a file, please read pages 19 and 20!



The 0 - Return to menu takes you back to

1. Edit another topic
2. Return to menu

Pressing RETURN will also take you back to this menu.

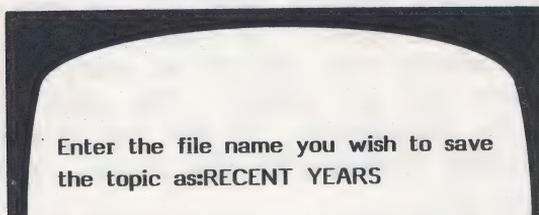
To capitalize a letter, type the (shift-6 or shift-N). and then the letter.

To underline, press shift and . This will turn underlining ON. Type the word or words. To toggle underlining OFF, use the shift and again. (At the end of a line that is underlined, pressing RETURN will also toggle it off.)

To underline and capitalize, underline and then capitalize; press shift .

The Best Book
will be entered as

#^ the^ best^ book#



First, edit the title of the topic
to be used in the game.
You may use up to three lines with
only eight characters per line.
(Title will automatically be centered.)

Line 1: Recent
Line 2: Years
Line 3:

Line 1: A cease-fire was signed in
Line 2: January, 1973, to end several
Line 3: years of fighting in what
Line 4: country?

Choice A: Cuba
Choice B: Vietnam
Choice C: Korea
Choice D: Rhodesia

Answer: B
Point Value: 20

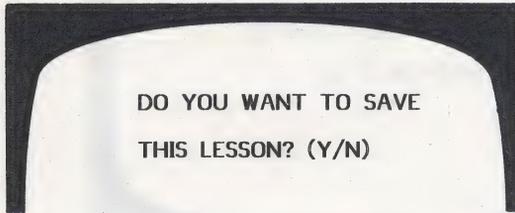
Question 1.

Point values
can be changed
to any value
from 1 to 99!

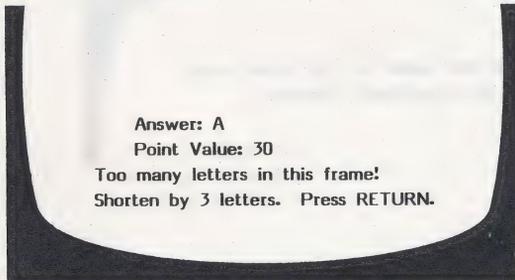
Each frame will appear, with the cursor on the first character of the first line. If no change is desired on that line, press RETURN to move to the next line. If no change is desired on that entire frame, press the right arrow key (→) to advance to the next frame. If you do want to make a change, type the new content. It will automatically replace what is now entered when it is saved. Remember: To make a capital letter, use the '^' (usually the shift-N or shift-6, depending on the keyboard you are using). The next letter that you type will be capitalized. At the end of each frame, if you have made changes in that frame, you will be asked:

All of the above correct? (Y/N) Y

If everything is as you would like it, answer **Y**. The next frame will appear, ready for editing. If changes still need to be made, answer **N** for No. The cursor will return to the first line of the frame. When you have made all the changes desired on this topic, you may **type END at the beginning of the first line of any frame.** This will save all the new content entered up to that point, and will save the remaining content with no changes.



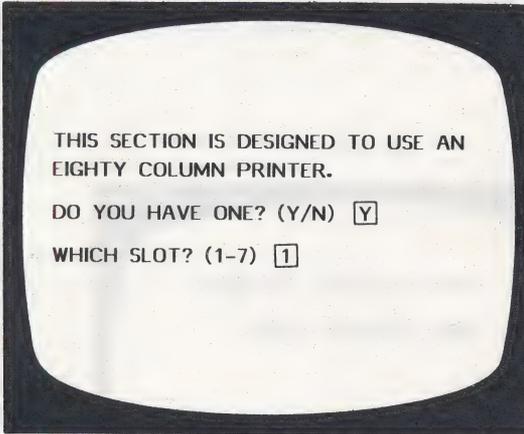
This means "Do you want to save this category **WITH THE CHANGES YOU JUST MADE?**" If **Y**, the changes are saved. If **N**, changes are NOT saved, but the file will be saved as it was before you began editing.



IT IS POSSIBLE TO GET THE MESSAGE SHOWN ABOVE IF ALL THE LINES ARE PRETTY FULL AND/OR MANY CAPITALS (^) ARE USED IN THE FRAME. THE ONLY SOLUTION, IF THIS OCCURS, IS TO SHORTEN THE FRAME BY THE NUMBER OF CHARACTERS SHOWN IN THE MESSAGE.

3 PRINT TOPIC QUESTIONS

Print topic questions is designed to use an eighty column printer to print the content for your convenience in editing, or providing copies for the students to study.

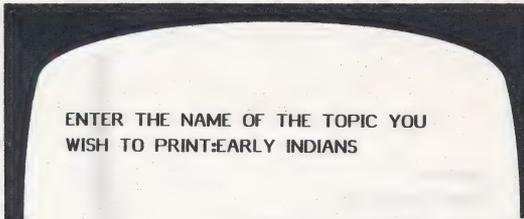


THIS SECTION IS DESIGNED TO USE AN
EIGHTY COLUMN PRINTER.

DO YOU HAVE ONE? (Y/N) Y

WHICH SLOT? (1-7) 1

It will probably be slot 1 or 2, but if you're not sure, turn off the computer, take the cover off and check the printer card slot.



ENTER THE NAME OF THE TOPIC YOU
WISH TO PRINT:EARLY INDIANS

TYPE "ALL" TO PRINT ALL FILES
PRESS 'ESC' TO RETURN TO MAIN MENU

DO YOU WANT ANSWERS PRINTED? (Y/N) Y
DO YOU WANT POINT VALUES
PRINTED? (Y/N) Y

After printing all the desired topics, you may return to the main Teacher's MENU.

4 REVIEW STUDENT SCORES

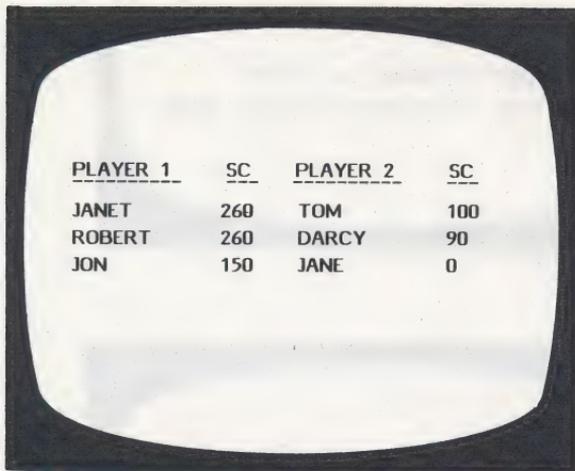
3 SCORES IN THE FILE.
ROOM FOR 47 MORE.

<1> SEE STUDENT SCORES
<2> DELETE ALL SCORES
<3> DELETE PAIRS OF STUDENTS
<4> RETURN TO MAIN MENU

WHICH?

1 SEE STUDENT SCORES

ARE YOU USING A PRINTER? (Y/N) Y
WHICH SLOT? (1-7) 1



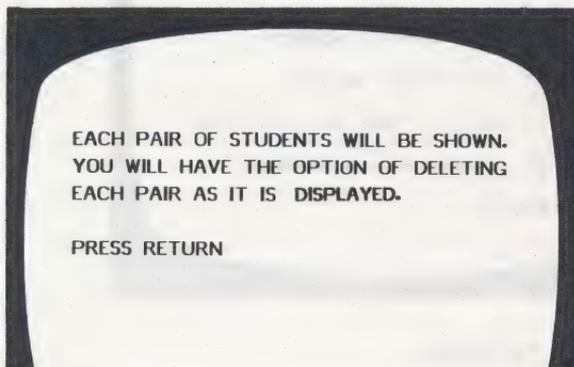
<u>PLAYER 1</u>	<u>SC</u>	<u>PLAYER 2</u>	<u>SC</u>
JANET	260	TOM	100
ROBERT	260	DARCY	90
JON	150	JANE	0

2 DELETE ALL SCORES



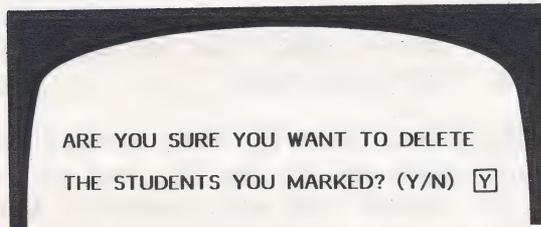
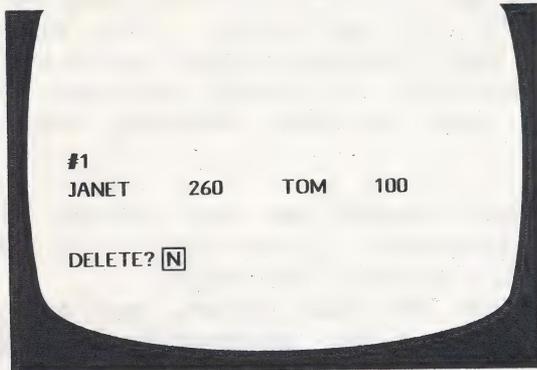
DELETE ENTIRE FILE:
CONFIRM: (Y/N)

3 DELETE PAIRS OF STUDENTS



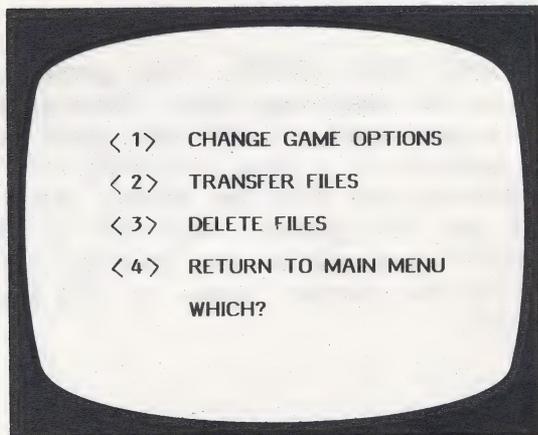
EACH PAIR OF STUDENTS WILL BE SHOWN.
YOU WILL HAVE THE OPTION OF DELETING
EACH PAIR AS IT IS DISPLAYED.

PRESS RETURN



If **Y**, the scores are deleted, and you are then returned to the main Teacher's MENU. If **N**, the scores will not be deleted and you will be taken back to the student scores menu.

5 PROGRAM UTILITIES



1 CHANGE GAME OPTIONS

If you play the game as the disk is set now, two players will compete for the high score. Play will continue until the entire board has been covered by the two players. Options are available to provide variations that will customize the game to meet differing needs and to add variety.

1. BONUS POINTS are now awarded to players for getting 4 squares in a row horizontally, vertically, diagonally, or all 4 corners. You might:

a. exclude the four corners, but award points for four in a row horizontally, vertically and diagonally. High score wins.

b. exclude the bonus points entirely. The players will score points ONLY for correctly answering questions. High score wins.

2. DOUBLING POINTS FOR EACH QUESTION

Presently, point values of 10, 20, 30, and 40 have been assigned. If you double and are incorrect, the original point value will be subtracted from your score. If your opponent(s) attempt the same question, they will also lose the point value if they are incorrect. For example, if the point value of the question is 26, the player will lose 26 points if they are incorrect. They will not lose 52 points. It is impossible to score less than zero.

By eliminating the ability to double, the game is easier and the player will not lose points if the question is missed. If you can't double, however, it really limits the strategy for the more advanced players.

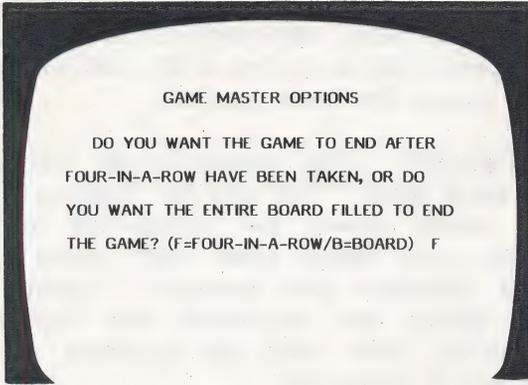
3. ENDING THE GAME The game is set to end when the entire board has been controlled by the players. You might want to end the game when one player gets 4 squares in a row (including or excluding 4 corners). Scores will still be shown, but the high score may not win the game. This set of the game would place MORE emphasis on the strategy of choosing categories to control certain areas of the board and to block opponents.

It also may create shorter games. (Though as strategy improves, more and more "four-in-a-row" games must be played out to full-board games!) If four-in-a-row becomes impossible, play continues until the full board is filled. The game will be called a tie, but will recognize the player who scores the most points.

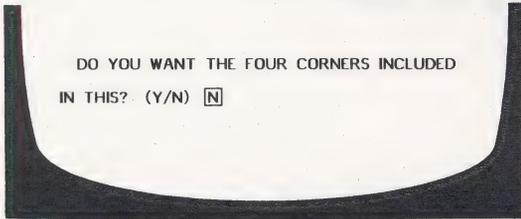
4. SHUFFLING The categories on the board are shuffled after each play. This may be changed if desired. The shuffling option moves the categories to different positions on the game board after each round of "player 1 -- player 2 question and answer". Using shuffling adds a slight delay, but increases the importance of selecting categories, and adds an element of surprise each time the board reappears.

The procedure for changing the above options is explained on the following two pages.

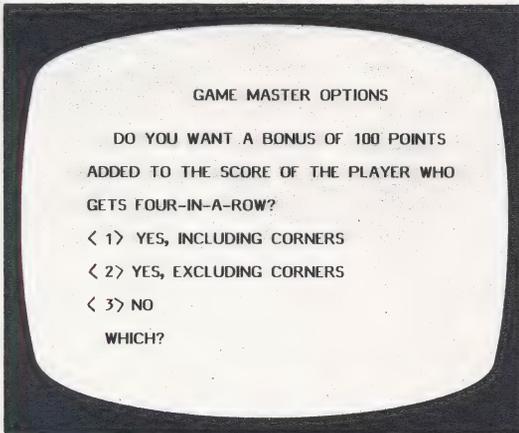
1 CHANGE GAME OPTIONS

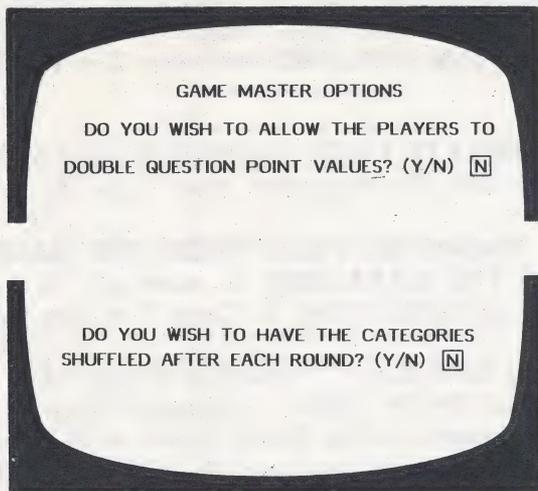


If you reply **F**, this screen appears:



If you replied **B=Board** in the first frame, this screen appears:





You will automatically be returned to the Teacher's MENU after setting all the game options.

2 TRANSFER FILES

Before Modifying or Transferring Files:

In order to ensure that you will not permanently lose any files, we recommend that you make a copy of each of the files on the original MASTER DISK and the DATA DISK. The simplest method, of course, is to fill out and send in the red back-up certificates included in your program package. It is, however, possible to create your own back-up disks of the topic files. You will need both original disks, two blank disks, and one disk drive; patience, and a few minutes of concentrated effort. (Much wear and tear on you and your disks will be saved if you can use two disk drives temporarily. You may only need to do this once!)

To make back-up disks of original topic files:

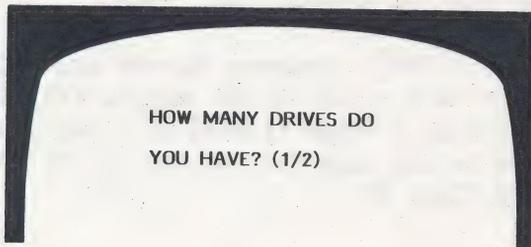
1. Use your APPLE Systems Master and COPYA* to make TWO copies of the original DATA DISK. Put one (call it Copy 1) away in a safe place. Use the second copy for the rest of the steps (label it Copy 2).

2. Boot the MASTER DISK of Facts and Fallacies. Enter **MENU** as the first student name. Choose **5 - PROGRAM UTILITIES** and then **2 - TRANSFER FILES**.
3. Use **3 - DELETE FILES FROM THE DATA DISK** to delete any 16 categories from Copy 2.
4. Use **1 - TRANSFER FILES FROM THE MASTER DISK TO THE DATA DISK** to move all 16 files from the MASTER DISK to Copy 2 of the DATA DISK.
5. NOW..you have Copy 1 which is a copy of the original DATA DISK. You have Copy 2 which is a copy of the DATA DISK with the 16 different topic files from the MASTER DISK (as well as duplicate files of 18 original data files). Put Copy 1 and Copy 2 away. Note: Now you will always have the original topic files. You may want to use the same procedure to 'back-up' any new files you make by modifying the topics.

Note: If you intend to modify existing files with new information at a later date, you may want to delete all 34 files from Copy 2 DATA DISK. Then transfer your 16 originals from the MASTER to Copy 2. This will leave you with 18 "empty spots" where you can store modified files.

Transferring Files Procedure (2 - from main MENU)

The DATA DISK included in the package provides an additional 34 categories, with 10 questions each. To use these for the game, you must first use this file transfer routine to move files from the DATA DISK to the MASTER DISK. (It seems more complicated than it is. You will soon be moving files with ease. Try it!)



If you have
two drives



If you have 2 drives, you will not need to move the disks. The program will automatically access the correct drive. If you're using only 1 drive, follow the directions as they appear on the screen.



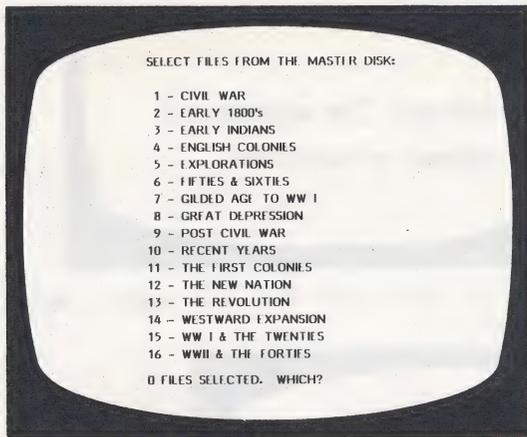
1 - COPY FILES FROM MASTER DISK ONTO DATA DISK

The program first needs to determine how much room you have on the DATA DISK. Insert the DATA DISK and press **RETURN**.

THE DATA DISK HAS ROOM
FOR 3 MORE FILES.
PRESS RETURN

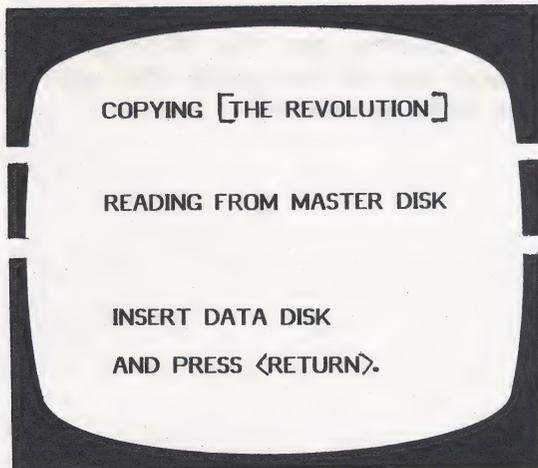
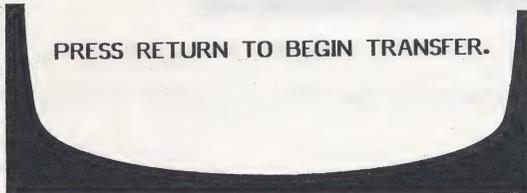
INSERT THE MASTER DISK
AND PRESS <RETURN> .

ALL FILES ON THE MASTER DISK
WILL BE DISPLAYED.
YOU MAY SELECT A MAXIMUM OF
3 FILES TO BE MOVED FROM THE
MASTER DISK TO THE DATA DISK.
THE FILES ON THE MASTER DISK WILL
REMAIN INTACT ON THE MASTER DISK AS
WELL AS ON THE DATA DISK.
PRESS RETURN.



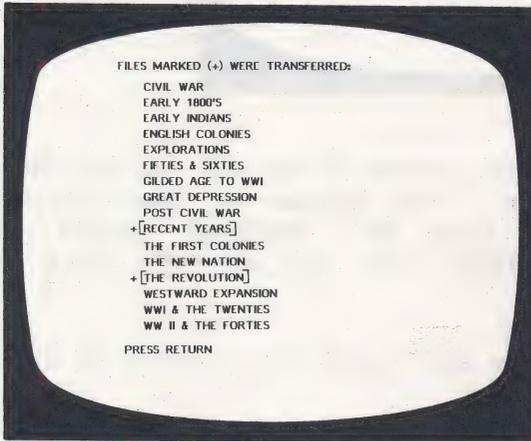
You need only type the number of the file you are identifying, not the title. The number of files selected is tallied for you. Move **10 - RECENT YEARS** and **13 - THE REVOLUTION** from the MASTER DISK to the DATA DISK.

To stop entering files and begin the transfer of files, type the number **99**.



COPYING [THE REVOLUTION]
SAVING TO DATA DISK

The procedure is repeated for all topics being moved.



'RECENT YEARS'
and
'THE REVOLUTION'
are now on both
disks.

You will be returned to the File Transfer Utility Menu.

2 - COPY FILES FROM DATA DISK ONTO MASTER DISK

If you have two drives, put the MASTER in 1; DATA in 2. If you have one drive, follow the prompts on the screen to change disks as needed.

ALL FILES ON THE DATA DISK
WILL BE DISPLAYED.

YOU MAY SELECT A MAXIMUM OF
16 FILES TO BE MOVED FROM THE
DATA DISK TO THE MASTER DISK.

THE FILES ON THE DATA DISK WILL
REMAIN INTACT ON THE DATA DISK AS
WELL AS ON THE MASTER DISK.

PRESS RETURN

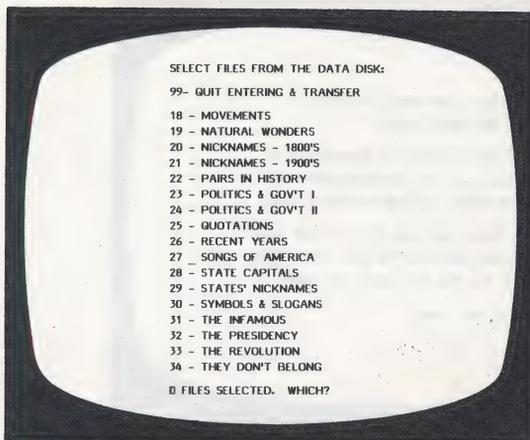
SELECT FILES FROM THE DATA DISK:

99 - QUIT ENTERING & TRANSFER

- 1 - AMERICAN DISASTERS
- 2 - AMERICAN FIRSTS
- 3 - AMERICAN WATERS
- 4 - CITIES & STATES
- 5 - CITIES' NICKNAMES
- 6 - EXTREMES
- 7 - FAMOUS BLACKS
- 8 - GEOGRAPHY'S COLORS
- 9 - GREAT DATES
- 10 - HISTORIC PLACES
- 11 - HISTORICAL COLORS
- 12 - HISTORY'S ROCKS
- 13 - IMMIGRATION
- 14 - INTOLERANCE
- 15 - INVENTORS
- 16 - LEGENDS & HEROES
- 17 - MANMADE WONDERS

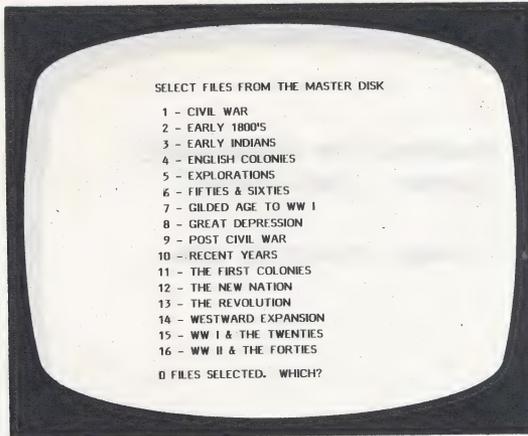
0 FILES SELECTED. WHICH?

Note: The screen can only display 17 file titles at a time. To see the rest of the list, DO NOT enter a file number, but press RETURN.

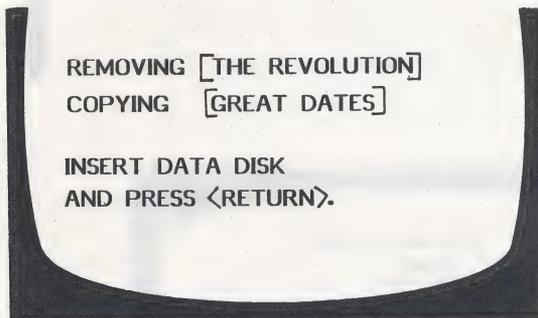


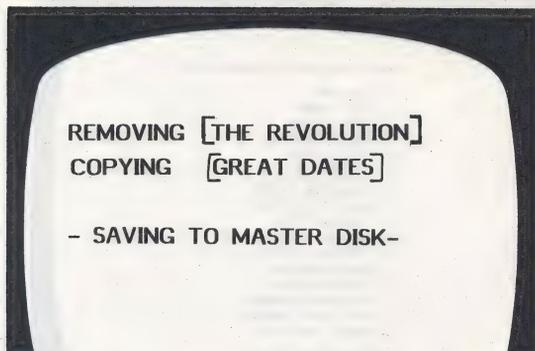
After selecting the files you want to transfer, enter **99** and press **RETURN**. (We will move 9 and 15 - Great Dates and Inventors to the **MASTER DISK** for our example.)





We will replace 10 - RECENT YEARS and 13 - THE REVOLUTION with the new files. Enter the numbers one at a time. When the number of files needed have been entered, the transfer will begin. (If you are using one drive, you will press RETURN to start transferring.)





The same procedure is followed for all topics being moved.



('Great Dates'
and 'Inventors'
are on both
the Master Disk
and Data Disk.)

You will then be returned to the File Transfer Utility.

3 - DELETE FILES ON DATA DISK

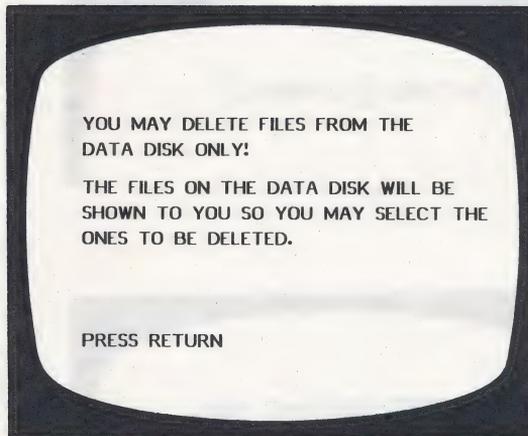


INSERT MASTER DISK IN DRIVE #1.
INSERT DATA DISK IN DRIVE #2.
PRESS RETURN

or



INSERT DATA DISK
AND PRESS RETURN.



YOU MAY DELETE FILES FROM THE
DATA DISK ONLY!
THE FILES ON THE DATA DISK WILL BE
SHOWN TO YOU SO YOU MAY SELECT THE
ONES TO BE DELETED.

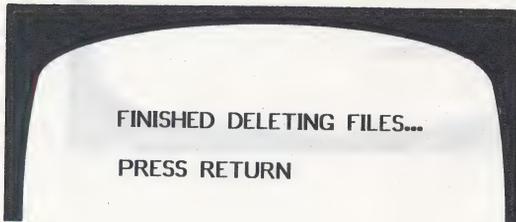
PRESS RETURN



Caution: Be sure to make a back-up of your Data Disk BEFORE deleting any files.

Enter **99** to **stop entering** and **begin deleting**. IF YOU CHANGE YOUR MIND you may use the **ESC** key. You will return to the File Transfer Utility menu and will not delete any files.

If you do proceed to delete, you will be kept informed.



You will be returned to the File Transfer Utility menu.

4 - RETURN TO MAIN MENU

This will return you to the main Teacher's MENU. (A screen prompt will remind you to insert the MASTER DISK, if you ended up with the DATA DISK in the drive.)

6 - RUN FACTS AND FALLACIES

This option loads the game from the title frame to begin a new game.

INSTRUCTIONAL SUGGESTIONS

On the last page of this booklet is a list of the topics that are on the MASTER DISK and the DATA DISK. These are just the beginning!

Modify Existing Questions

Encourage your students to think of new questions for the existing topics. Encourage questions on influence of major events and historical trends.

Create Your Own Topics

Have your students make up their own topics on events you consider to be important.

The Data Disks may be copied. The topics on the copied disk may be erased and new topics created. You could literally have a hundred Data Disks if you desire.

Encourage Research

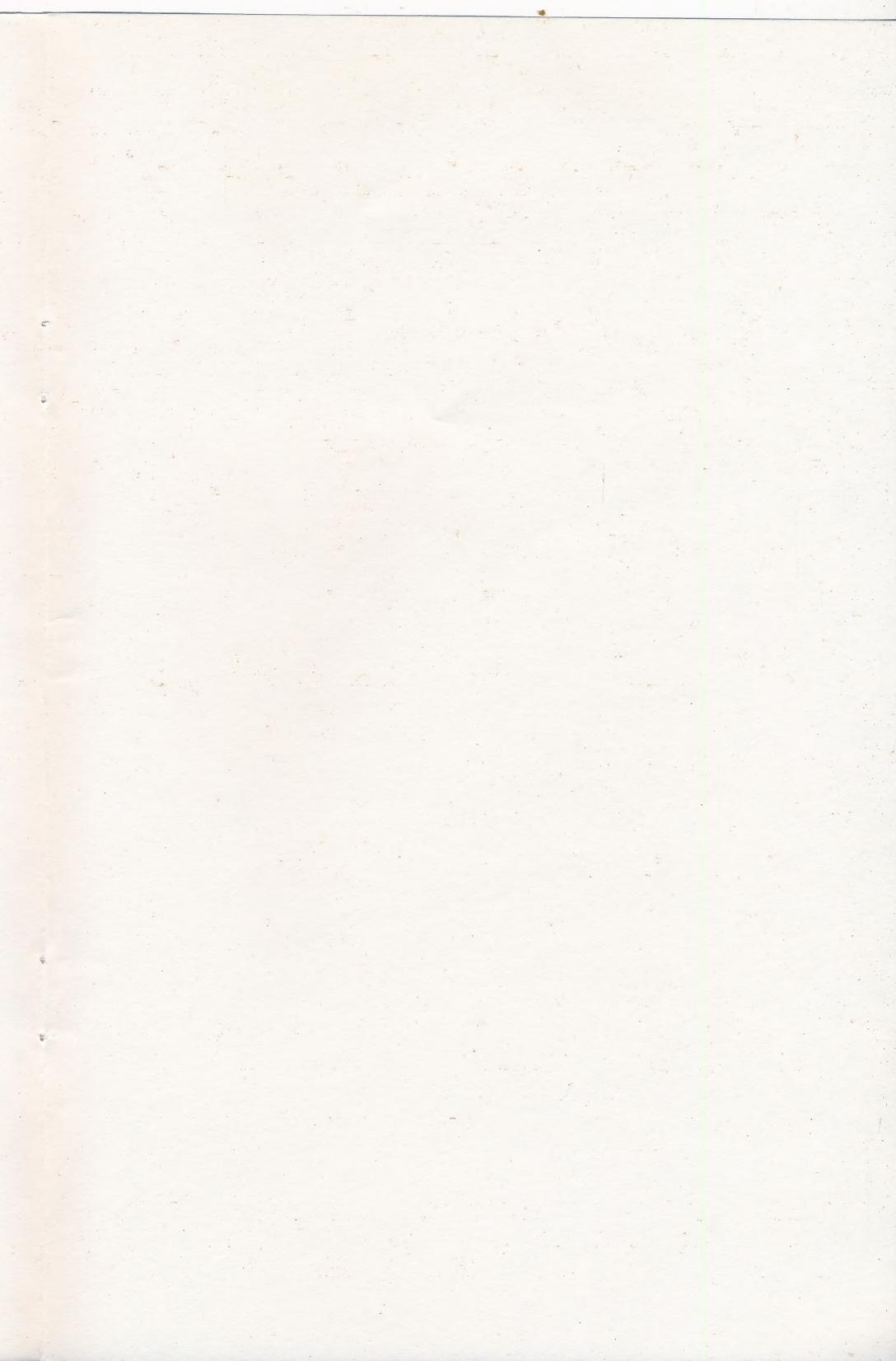
Have the class divide into teams and each team create their own set of 16 topics to stump their classmates. If desired, one entire board could be questions on a single event.

Topics on the MASTER DISK

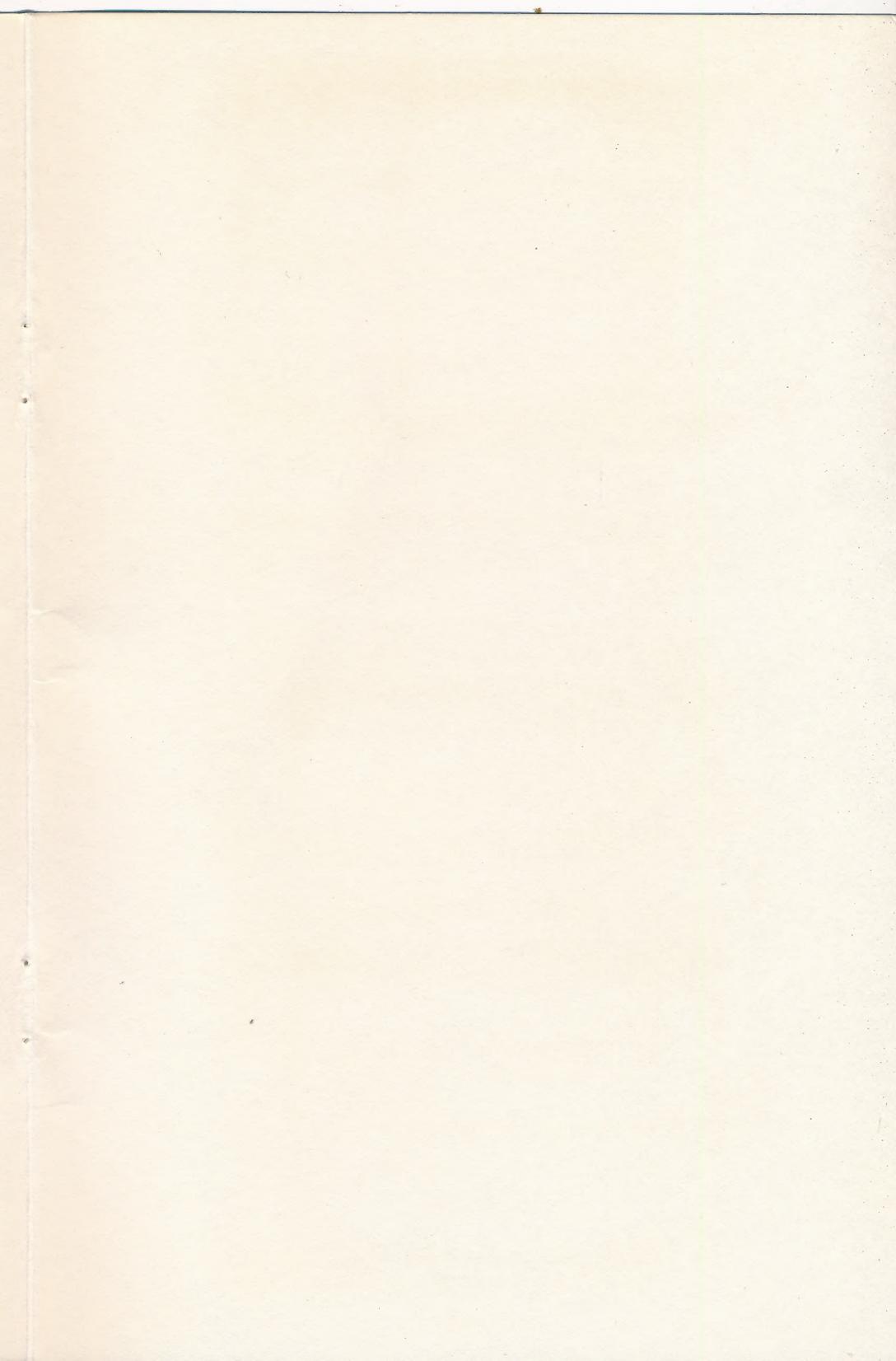
CIVIL WAR
EARLY 1800'S
EARLY INDIANS
ENGLISH COLONIES
EXPLORATIONS
FIFTIES & SIXTIES
GILDED AGE TO WW I
GREAT DEPRESSION
POST CIVIL WAR
RECENT YEARS
THE FIRST COLONIES
THE NEW NATION
THE REVOLUTION
WESTWARD EXPANSION
WW I & THE TWENTIES
WW II & THE FORTIES

Topics on the DATA DISK

INTOLERANCE
INVENTORS
LEGENDS & HEROES
MANMADE WONDERS
MOVEMENTS
NATURAL WONDERS
NICKNAMES - 1800'S
NICKNAMES - 1900's
PAIRS IN HISTORY
POLITICS & GOV'T I
POLITICS & GOV'T II
QUOTATIONS
SONGS OF AMERICA
STATE CAPITALS
STATES' NICKNAMES
SYMBOLS & SLOGANS
THE INFAMOUS
THE PRESIDENCY
THEY DON'T BELONG
UPS AND DOWNS
WHICH DIRECTION?







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