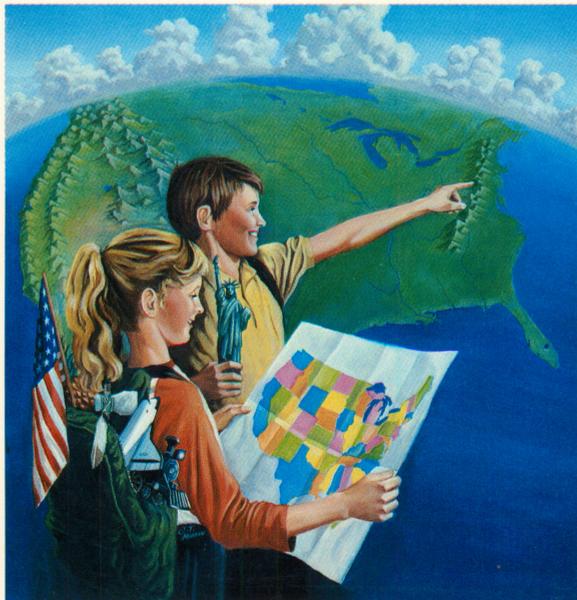


Britannica® Software

# STATES & TRAITS™



Test your wits with this exciting  
and challenging family game of  
U.S. geography, history,  
current facts and trivia.

By **DesignWare®**

Learning software designed to grow with you

APPLE II

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# STATES & TRAITS™

**DesignWare®**

Britannica Software  
345 Fourth Street  
San Francisco, CA 94107  
(415) 546-1866

Written in MicroMotion Forth-79.

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San Francisco, CA

# A Note to Parents

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## Geography and History Included

Although *States & Traits* could be called a “geography” game, it’s really more than that. This program comes with data bases to teach the following facts:

- **The location of each state on the United States map.**  
EXAMPLE: *The player moves the state outline into the proper position on the U.S. map.*
- **The location of each state as defined by bordering states.**  
EXAMPLE: *“Which Rocky Mountain state is between Montana and Colorado?”*
- **Historic facts about each state.**  
EXAMPLE: *“In which state was the first automobile factory built in 1899?”*
- **The name of the capital of each state.**  
EXAMPLE: *“In which state is Montgomery the capital?”*
- **Current facts about each state.**  
EXAMPLE: *“Which state is famous for being America’s Dairyland?”*
- **The location of landforms.**  
EXAMPLE: *“In which state are the Rio Grande, the Pecos, the Red and the Sabine Rivers?”*

## States and Traits – An Expandable Tool

While this game isn’t exactly an adjustable wrench, there are some similarities. An adjustable wrench will fit many situations and so will the *States & Traits* program. This program has features that capitalize on your child’s creativity. In addition to the data bases that come with the product, your children can add their own. They can create trait lists that help them learn the names of the state governors, the dates the states entered the union, the names of state senators and representatives, trivia, the location of famous Revolutionary War battles, and so forth.

Because geography does not receive the emphasis that it has in the past, national tests reveal declining geography skills. *States & Traits* is one way a parent can provide fun activities that supplement the school curriculum in this area.

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## **CUSTOMER SUPPORT**

*If you have questions about using States & Traits, call the DesignWare Hotline (415) 546-1866.*

# About the Game

**States & Traits** provides hours of family entertainment while you improve your United States geography skills. The program has three game settings. One teaches state locations. The other two cover different types of state information:

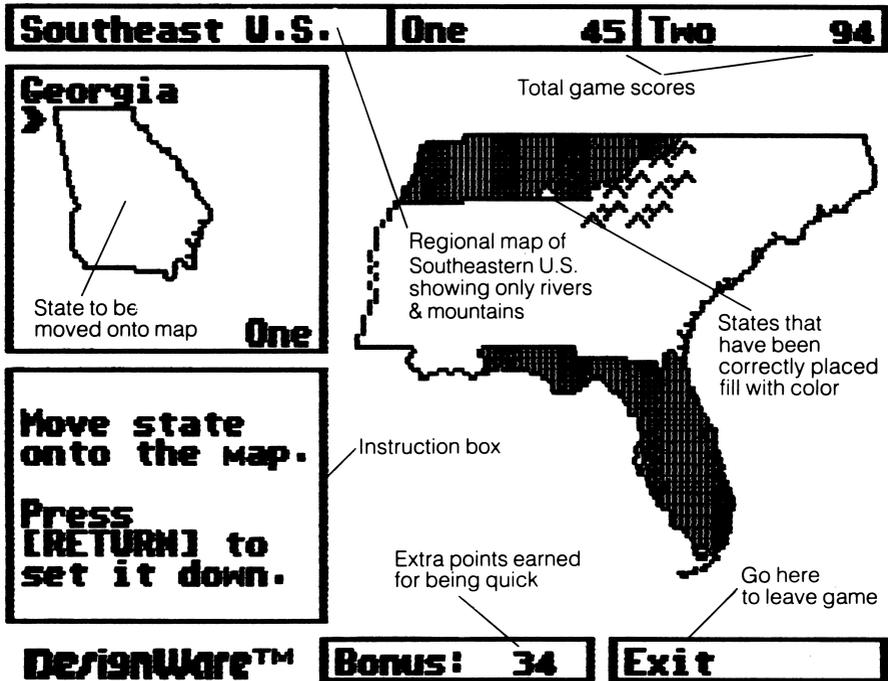
- **Place States on Map game** – Learn where states are by moving a state outline to the correct position on the map. (You can play with a regional map or a map of the entire United States.) Refer to Illustration No. 1.
- **Match States & Traits game** – Match clues (like state names, current and historical events, state borders and capitals) to the

locations on the U.S. map. Refer to Illustration No. 2.

- **Make Your Own Trait Game** – Study history and geography facts by creating your own clues and quizzing yourself on the answers. Make up trivia games to play with your family and friends!

You can play all three games with a map showing state borders, or an outline with just rivers and mountains. In all cases, the quicker you get the right answer, the higher your score will be.

For more instructions, watch the demonstration at the beginning of the program, or read the rest of this manual.



1. Place States on U.S. Map Game Screen



2. Match States and Traits Game Screen

## The Terms in This Manual

This manual often refers to BUTTON 1 (RETURN) and BUTTON 2 (ESC). It shows joystick keys first (BUTTON 1 and BUTTON 2) and keyboard keys second (RETURN and ESC). If your computer doesn't have these keys, use the corresponding keys on your machine. For example, if your joystick has only one key, press ESC to exit.

"Arrow keys" are the keys that move your arrow. Most of the time this will include cursor (CRSR) keys and the I, J, K and M keys (I-up, J-left, K-right, M-down). When you create your own trait lists, however, a small dash known as a "cursor" (—) appears on the screen. In this case,

you may use only your arrow or cursor keys and **not** your I-J-K-M keys.

*Commodore® 64 users:* You can use your "left" and "up" arrow keys or your I-J-K-M keys or your "down" and "right" cursor (CRSR) keys without pressing another key. But to use your cursor keys to go up and left, you must also press SHIFT — but **not** SHIFT LOCK. (Refer to your computer manual or the instructions on the screen.)

The **Joystick/Keyboard Guide** at the end of this manual will help you remember which keys to use for your computer. Highlight the section that applies to you and refer to it until you are familiar with the **States & Traits** games.

# Getting Started

**Apple® II Plus, IIe and IIc computers:** Put the **States & Traits** disk into disk drive 1 with the label facing up. Close the disk drive door, then turn on the computer and the monitor.

**IBM PC® and PCjr®:** Put the **States & Traits** disk into the disk drive with the label facing up. Close the drive door and turn on the computer. If you are using this program with the IBM PC, a Color/Graphics Monitor Adapter is required. It will not work with the IBM monochrome monitor.

**Atari® 400, 800, 1200XL computers:** Remove the BASIC cartridge. Then turn on the disk drive. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the **States & Traits** disk with the label facing up and close the disk drive door. Turn on the computer and the monitor.

**Atari® 600XL (48K), 800XL and other Atari XL computers with built-in BASIC:** Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the **States & Traits** disk with the label facing up and close the disk drive door. Hold down the OPTION key. Turn on the computer and the monitor.

**Commodore® 64:** If you are using a joystick, be sure to plug it into Control Port 2 (on the right side of your machine) **before** you load the DesignWare program. Turn on the disk drive first. Then turn on the computer and the monitor. Put the game disk into disk drive 1 with the label facing up. Close the drive

door. When the word READY appears on the screen, type the following:

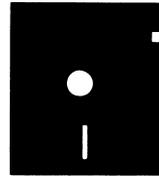
```
LOAD"***",8
```

Then press RETURN. A message will tell you the computer is searching for a program. When the word "READY" appears, type RUN and press RETURN to load the program. This process takes a few minutes.

**Is everything loaded?** Now the program will start automatically. Wait a few seconds for the demonstration to begin. To skip the demonstration, press the ESC key when the title screen appears. This takes you directly to the *Main Menu*.

## The Flashing Disk

A small picture of a disk will sometimes flash on the bottom right corner of the screen. This lets you know when the computer is getting information from the disk. You cannot continue until the disk disappears.



3. *Flashing Disk*

## The Demonstration

The demonstration runs automatically at the beginning of the program and shows how the **States & Traits** games are played. It will help you to decide which skill level to choose. To go through it faster, press RETURN after you have read the information on the screen. To end the demo, press ESC. It will continue until you do this.

## Changing Game Settings

Be sure to make any game setting changes **before** you begin to play the **States & Traits** games. To do this, go to the *Main Menu*. The game settings are located in the two large boxes in the lower half of the *Main Menu* screen. Use the I-J-K-M or arrow keys to move to the setting you want to change. Press **BUTTON 1 (RETURN)**.

- **Players?** – (one or two)
- **Name 1** – (“you,” “one” or any three initials you type)
- **Name 2** – (“two” or any three initials you type – **only** if you indicate “two” in the *Players?* setting)
- **Joystick** – (yes or no)
- **Sound** – (yes or no)
- **Skill level** – (hard or easy)
- **Disk drives** – (one or two)
- **Background?** – (black or white)

Refer to Illustration No. 4.

## Changing or Adding Player Initials

Move the arrow to *Name 1* or *Name 2* and press **BUTTON 1 (RETURN)**. Three spaces will appear. Type 3 letters. You can use the left arrow or delete key to make changes. Then press **BUTTON 1 (RETURN)**.

**Note:** You can type initials for **Player Two only** if you have already indicated “two” in the “*Players?*” setting. If two people play a game, they alternate turns.

When all settings are as you want them, move the arrow up to the name of the game you want to play. Press **BUTTON 1 (RETURN)** to begin.

## Using the Joystick or Keyboard

You can use either a joystick or the keyboard to play the games. However, the program is set for keyboard use, so you need to change this setting to use your joystick.

<b>▶ Players?</b>	<b>Two</b>	<b>Sound?</b>	<b>Yes</b>
<b>Name 1:</b>	<b>One</b>	<b>Skill level?</b>	<b>Easy</b>
<b>Name 2:</b>	<b>Two</b>	<b>Disk drives?</b>	<b>Two</b>
<b>Joystick?</b>	<b>No</b>	<b>Background?</b>	<b>White</b>

**High score: 150**

### If you use a joystick to play:

- To move the arrow or state, move the joystick.
- For the **Place States on U.S. Map** game: Use the joystick to move the state to its exact location on the map. Press **BUTTON 1** to “drop” the state there. If you are right, the state fills with color and the program tells you that you’ve made the correct choice. If you are wrong, the state outline appears in the correct position and flashes. Press **BUTTON 1** again to continue playing.
- For the **Match States & Traits** game: Indicate your answer by moving the arrow to a position directly to the **left** of the square dot that stands for the correct state. (The arrow should touch the left side of this dot.) Press **BUTTON 1** to show that this is your answer. The program tells you if you’ve chosen the right state. If you are wrong, the arrow flashes and moves to the correct state. Press **BUTTON 1** to continue.



5. Match States & Traits Screen  
When Answer Is Right



6. Match States & Traits Screen  
When Answer Is Wrong

- For **Make Your Own Trait** games: Use the joystick to move the arrow to the trait box, map location or *See List/Change* box. **EXCEPTION:** When you are using the keyboard to type a trait question or list name, you cannot use your joystick. To make corrections, use your arrow or delete keys. To continue, press **RETURN**. (See **Making Your Own Trait Games.**)

### If you use the keyboard to play:

- To move the arrow, use the arrow keys (if you have them) or the I-J-K-M keys.
- For the **Place States on U.S. Map** game: Use the arrow keys or I-J-K-M keys to move the state to its exact location. Press **RETURN** to “drop” the state there. If you are correct, the state fills with color and the program says you’re right. If you are wrong, the state outline appears in the correct position and flashes. Press **RETURN** to go on.
- For the **Match States & Traits**

game: Indicate the correct answer by moving the arrow to a position just to the left of the square dot that stands for the correct state. (The arrow should touch the left side of this dot.) Press RETURN to show that this is your answer. The program tells you if you're right. If you are wrong, the arrow flashes and moves to the correct state. Press RETURN to continue.

- For **Make Your Own Trait** games: Use the arrow keys or the I-J-K-M keys to move the arrow to the trait box, map location or *See List/Change* box. EXCEPTION: When you are using the keyboard to type a trait question or list name, you must use the arrow or delete keys (and not the I-J-K-M keys) to go back and make corrections. (See **Making Your Own Trait Games**.)

## Choosing a Skill Level

The difficulty of play depends on the skill level you set on the *Main Menu*. When the **Place States on U.S. Map** game is set at the *Easy* skill level, the state name appears above the state.



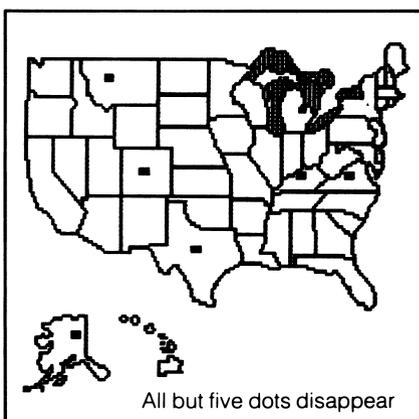
7. *Place States on U.S. Map* – “Easy” Skill Level

At the *Hard* skill level, you figure out the state name by looking at the state outline.



8. *Place States on U.S. Map* – “Hard” Skill Level

When the **Match States & Traits** game is set at the *Easy* skill level, the location dots disappear during the turn, until only five dots are left (including the right answer). When a correct answer is chosen, that state's dot disappears for the rest of the game. At the *Hard* skill level, these dots stay on the map, no matter how much time has passed. If you don't know all the states, you might want to play the game that teaches state names first.



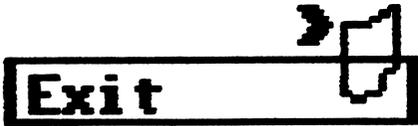
9. *Match States & Traits* – “Easy” Skill Level

The game's difficulty also depends on which map you use. A map with state borders is easier than one with only rivers and mountains. A map of a region of the United States, such as the Southeast U.S., is easier than a map of all 50 states.

## Quitting the Game at Any Time

There is more than one way to leave a game. The easiest is to press **BUTTON 2 (ESC)** one or two times. (If you have a joystick with only one button, use the **ESC** key to exit.) The program will tell you what to do next.

For the **Place States on U.S. Map** game, you can also move the state to the far right edge of the *Exit* box and press **BUTTON 1 (RETURN)**.



### 10. Leaving the Place States on U.S. Map Game

On the **Match States & Traits** game, move the arrow to the *Exit* box, then press **BUTTON 1 (RETURN)**.

**Commodore® 64** users may quit a game or return to the *Main Menu* by pressing the **f1** key. Whenever this manual says to use **BUTTON 2 (ESC)**, Commodore 64 users should press the **f1** key.

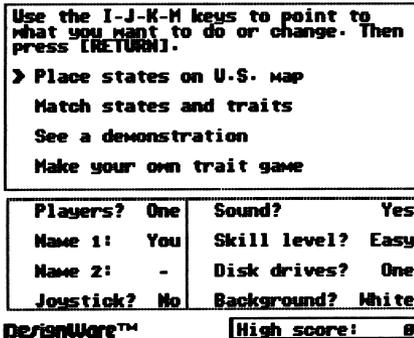
# Playing the Games

## The Main Menu

On most computers, the program begins as soon as you put the **States & Traits** disk into drive 1. When you stop the demonstration by pressing ESC, the *Main Menu* appears on the screen. It lists your choices for playing **States & Traits**.

You can choose:

- Place States on U.S. Map
- Match States and Traits
- See a Demonstration
- Make Your Own Trait Games



11. Main Menu Screen

## Place States on U.S. Map

To play this game, move the arrow to **Place States on U.S. Map** in the *Main Menu*. Then press **BUTTON 1** (RETURN).

Next, choose your map:

- Do you want a map of the entire United States?

OR...

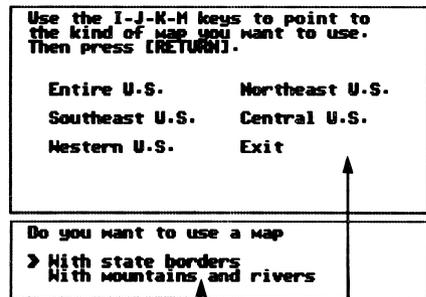
Would you rather use a map of just one region (Northeast U.S.,

Southeast U.S., Central U.S., or Western U.S.)?

- Do you want a map with all the state borders? (This is a good choice if you don't know where many of the states are.)

OR...

Would you rather play with a map that shows **only** major rivers and mountain ranges?



12. Map Settings Screen

You get these choices for all games.

You get these choices for the Place States on U.S. Map game and Your Own Traits games.

Move the arrow to the settings you want and press **BUTTON 1** (RETURN). Wait for the map to be drawn.

Start playing as soon as a state outline appears in the upper left box on your screen. Use the arrow keys or joystick to move the state to its exact location on the map. When the state is in place, press **BUTTON 1** (RETURN) to "drop" it.

If you are **right**, the program says, "That's right!" and the state fills with

color. You earn 50 points (for being correct) plus the points in the bonus box (for being fast).

If you are **wrong**, the state outline appears in the correct place and flashes. The program says, "This state goes here." You **lose** 50 points. But don't worry! You'll get a chance to guess that state again. When you finally get it right, it will fill in with black (on color screens) or white (on black-and-white screens).

To start the next turn, press **BUTTON 1 (RETURN)**.

## Exiting

To exit **before** starting a game, press **BUTTON 2 (ESC)** twice. This will take you directly to the *Main Menu*.

To leave the game after you've started playing, press **BUTTON 2 (ESC)** – or move the state to the far right corner of the Exit box and press **BUTTON 1 (RETURN)**. Then press **BUTTON 2 (ESC)**. The program will let you see the states Player One missed. Press **BUTTON 1 (RETURN)** to see the states Player Two missed (if there is a Player Two). Press **BUTTON 1 (RETURN)** again to return to the *Main Menu*.

## Match States and Traits

For the **Match States & Traits** game, you match the traits with their location on the map. To start playing, first pick the trait list you want to use:

- State names
- Capitals
- Historic facts
- Current facts
- Bordering states
- Landforms
- Your own traits

Use the I-J-K-M keys to point to the traits you want to use. Then press [RETURN].	
> State names	Capitals
Historic facts	Current facts
Bordering states	Landforms
Your own traits	Exit

13. Match States & Traits Game Menu

Move the arrow to your choice and press **BUTTON 1 (RETURN)**. Decide whether you want to use the map with all the state borders – or the U.S. outline with just mountains and rivers. Move the arrow to your choice and press **BUTTON 1 (RETURN)**. Wait for the U.S. map to be drawn on the screen.

## Reviewing the Traits

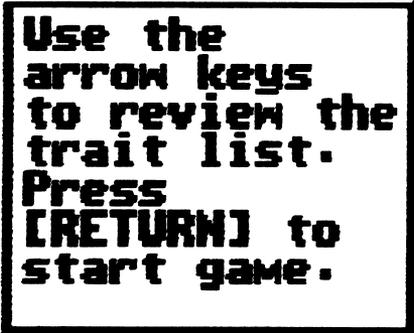
The program asks if you want to review a list of traits. This is a good way to study **before** you play the game. If you do **not** want to see the list, move the arrow to "No" and press **BUTTON 1 (RETURN)**. Begin

to play as soon as a question appears in the *Trait* box in the upper left corner.

If you **do** want to review the questions, leave the arrow on "Yes," then press **BUTTON 1 (RETURN)** twice to go on. The first trait question will appear, with a line pointing to the correct answer. You can scroll through the questions this way:

- The **K** on the keyboard, "right" on the arrow keys or "up" on the joystick takes you forward in the list.
- The **J** on the keyboard, "left" on the arrow keys or "down" on the joystick takes you backward in the list.

When you want to begin the game, press **BUTTON 1 (RETURN)**.



**Use the  
arrow keys  
to review the  
trait list.  
Press  
[RETURN] to  
start game.**

**14. Review Trait List Section – Match States & Traits Game**

### **Answering the Questions**

Your turn starts when the question appears in the trait box. Move the arrow to the square dot that stands

for the correct state. When the arrow is touching the **left** side of the dot, press **BUTTON 1 (RETURN)**.

If you are right, the program says, "That's right!" You earn 50 points plus the points remaining in the bonus box under the map.

If you are wrong, the arrow and line flash and move to show the correct answer. A flashing state abbreviation also appears in the **Trait** box. The flashing continues until the next turn begins. You lose 50 points for an incorrect answer.

Press **BUTTON 1 (RETURN)** to begin the next turn.

### **Exiting**

To exit **before** you start playing the game, press **BUTTON 2 (ESC)**. This will take you directly to the **Match States & Traits** menu.

To leave the game after you've started playing, press **BUTTON 2 (ESC)** or move the arrow to the Exit box and press **BUTTON 1 (RETURN)**. Now press **BUTTON 2 (ESC)** and **BUTTON 1 (RETURN)**. You can use the joystick or arrow keys to scroll through the questions Player One missed. Press **BUTTON 1 (RETURN)** to see the questions Player Two missed (if there is a Player Two). Press **BUTTON 1 (RETURN)** again to return to the *Main Menu*.

## Scoring

**Right Answers** – For both games, your score depends on how fast you guess the right answer. You earn 50 points for a correct answer **plus** any bonus points left in the bonus box. Although you start each turn with 50 bonus points, these points are subtracted until you press **BUTTON 1 (RETURN)** to indicate your answer. Remember: The faster you answer, the higher your score!

**Wrong Answers** – If you guess wrong, your score is decreased by 50 points and you don't get any bonus points. The lowest score you can get is zero (0).

**Total Score** – The points for each turn are added to (or subtracted from) the points you've earned on previous turns. The new score (including points you've just earned or lost) appears in a box above the map when **BUTTON 1 (RETURN)** is pressed to begin the next turn.

# Making Your Own Trait Games

One of the fun things about **States & Traits** is that you can create your own trait lists. You can enter up to 18 separate lists (of 50 traits each) on another disk and use them to play your own special games.

To do this, go to the *Main Menu*. Move the arrow to *Make Your Own Trait Game* and press **BUTTON 1** (**RETURN**). You will have these choices:

- Initialize a Disk for Trait Games
- Enter a New Trait List
- Review and change a Trait List
- Delete a Trait Game
- Copy your Traits List
- Exit

Use the I-J-K-M keys to point to what you want to do. Then press [RETURN].

```
Initialize a disk for trait games
> Enter a new trait list
Review and change a trait list
Delete a trait game
Copy your traits disk
Exit
```

## 15. Make Your Own Trait Game Menu

### Trait List Hints

You can create any kind of trait list you want, but keep these points in mind:

- Try not to set up more than one list with the same title. If you use the same name more than once, number each list. EXAMPLE: "Famous Hogs I" and "Famous Hogs II."
- The same state can be the answer to more than one trait question,

but a trait question can have only one answer. EXAMPLE: Suppose you're creating a "Products" data base. A possible question might be, "Lumber is the major product in which state?" This is not a good question because lumber is a major product in several states. You can avoid this problem by restating the question another way: "Which state produces the most lumber?"

### Initializing Your Disk

If this is the **first** time you are creating a **States & Traits** list, you must initialize a new disk. With your DesignWare game disk in the drive, move the arrow to *Initialize a Disk for Trait Games* and press **BUTTON 1** (**RETURN**). The program asks you to put in your new disk, insert it in drive 1 (if your computer has one drive) or in drive 2 (if your computer has two drives).

**Remember:** Any other information stored on the new disk will be destroyed, so don't use a disk with information you want to save.

**If you have two disk drives:** Press **BUTTON 1** (**RETURN**) and wait a few minutes.

**If you have only one disk drive:** You'll have to swap the DesignWare game disk and your new traits disk several times. Follow the instructions on the screen, pressing **BUTTON 1** (**RETURN**) after each swap.

Initializing is complete **after** the *Make Your Own Trait Game* menu reappears on the screen.

## Making a New Trait List

Once your disk is initialized, you are ready to enter your traits. But first you need to go to the *Enter a New Trait List* menu. If you are starting at the *Main Menu*, move to each of these settings and press **BUTTON 1 (RETURN)**:

From *Main Menu*, go to. . .  
*Make Your Own Trait Game* to. . .  
*Enter a New Trait List*.

The program tells you when to insert your trait disk. Make sure it does **not** have a write-protect tab on it. Press **BUTTON 1 (RETURN)** to continue.

1. The program asks you to enter a name of the trait list you are creating. Use the keyboard to type a title with no more than **14 letters**.

If you make a mistake, use the left arrow or delete keys (but not the

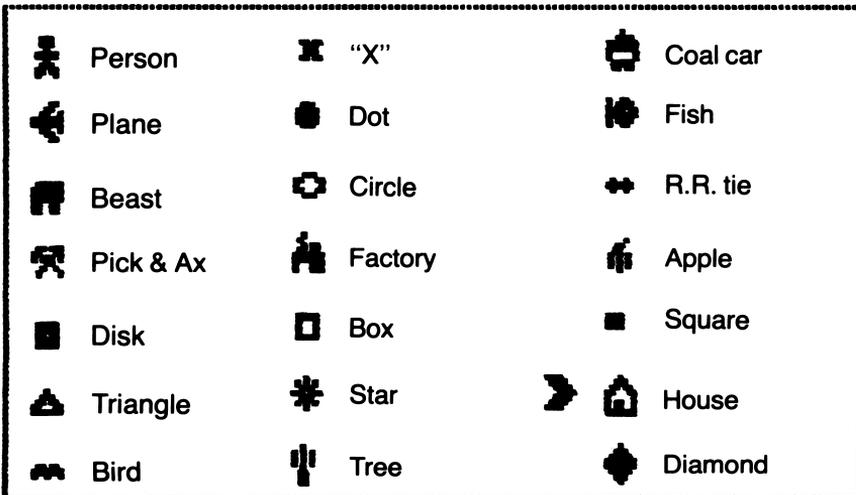
I-J-K-M keys) to go back and type the name again.

**Apple II Plus users:** You will have to press the "Control" and "a" keys **before** a letter you want to capitalize. For example, to create a list called "Famous Hogs," type "Control" and "a," F-a-m-o-u-s (space) "Control" and "a," H-o-g-s.

When you have typed in the name of your list, press **RETURN**. (Joy-stick users cannot use **BUTTON 1**.)

2. Next the program asks which symbol you want for your map locations. **You may use only one kind of symbol per trait game.** Move the arrow to one of the 21 symbols on the screen. Press **BUTTON 1 (RETURN)**.

Refer to Illustration No. 16.



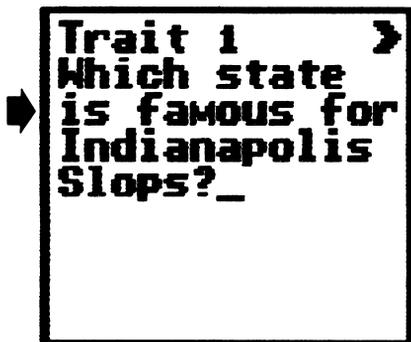
16. *Symbol Menu for New Trait Game (Symbols are not the same on all computers)*

3. The program asks which map you want to use whenever you play this trait game. (These are the same map choices as in the **Place States on U.S. Map** game.) Move the arrow to the setting you want and press **BUTTON 1 (RETURN)**.

Next choose between a map with state borders and a map with rivers and mountains. You will be able to change this option when you actually play your game. Move the arrow to the setting you want and press **BUTTON 1 (RETURN)**.

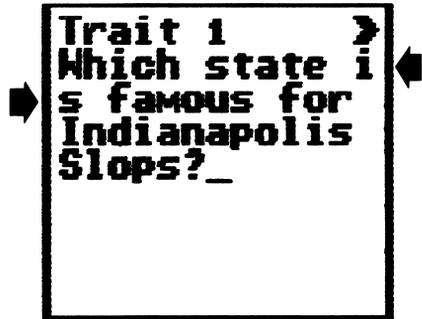
4. Wait while the map is drawn. When the map is complete, the words "Trait 1, New trait" will appear in the upper left corner of the screen.

5. Press **BUTTON 1 (RETURN)** twice to move the arrow to the *Trait* box. Type your question, using no more than six lines. For example, on a "Famous Hogs" list, you might want to ask: "Which state is famous for Indianapolis Slops?"



17. **Correct Trait Entry**  
*This entry is correct: The word "is" has been entered on one line.*

To keep from splitting a word, you may have to finish the line first by putting in extra spaces. Then start the word on the next line.



18. **Incorrect Trait Entry**  
*This entry is not correct: The word "is" should not be split.*

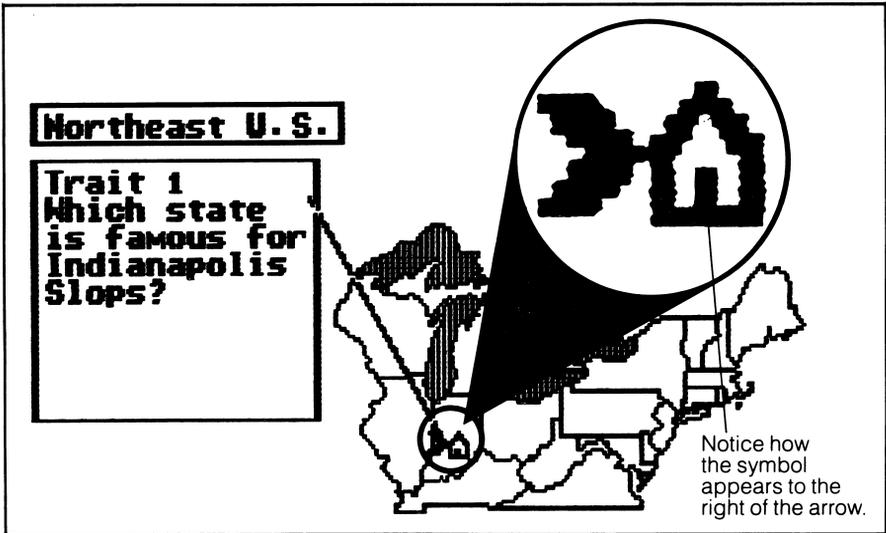
If you make a mistake, use the arrow or delete keys – but not the I-J-K-M keys – to move the cursor back and correct.

**Apple II Plus users:** To make a capital letter, press the "Control" and "a" keys **before** typing the letter. To make a question mark, use only the **SHIFT** and "?" keys.

After you finish typing your trait question, press **RETURN**. (Joystick users cannot use **BUTTON 1**.)

6. Now place the symbol on the map. To do this, move the arrow to the left of the spot on the map where you want to place the symbol. When it's in the correct position, press **BUTTON 1 (RETURN)**. The symbol you have chosen appears on the map.

Refer to Illustration No. 19 on next page.



19. Placing Symbol on the Map

7. To change a trait you've just typed — move the arrow back to the *Trait* box and press **BUTTON 1 (RETURN)**. Type the change and press **RETURN**.

To change a location you've just entered — move the arrow to a spot just to the **left** of the place where you want to move the symbol and press **BUTTON 1 (RETURN)** twice.

8. You may now enter the next question. To do this, move the arrow to the *\*Change* box and press **BUTTON 1 (RETURN)**. The trait list will now say "Trait 2, New Trait." Press **BUTTON 1 (RETURN)** twice. This puts the arrow back in the *Trait* box so you can type your second trait question. Follow the steps described above until all your traits have been entered.

9. You may leave this game by

pressing **BUTTON 2 (ESC)** or moving the arrow to the *Save & Exit* box and pressing **BUTTON 1 (RETURN)**. The program will tell you how to get back to the *Make Your Own Trait Game* menu. Both ways will save your trait list for future games.

## Changing a Trait List

Once you've set up your own trait lists, you can always go back and revise them. You can get from the *Main Menu* to the trait list you've created by moving your arrow to the following settings and pressing **BUTTON 1 (RETURN)**. (Be sure to insert your trait disk when the program requests it.)

From the *Main Menu*, go to...  
*Make Your Own Trait Game* to...  
*Review and Change a Trait List* to...

the trait list you want to change.

Decide between a map with state borders and a map with just mountains and rivers and press BUTTON 1 (RETURN).

The box at the bottom of the screen now says *See List*. Use your arrow keys or joystick to scroll through the list of trait questions you've created. When you get to the one you want to change (including "New Trait"), you are ready to edit your list.

**1. To add a new trait or location:** Be sure the trait box says "New Trait." The rest of the procedure is like steps 5 and 6 in the **Making a New Trait List** part of this manual. Press BUTTON 1 (RETURN) twice to move the arrow to the *Trait* box. (The *See List* box now says *\*Change*.) Type your trait question and press RETURN. Move the arrow to the left of the spot on the map where you want to place the symbol. Press BUTTON 1 (RETURN).

**2. To change the trait question:** Make sure the question you want to edit appears in the upper left box. Press BUTTON 1 (RETURN). The *See List* box now says *\*Change*. Move the arrow to the *Trait* box and press BUTTON 1 (RETURN).

Use the arrow keys (**not** the I-J-K-M keys) to move the cursor (—) to the word or letters you want to change. Type the correction using the keyboard. Press RETURN.

**3. To change the location of a symbol on the map:** Move the arrow to the spot directly to the left of the new location. Then press BUTTON 1 (RETURN) twice. The symbol will move to the new spot.

**4. To see the revised trait list:** Move the arrow down to the *\*Change* box and press BUTTON 1 (RETURN). The box now says *See List*. You can scroll through your trait list using the I-J-K-M keys, the arrow keys or the joystick. To make more changes in the trait game, repeat steps 1, 2 or 3 above.

**5. To store your new list and exit this section of the game,** press BUTTON 2 (ESC) or move the arrow to the *Save and Exit* box and press BUTTON 1 (RETURN). This will return you to the *Make Your Own Trait Game* menu.

Refer to Illustration No. 20 and 21 on next page.

Move arrow  
to the new  
location on  
the map.  
Then press  
[RETURN].

DesignWare™

\* Change

Save & Exit

20. \*Change Box – Making Your Own Trait Lists

When this box says \*Change, you can take these actions:

**Change a question:**

- Move arrow to Trait box.
- Press BUTTON 1 (RETURN).
- Type correction.
- Press RETURN.

**Change a location:**

- Move arrow to new location on map.
- Press BUTTON 1 (RETURN) twice.

**Add a new trait question:**

- Trait box must say "New Trait."

- Move arrow to Trait box.
- Press BUTTON 1 (RETURN).
- Type trait question.
- Press RETURN.
- Move arrow to location on map.
- Press BUTTON 1 (RETURN).

**Go to See List:**

- Make sure arrow is in \*Change box.
- Press BUTTON 1 (RETURN).

**Save Trait List and Exit:**

- Move arrow to Save & Exit box.
- Press BUTTON 1 (RETURN).

Use arrow  
keys to go  
through the  
list.  
Press  
[RETURN] for  
Enter; Change  
or Exit.

DesignWare™

> See list

Save & Exit

21. See List Box – Making Your Own Trait Lists

When this box says See List, you can take these actions:

**Scroll through Trait List:**

- Use arrow keys or joystick.

**Go to \*Change box:**

- Press BUTTON 1 (RETURN).

**Save Trait List and Exit:**

- Press BUTTON 2 (ESC).

## Playing Your Trait Game

To play the trait games you create, first go back to the *Main Menu*. Move the arrow to each of these settings and press BUTTON 1 (RETURN). (Insert your trait disk when the program requests it.)

From the *Main Menu*, go to...  
*Match States & Traits* to...  
*Your own Traits* to...  
the game you want to play.

Next, choose between a map with state borders and a map with mountains and rivers. Press BUTTON 1 (RETURN). You are now ready to play your game. **Remember:** The rules for playing your trait games are the same as for the **Match States & Traits** game. Have fun!

## Deleting a Trait Game

Deleting a trait game you've created is fairly simple. On the *Make Your Own Trait Game* menu, move the arrow to the *Delete a Trait Game* setting and press BUTTON 1 (RETURN).

If your trait disk is not already in the drive, put it in when the program tells you to insert it. Press BUTTON 1 (RETURN).

When the Trait List menu appears, move the arrow to the name of the trait list you want to delete. Press BUTTON 1 (RETURN).

The program will check to make sure you really want to delete this game. If

you do, press BUTTON 1 (RETURN) again. If you've changed your mind about getting rid of this game, press BUTTON 2 (ESC).

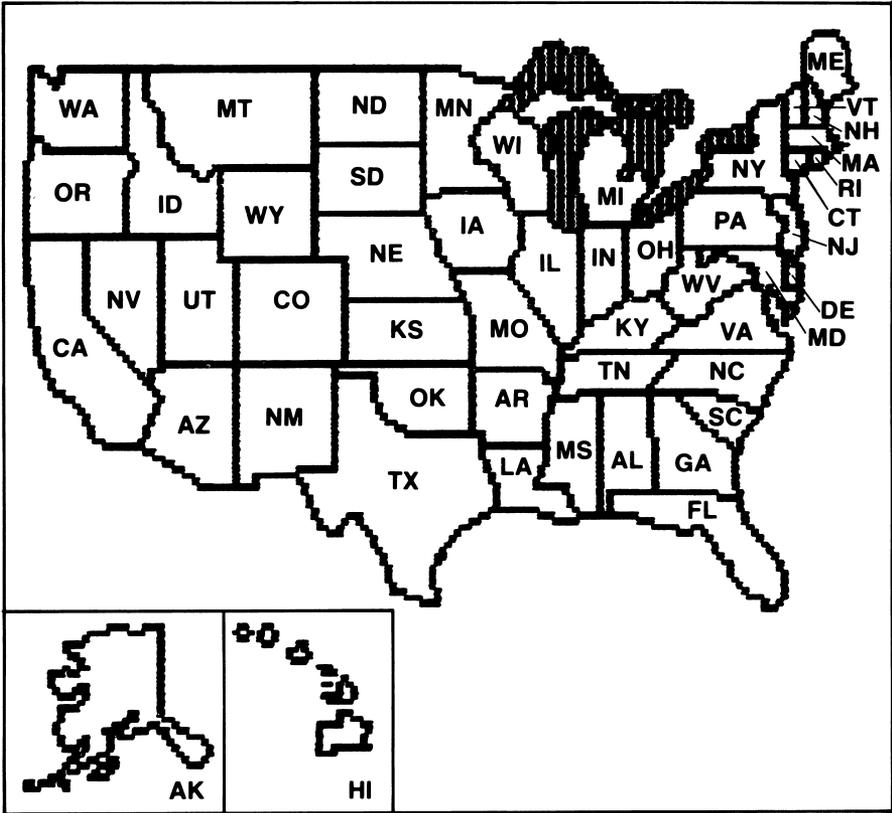
## Copying a Disk

To copy a disk, first go to the *Make Your Own Trait Game* menu. Move the arrow to *Copy Your Traits Disk* and press BUTTON 1 (RETURN). When the program requests it, put a write-protect tab on your traits disk (the "original disk"). Press BUTTON 1 (RETURN).

**If you have two disk drives:** Put the disk you want to copy ("original disk") into drive 1. Put the disk that will accept the information into drive 2. Press BUTTON 1 (RETURN). The copying process takes a few minutes. When the program tells you the disk is copied, put the DesignWare game disk into drive 1 and press BUTTON 1 (RETURN). You are now back to the *Make Your Own Trait Game* menu.

**If you have one disk drive:** Copying a disk using just one drive takes much longer. You will have to swap disks many times. The program will tell you how to do this. When the program says the traits disk is copied, put the DesignWare disk into drive 1 and press BUTTON 1 (RETURN).

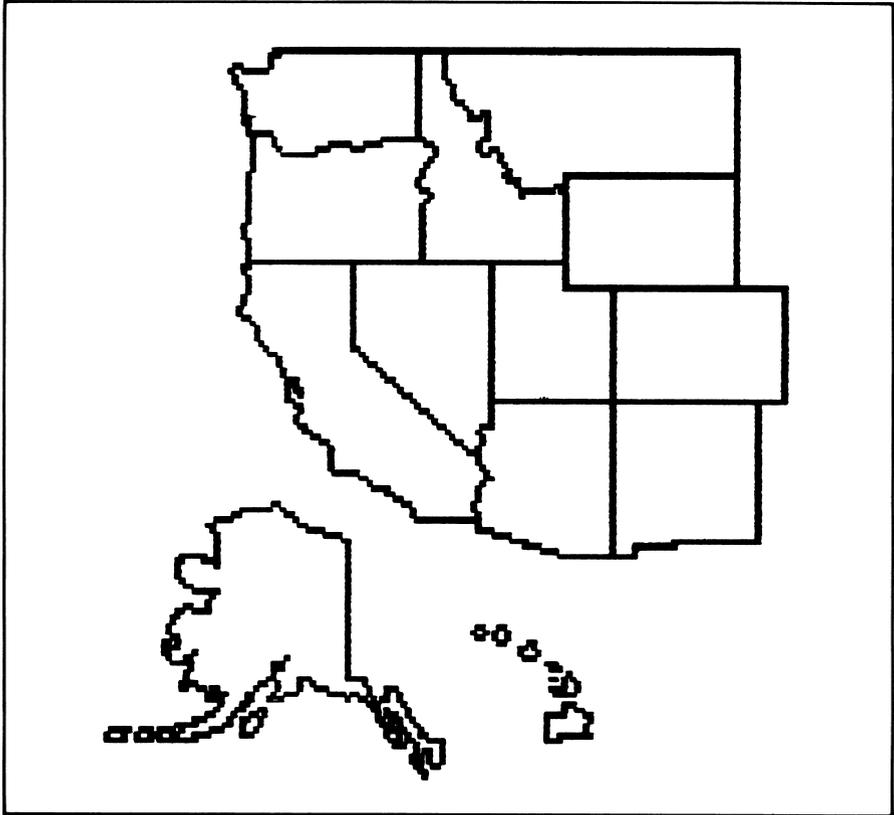
# United States Map



## State Abbreviations

<b>AL</b> – Alabama	<b>LA</b> – Louisiana	<b>OH</b> – Ohio
<b>AK</b> – Alaska	<b>ME</b> – Maine	<b>OK</b> – Oklahoma
<b>AZ</b> – Arizona	<b>MD</b> – Maryland	<b>OR</b> – Oregon
<b>AR</b> – Arkansas	<b>MA</b> – Massachusetts	<b>PA</b> – Pennsylvania
<b>CA</b> – California	<b>MI</b> – Michigan	<b>RI</b> – Rhode Island
<b>CO</b> – Colorado	<b>MN</b> – Minnesota	<b>SC</b> – South Carolina
<b>CT</b> – Connecticut	<b>MS</b> – Mississippi	<b>SD</b> – South Dakota
<b>DE</b> – Delaware	<b>MO</b> – Missouri	<b>TN</b> – Tennessee
<b>FL</b> – Florida	<b>MT</b> – Montana	<b>TX</b> – Texas
<b>GA</b> – Georgia	<b>NE</b> – Nebraska	<b>UT</b> – Utah
<b>HI</b> – Hawaii	<b>NV</b> – Nevada	<b>VT</b> – Vermont
<b>ID</b> – Idaho	<b>NH</b> – New Hampshire	<b>VA</b> – Virginia
<b>IL</b> – Illinois	<b>NJ</b> – New Jersey	<b>WA</b> – Washington
<b>IN</b> – Indiana	<b>NM</b> – New Mexico	<b>WV</b> – West Virginia
<b>IA</b> – Iowa	<b>NY</b> – New York	<b>WI</b> – Wisconsin
<b>KS</b> – Kansas	<b>NC</b> – North Carolina	<b>WY</b> – Wyoming
<b>KY</b> – Kentucky	<b>ND</b> – North Dakota	

# Western U.S. Map



## Facts for My Own Data Base

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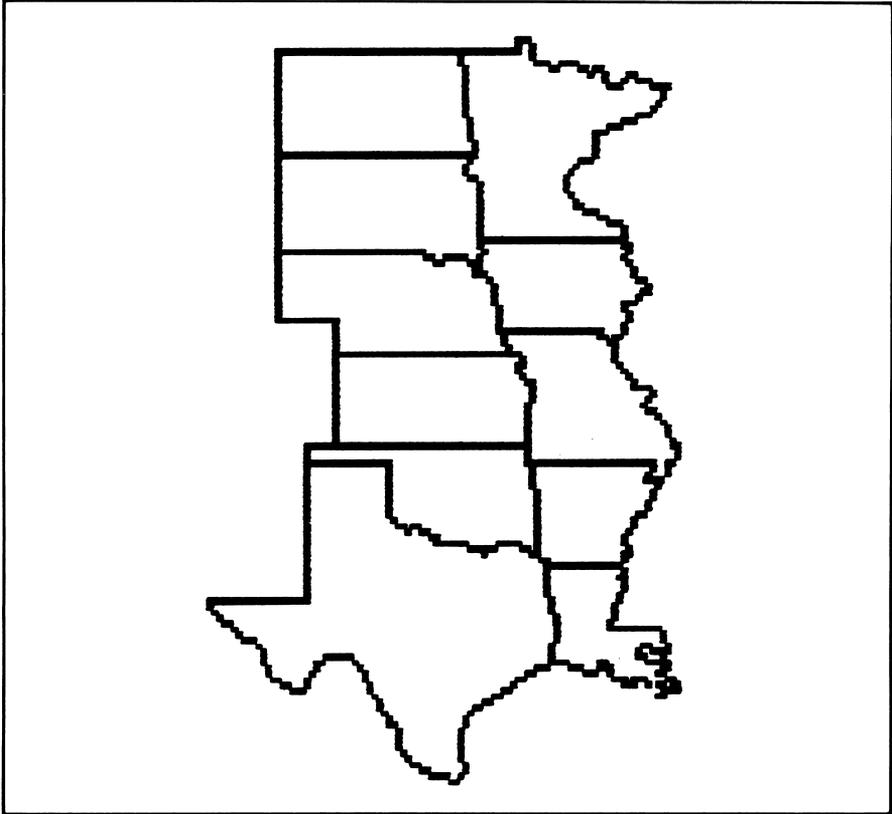
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# Central U.S. Map



## Facts for My Own Data Base

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# Southeast U.S Map



## Facts for My Own Data Base

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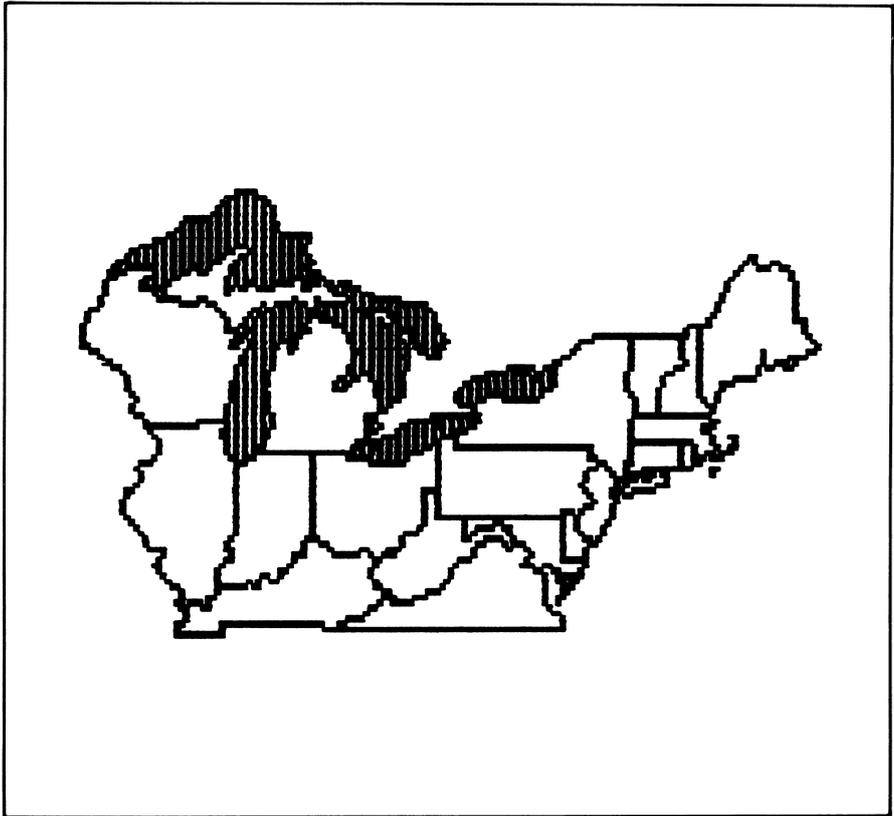
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# Northeast U.S. Map



## Facts for My Own Data Base

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# Joystick/Keyboard Guide

APPLE		ATARI		IBM		COMMODORE 64	
Keyboard	Joystick	Keyboard	Joystick	Keyboard	Joystick	Keyboard	Joystick

## MENU

Move to Option	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Select Option	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Exit	ESC or "Exit" + RETURN	BUTTON 2 or "Exit" + BUTTON 1	ESC or "Exit" + RETURN	ESC or "Exit" + BUTTON 1	ESC or "Exit" + ENTER	BUTTON 2 or "Exit" + BUTTON 1	f1 key or "Exit" + RETURN	

## GAMES

Start Turn	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Move Arrow	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Indicate Answer	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Exit	ESC or Exit box + RETURN	BUTTON 2 or Exit box + BUTTON 1	ESC or Exit box + RETURN	ESC or Exit box + BUTTON 1	ESC or Exit box + ENTER	BUTTON 2 or Exit box + BUTTON 1	f1 key or Exit box + RETURN	f1 key or Exit box + BUTTON 1

## DATA ENTRY

Move Arrow	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Scroll List	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	Arrow keys or I-J-K-M	Joystick	CRSR keys or I-J-K-M	Joystick
Switch Between See List and Change	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Move Cursor to Edit	Arrow keys only		Arrow keys only		Arrow keys only		CRSR keys only	
Erase Mistakes	Left arrow + Space Bar or DELETE		Left arrow + Space Bar or DELETE		Left arrow + Space Bar or BACKSPACE		Left arrow + Space Bar or INST DEL	
End Traits Entry	RETURN		RETURN		ENTER		RETURN	
"Drop" Symbol on map	RETURN	BUTTON 1	RETURN	BUTTON 1	ENTER	BUTTON 1	RETURN	BUTTON 1
Capitalize	Apple II+: CTRL & A, then letter Other Apple: SHIFT & letter		SHIFT & letter		SHIFT & letter		SHIFT & letter	

## **LIMITED 90-DAY WARRANTY – DESIGNWARE DISKS**

*DesignWare warrants to the original consumer that the DesignWare disk shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase.*

*Any DesignWare disk which is found to be defective during the warranty period will be replaced by DesignWare. Return the disk, accompanied by proof of date of purchase satisfactory to DesignWare, no later than one (1) week after the end of the warranty period, shipping charges pre-paid, to:*

**Britannica Software / Customer Relations  
345 Fourth St., San Francisco, CA 94107**

*This warranty shall not apply if the disk has been damaged by negligence, accident, improper or unreasonable use, or by any other causes unrelated to defective materials or workmanship.*

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*The next best thing to going there.*

## STATES & TRAITS™

Ages 9 and above

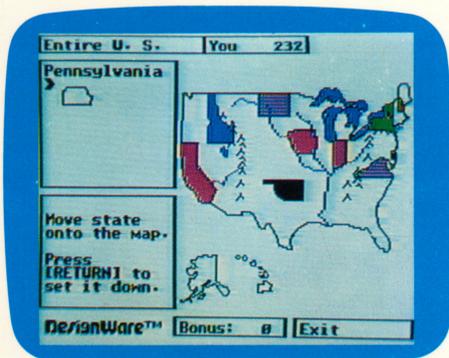
### *Critical Acclaim!*

"States & Traits is like a 'tool kit' that lets you play with geography lessons. This one could stand alone as an exciting strategy game even without the obvious educational benefits."—Phil Wiswell—Family Computing Magazine.

"This must have been created by a Teacher—they've thought of everything! That's the best compliment that I can pay. Kids are also signing up to use it in their free time. That says the most for it!" Barbara Mumma—Teacher, Cupertino Union School District, Cupertino, California.

Better than just a game... An educational program that teaches you important facts about all fifty states.

Expandable... You can even add questions from your own geography lessons. You'll learn fascinating trivia too—like which state has more hogs than people?



- Easy to use, "point-and-click" interface
- Graphics oriented learning approach
- User can create and store own database
- Multiple skill levels, from easy to expert
- Use regional or national map
- Full color, and over 250 questions included
- Additional trait games diskette available

- Match States & Traits
- Learn about:
  - Landforms
  - American History
  - Abbreviations
  - Trivia

Screen Appearance may vary by computer.

#### Special Message to Parents and Teachers:

DesignWare® educational software affords you and your children a unique opportunity. The ability to have fun while learning... A positive reinforcement for all concerned... The capability of modifying DesignWare® programs to include the specific material your child is studying. Choosing DesignWare® software is the best decision you can make in your children's educational environment. It's our name, software you can *design* to suit your needs!

# DesignWare

APPLE II+, IIe, IIc  
APPLE IIGS  
48K / 5.25" Drive  
Joystick optional

APPLE  
48K  
5.25" D

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STATES & TRAITS™

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