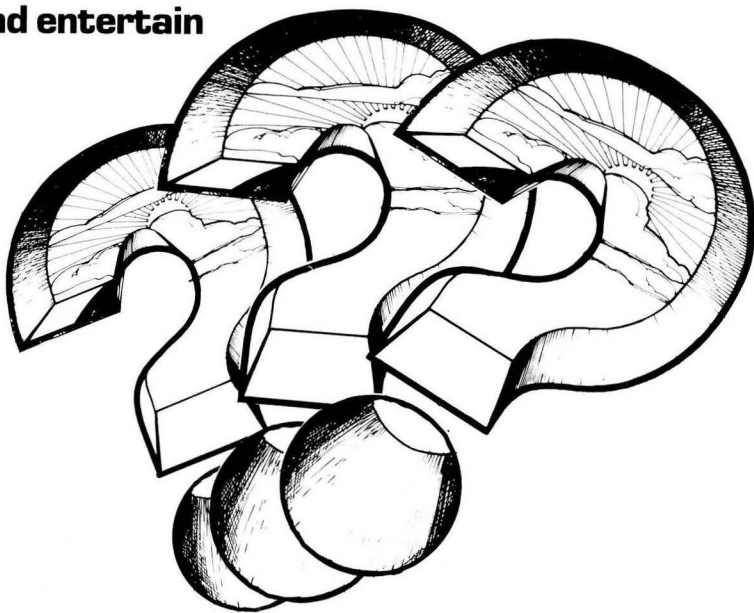# QUIZMASTER

VIC 20
COLOR COMPUTER

cassette
SOFTWARE

Write and run your own quizzes to:
- **teach • revise • test**
- **and entertain**

This Program requires the use of an 8K or 16K RMA Expansion Cartridge in the VIC-20

(¢ commodore
COMPUTER

QUIZMASTER

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QUIZMASTER

INSTRUCTIONS : Please read carefully before using QUIZMASTER

1. Introduction

QUIZMASTER is a program of exciting and practical use designed for VIC–20 computers using plug-in 8K or 16K RAM Expansion Cartridges. Quizmaster is also the first of many Commodore/Ivan Berg programs for home use which combine competitive fun with real educational value. Like all programs in this series, Quizmaster can be used by newcomers to computing right away. No previous computer experience or knowledge is required. *Anyone* can devise a quiz by following the step-by-step instructions with this program and run it successfully.
Quizmaster is a quiz generator and testing program. You may type in up to forty questions and answers – depending on length – which may then be EDITED, REVIEWED and SAVED on cassette. You may choose from three types of answer: MULTIPLE CHOICE – with up to four choices, TRUE/FALSE and MATCHED ANSWER where the answer typed in by your 'quizee' must correspond exactly with the answer given by the quiz writer. Up to 100 marks can be allocated to each question.

Once you have devised your quiz, typed in all the questions and answers, allocated marks, edited and checked the quiz and saved it on cassette, you can subject your chosen victim to the fun of a VIC–style interrogation! The questions can be presented in the order they were created or randomly and there's also the opportunity to compete against the clock.

Quizmaster quizzes are competitive and enjoyable – just try one of the demonstration quizzes on the DATA cassette – they will improve and test knowledge across any subject you choose, develop keyboard skills *and* test spelling. (Incorrectly spelt answers are *not* accepted by VIC.)

Teachers will find Quizmaster a valuable and highly motivating aid in class and parents will find the program more than useful to help children with revision at home.

And with the right set of questions you can find out just how clever those clever friends of yours *really* are!

2. How Quizmaster works

Quizmaster is MENU-DRIVEN; that is, the program presents on screen a numbered list of options. The selection of an option by typing its number and pressing the RETURN key on VIC enables that option to be carried out.

In Quizmaster, the screen will present you with the following options:

ON SCREEN	EXPLANATION
1 CREATE QUIZ	This is the section of the program where you type in your quiz. Your questions may be one of three types: MATCHED ANSWER TRUE/FALSE MULTIPLE CHOICE You may allocate up to 100 marks for a correct answer to a question.
2 EDIT QUIZ	Here you can check or change an existing quiz. You can select from: ADD – To add questions DELETE – to delete questions REVIEW – To review the quiz for errors
3 SAVE QUIZ	Saves your created quiz on cassette.
4 GET TAPED QUIZ	Retrieves a previously created quiz from a cassette.
5 START QUIZ	Runs the quiz. Questions can be presented in created or random order. A time limit for the quiz can also be set.
6 END	Ends the program and clears any quiz from memory.

3. How to Use Quizmaster

1. Switch off VIC to clear the memory completely and *make sure your 8K or 16K RAM Expansion Cartridge is plugged into the slot at the back of the VIC before carrying out the following:*

2. Switch on VIC. Place the OPERATING SOFTWARE cassette in the cassette deck and ensure that the tape is rewound. (Note: The OPERATING SOFTWARE program is recorded twice on both sides of the cassette for problem-free loading.)
3. Type LOAD "QUIZMASTER" (don't forget the quotation marks) and press RETURN. VIC will respond with PRESS PLAY ON TAPE.
4. Press PLAY on the cassette deck and VIC will respond with SEARCHING FOR QUIZMASTER then after a few seconds FOUND QUIZMASTER LOADING. Loading of Quizmaster will take approximately two minutes.

If VIC does not display FOUND QUIZMASTER LOADING after approximately 30 seconds, carry out steps 1 to 4 again.

If VIC does load Quizmaster but presents LOAD ERROR on screen, carry out steps 1 to 4 again but DO NOT REWIND THE TAPE. Remember, the program is recorded *twice* on each side of the cassette. Once the program is loaded VIC will display READY.

4. Running Quizmaster

Type RUN and press RETURN. VIC will display the program title on the screen and, if you have the volume control turned up on your TV, will play you Quizmaster's musical signature. Note the request to PRESS SPACE at the bottom of the screen. (This *prompt* is used throughout the program to allow you to proceed at your own speed.) Press the Space Bar and VIC will display Quizmaster's Main Menu. (Fig. 1)
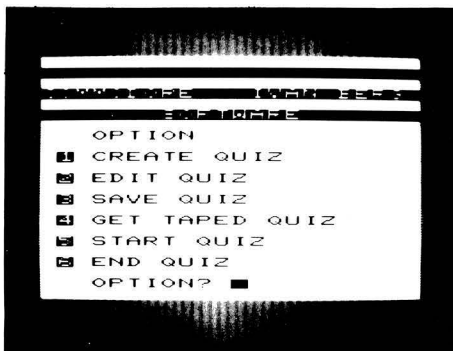

Fig. 1. Main Menu

You are now ready to run one of the demonstration quizzes on the DATA cassette. Carry out the following steps:
1. Rewind the OPERATING SOFTWARE cassette and take it out of the cassette deck.
2. Select GET TAPED QUIZ by typing 4 and press RETURN. VIC will display GET TAPED QUIZ PRESS SPACE. Press the Space Bar and VIC will display LOAD QUIZ TAPE PRESS SPACE.
3. Place the DATA cassette in the cassette deck – making sure that it is rewound – and press the Space Bar. VIC will display QUIZ NAME?
4. Type DEMO QUIZ 1 (or 2 if you wish to load DEMO QUIZ 2) exactly as printed – DEMOspaceQUIZspace1 – *no quotation marks* – and press RETURN. VIC will display PRESS PLAY ON TAPE. VIC will display OK. After a few seconds LOADING QUIZ will appear on the screen then: COUNTING: 1 and so on until the total number of questions in the quiz – in this case 40 – have been read by VIC and stored in memory. When all questions and answers have been read in VIC will display QUIZ READY PRESS SPACE.
5. Press PLAY on the cassette deck. VIC will display OK. After a few seconds LOADING QUIZ will appear on the screen then: COUNTING: 1 and so on until the total number of questions in the quiz – in this case 40 – have been read by VIC and stored in memory. When all questions and answers have been read in VIC will display QUIZ READY PRESS SPACE.
6. Press the Space Bar and VIC will return you to the Main Menu. (Fig. 1.)

If VIC presents LOAD ERROR or ERROR IN MULTI after or during reading in the questions carry out steps 1 to 6 again, AFTER RETURNING TO THE MAIN MENU. Note: The data on the DATA cassette is recorded twice for problem-free loading.
7. Select START QUIZ by typing 5 and press RETURN. VIC will display START QUIZ PRESS SPACE. Press the Space Bar and after a few seconds VIC will respond with RANDOM ORDER Y/N? If you type Y and press RETURN the questions in the quiz will be presented in random order. If you type N and press RETURN the questions will be presented in the order they were created. Typing Y or N and pressing RETURN will result in VIC – again after a few seconds pause – responding with TIMED Y/N? If you wish to set a time limit to the quiz type Y and press RETURN. If not, type N and press RETURN. If you typed Y VIC will display TIME (MINS)?

VIC will accept parts of a minute up to 60 minutes and parts of a minute must be entered as a decimal. So, if you wish to

set a time limit for the quiz of five and a half minutes you must type 5.5 and press RETURN. VIC will display QUIZ HAS 40 QUESTIONS PRESS SPACE.

QUIZ TIMING STARTS FROM THE MOMENT YOU PRESS THE SPACE BAR

The screen will display the question number, the question and question type (not on Multiple Choice questions as this is obvious). The running time for the quiz appears in the top right hand corner of the screen. The clock is running continuously whether you have set yourself a time limit or not, and will display the total elapsed time at the end of every question. If you have set a time limit, when the time limit is reached VIC will display TIME OUT. You will be allowed to answer any question started before TIME OUT appears. Pressing the Space Bar as requested at the end of the quiz or after TIME OUT, will result in VIC displaying your score, score percentage and the total time taken for the quiz. If you wish to stop the quiz at any time type END as your answer to the current question, and press RETURN. VIC will end the quiz and display the score and time taken so far. If you don't know the answer to a question and don't want to hazard a guess, press RETURN. VIC will display WRONG and then give you the correct answer. Pressing the Space Bar at the end of the quiz will return you to the Main Menu.

TYPE IN YOUR ANSWERS AS FOLLOWS:

MULTIPLE CHOICE	Type the number opposite the answer you choose and press RETURN.
TRUE/ FALSE	Type TRUE (or T) if you consider the statement to be true, or FALSE (or F) if you consider the statement to be false – and press RETURN.
MATCHED ANSWER	Type in the answer you think to be correct, for example: WHAT IS THE CAPITAL CITY OF FRANCE? *ANSWER* PARIS and press RETURN SAMUEL ————— AND ALFRED VAIL INVENTED THE MORSE ———— *ANSWER* MORSE CODE and press RETURN

In all cases, if your answer is correct, VIC will display CORRECT and award you the

marks allocated for the correct answer. If your answer is wrong, VIC will display WRONG and tell you the correct answer.

WHEN RESPONDING TO A QUESTION REQUIRING A MATCHED ANSWER PLEASE NOTE THAT VIC WILL NOT ACCEPT A NEAR ANSWER, INCORRECTLY SPELT ANSWERS, PREFIXES, CHRISTIAN NAMES, ETCETERA, UNLESS REQUESTED BY THE QUESTION; NOR PUNCTUATION – UNLESS THE CORRECT ANSWER USES A PUNCTUATION DEVICE, FOR EXAMPLE HYDRO–ELECTRICS.

If you find this at all confusing, run the quiz a few times, and note the way the correct answers appear on the screen if your answer is not accepted. If you wish to run the quiz again carry out step 7 in this section. Selecting END from the Main Menu ENDS the Program and you will not be able to run the current quiz without re-loading it from tape. If you want to try your hand at creating your own quiz type 6 (END) and press Return. VIC will display END OF QUIZMASTER READY. Now type RUN and press RETURN. VIC will return you to the Main Menu. ALWAYS *END* THE PROGRAM BEFORE USING *CREATE QUIZ*. Select CREATE QUIZ by typing 1 and press RETURN. VIC will now display the CREATE QUIZ Menu. (Fig. 2)
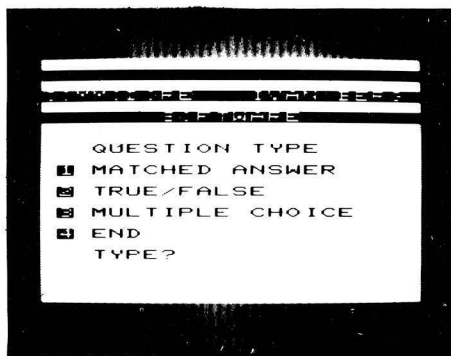

Fig. 2. CREATE QUIZ Menu

5. Before proceeding any further please read the following section very carefully

1. *Questions longer than 80 characters including spaces will not be accepted by the program. A question more than 80 characters long including spaces may cause a VIC–20 error when you load your SAVED quiz and your quiz may not run.*

As a rough guide your question should not fill more than three and three-quarter lines on the screen.

2. Don't worry about words running over to the following line when typing in your questions. Quizmaster will automatically present them in the best way.

3. *The number of characters which must not be exceeded for the total choices in a multiple choice answer is 64 including spaces. If you exceed 64 characters a VIC–20 error as mentioned in 1. may occur.* (VIC will give an on-screen message ERROR IN MULTI when you try to load your quiz). As a guide, limit the length of a choice to one line.

4. If many of your questions are of the maximum permissible length, the number of questions VIC will accept may be less than 40. Quizmaster continuously counts the characters used, and compares the running total against a fixed memory limit. When this limit is reached, VIC will display QUIZ LIMIT – MEMORY. When the maximum number of 40 questions is reached, VIC will display QUIZ LIMIT.

5. If you use all the available memory for your quiz, you will find that the quiz will tend to run more slowly.

6. If you detect an error in your question or answer, after you have pressed RETURN, don't attempt to correct it. Make a note of the question number and leave it until you use the EDIT section of Quizmaster.

7. *Do not use CREATE (1) on the Main Menu after you have entered your questions and answers. CREATE QUIZ assumes that you are starting a new quiz and you will lose any quiz in memory.* If you want to add questions, use the ADD function in the EDIT section of Quizmaster.

8. If you have already run one of the demonstration quizzes you will have noticed that no commas, full colons or double quotation marks are used in any of the questions and answers. This is because these punctuation devices have special functions on the VIC–20. If you have some knowledge of the BASIC computer instruction language these will not need to be explained to you. If you are new to computers and computing it is sufficient to say *DON'T USE COMMAS, FULL COLONS OR DOUBLE QUOTATION MARKS* when typing in your quiz. These are RESERVED on VIC and if used may cause a VIC–20 error resulting in the loss of your quiz.

9. In Quizmaster END is a RESERVED word. If you type END as your answer when a quiz is running then the quiz will end. Also, when reviewing your quiz using Quizmaster's EDIT section, a response of END to the prompt DELETE Y/N? will end the quiz review. END is also used when typing in your Multiple Choice answers. If you don't want to use all 4 choices then typing END and pressing RETURN as your response to CHOICE? will end the choices at that point.

6. Creating Your Quiz

You may type in questions and answers of three types: MATCHED ANSWER TRUE/FALSE and MULTIPLE CHOICE. Matched Answer is the most flexible type, but it also requires thought to take advantage of its flexibility. Here are some examples:

Question
COMPLETE THE FOLLOWING: 'ALAS POOR YORIK . . . .'
Answer
I KNEW HIM

Question
FILL IN THE MISSING WORDS. 'HENRY —— —— INTRODUCED MASS PRODUCTION WITH THE ————— T'
Answer
FORD MODEL

Question
WHAT NEW TYPE OF VEHICLE WAS PATENTED BY SIR CHRISTOPHER COCKERELL IN 1955? (CLUE – IT IS AMPHIBIOUS)
Answer
HOVERCRAFT

Question
DIVIDE TWENTY BY FIVE (LETTER ANSWER)
Answer
FOUR

Question
20/5 = (/ MEANS DIVIDE)
Answer
4

Question
20★5 = (★ MEANS MULTIPLY)
Answer
100

TRUE/FALSE EXAMPLES:

Care must be taken in framing True/False questions, as VIC will not give the correct answer if the response is incorrect. As a guide use odd or curious TRUE statements, or statements which *appear* to be true but are FALSE.

Question
MARGARET THATCHER IS THE WORLD'S FIRST FEMALE HEAD OF STATE
Answer
FALSE (or F)

Question
ALBERT EINSTEIN DISCOVERED THE 'BENDING OF LIGHT' BY GRAVITATIONAL FORCE
Answer
TRUE (or T)

Question
$50 \star 5/10+12-6 = 31$
Answer
TRUE (or T)

MULTIPLE CHOICE EXAMPLES:

The skill in devising Multiple Choice questions lies in making all the choices appear to be possible answers – only one choice of course is the correct answer. (Unless you *wish* the answer to be obvious)

Question
WHICH OF THE FOLLOWING IS THE WORLD'S LONGEST RIVER?
1 AMAZON
2 RHONE
3 RHINE
4 NILE
Answer
1

Question
WHICH IS THE ODD ONE OUT?
1 FRANCE
2 GERMANY
3 BELGIUM
4 AUSTRIA
Answer
4

That question requires a little thought. All the countries are in mainland Europe. They are all industrialised, and all are members of the EEC – except Austria.

All the question examples so far are of a general kind and can be randomised without any problems. The same holds true of questions on a particular subject – unless you decide that your quiz should have questions that link, for example the answer to one question providing a clue to the answer of the next. This is where Quizmaster allows you to take off! You can devise Treasure Hunts, Detective Games, Guessing Games – all with preset time limits. The first competitor to complete the most questions and/or get the highest score, wins.

Quizmaster can be a real asset when it comes to children's revision. You'll probably think of new ways to use the program once you become familiar with it. Remember, when it's Questions and Answers, Quizmaster has almost infinite possibilities!

7. Now Devise and Type in Your Quiz

Select the question type from the Question Menu, type it in and press RETURN. VIC will display QUESTION 1 and the type of question selected. Type in your question, remembering the three and three-quarter lines limit mentioned earlier, and press RETURN. VIC will display ANSWER? Type in your answer and press RETURN

VIC will now respond with MARKS (1-100)? Decide how many marks a correct answer merits, any number from 1 to 100, type it in and press RETURN. PRESS SPACE will now appear at the bottom of your screen. This pause gives you an opportunity to scan your question and answer for errors. If you detect an error – incorrect spelling for example – make a note of the question number and deal with it when you come to EDIT the quiz. At the end of every completed question VIC will display the amount of memory left as a number of characters. When the memory limit is reached, VIC allows you to complete the current question before displaying QUIZ LIMIT – MEMORY. When the maximum of 40 questions is reached VIC will display QUIZ LIMIT.

If you wish to save your quiz at this point and edit it later, please read section 9 SAVING YOUR QUIZ.

8. Editing Your Quiz

To EDIT your quiz you need to return to Quizmaster's Main Menu. Select END by typing 4 on the Create Quiz Menu (Fig. 2) and press RETURN. When the Main Menu appears on the screen select EDIT by typing 2 and press RETURN. VIC will now display the EDIT Menu. (Fig. 3)
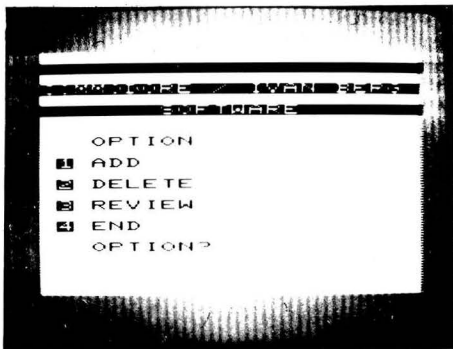

Fig. 3. EDIT Menu

ADD (1) allows you to add questions to the quiz already in memory. The CREATE QUIZ Menu appears on the screen and you add your questions and answers in exactly the same way as before. After you have completed your additions, select END by typing 4 and press RETURN. You will be returned to the EDIT QUIZ menu.

DELETE (2) deletes selected questions from the quiz already in memory. Type in the number of the question you wish to delete as prompted by VIC, and after a few seconds – longer if there is a long quiz in memory – that question will be displayed. VIC will then prompt you with DELETE Y/N? Only a response of Y will result in the question being deleted. (Deleting a question at the start of a long quiz will take a few seconds.) If you have not made a note of the number of the question you wish to delete, or cannot remember it, or need to see the answer, then type N and press RETURN. After you have returned to the EDIT Menu select REVIEW by typing 3 and press RETURN.

REVIEW (3) presents all the questions, answers and marks allocated, one by one, on the screen in the order they were created, and will also display the prompt DELETE Y/N? Again, only a response of Y will result in the question being deleted. Typing N and pressing RETURN will continue the review sequence. You may end the review at any time by typing END in response to the DELETE Y/N? prompt.

When a question is deleted VIC will confirm the deletion, tell you how many questions are left in the quiz and return you to the EDIT Menu. *VIC will also automatically renumber all questions after the deleted question.*

9. Saving Your Quiz

Having completed and edited your quiz it is highly recommended that you SAVE it on cassette before you run it. Accidents can happen, and if the quiz is lost all your hard work comes to naught.

The quiz in memory will be lost if:
1. You use CREATE QUIZ from the Main Menu.
2. You END the program from the Main Menu by typing 6 by mistake. (Typing RUN and pressing RETURN *will not* help.)
3. VIC is accidentally switched off.

Quizmaster's SAVE QUIZ option is also useful if you wish to write your quiz in stages. It is easy to save part of a quiz and load it into memory for adding to at another time using ADD on the EDIT Menu.

To SAVE your quiz, type 4 (END) on the EDIT Menu and press RETURN. VIC will return you to the Main Menu.

CARRY OUT THE FOLLOWING STEPS:

1. Type 3 (SAVE QUIZ) on the Main Menu and press RETURN, VIC will display LOAD BLANK TAPE PRESS SPACE.
2. Load a Blank Tape or a tape you wish to use again into the cassette deck and press VIC's Space Bar.
3. VIC will display NAME FOR QUIZ? Make a note of the *unique* name you wish to give your quiz, then type it in exactly as you wrote it down – *without quotation marks* – and press RETURN. VIC will display PRESS RECORD AND PLAY ON TAPE.
4. Press the RECORD and PLAY keys together as requested on the cassette deck. After a few seconds VIC will display: SAVING QUIZ, then: COUNTING: 1 as each question is stored on tape.

If you haven't already done so, write the name of your quiz on the cassette label exactly as you typed it in.

NOTE: For convenience of loading and to avoid possible errors during READ, it is recommended that you save only one quiz on each side of a cassette. You may of course record the same quiz twice – one after another – as a further safeguard.

To load your SAVED quiz into memory carry out steps 1 to 6 in section 4 RUNNING QUIZMASTER. Remembering of course to type in *your unique* quiz name after VIC's prompt QUIZ NAME?

10. Quizmaster Screen Messages

ON SCREEN	EXPLANATION
FILE ERROR ERROR IN MULTI	An error may have occurred when your quiz tape was being read. If QUIZ READY is displayed after either of these messages then REVIEW your quiz to check for errors.
NO QUIZ AVAILABLE PLEASE USE CREATE QUIZ OR GET TAPED QUIZ	This message will appear after you have selected 5 (START QUIZ) from the Main Menu when VIC has no quiz in memory.
NO QUESTIONS TO EDIT	You have selected 2 (EDIT QUIZ) from the Main Menu when VIC has no quiz in memory.
NO QUIZ TO SAVE	No quiz in memory to save after you have selected 3 (SAVE QUIZ) from the Main Menu.
END-RESERVED WORD	You have used the word END as the answer to a question in CREATE QUIZ. Please type in another answer. END has a special use in Quizmaster, see section on RUNNING QUIZMASTER.
QUIZ LIMIT-MEMORY	This message can sometimes occur when running a random order quiz which has used all available memory when created. The current question will not be printed on screen. Please type END to end the quiz and return to the Main Menu. You may have to delete one or more

questions to get your quiz to run in random order.

DEVICE NOT PRESENT ERROR IN 8040	This message will occur if you have mistyped or misspelt the name of your quiz on VIC's prompt of QUIZ NAME when you used GET TAPED QUIZ. Rewind your quiz tape. End the program. Type RUN and press RETURN to return to the Main Menu, and try loading your quiz again.
INVALID QUESTION	This means that you have attempted to delete a question which does not exist, i.e., typing 15 when the quiz has only 10 questions.
EXTRA IGNORED	You have used a colon, a comma, or double quotation marks in your question or answer. Press RETURN as many times as necessary until PRESS SPACE is displayed, then re-type your question. Delete the uncompleted question using EDIT. COLONS, COMMAS AND DOUBLE QUOTATION MARKS ARE RESERVED – SEE SECTION 5.

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