

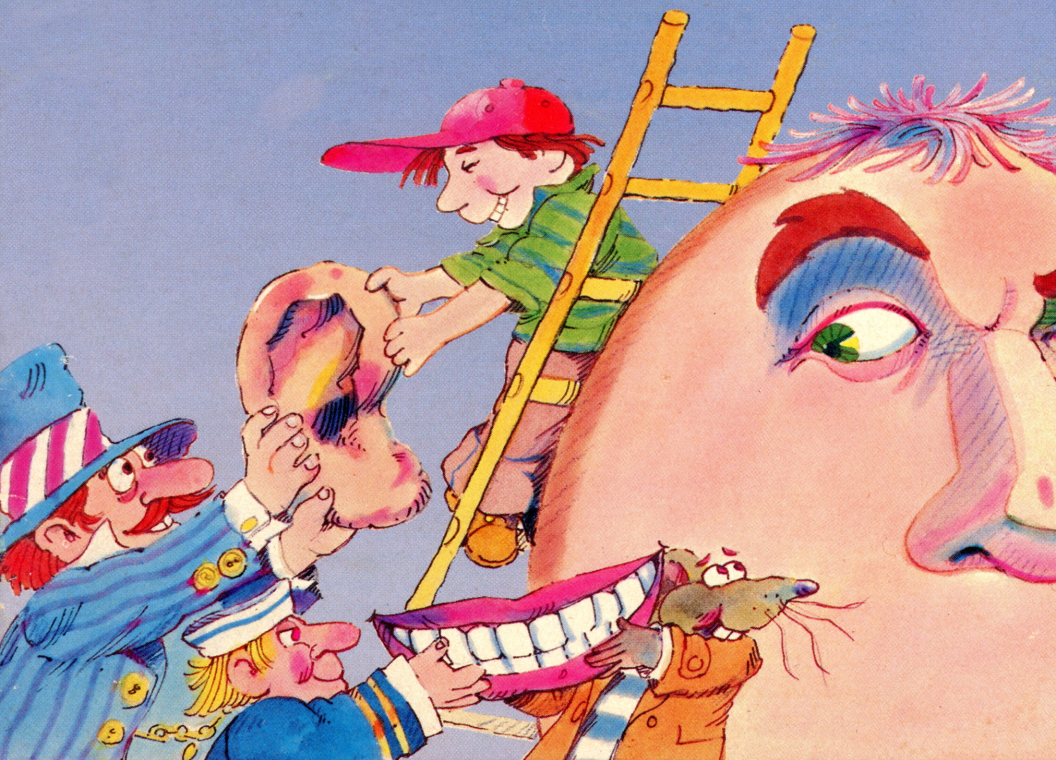


TEXAS INSTRUMENTS HOME COMPUTER

FACEMAKERTM EDUCATION

SOLID STATE CARTRIDGE

Three fun activities provide an introduction to computers and an opportunity to improve memory skills. For children ages four to twelve.



SPINNAKERTM
We make learning fun.

Facemaker™

Texas Instruments version programmed
by: Jerry Spacek

Cartridge conversion by: John M.
Phillips

Designed by: DesignWare Incorporated

Book developed and written by:
Staff members of Texas Instruments
Instructional Communications.

Copyright © 1983 by Texas Instruments
Incorporated. Solid State Cartridge
program and data base contents
copyright © 1983 by Spinnaker
Software Corporation. All rights
reserved.

See important warranty information at
back of book.

Facemaker is a trademark of Spinnaker
Software Corporation.

Facemaker offers your child an exciting and creative introduction to computers. Three delightful activities help your child learn about the keyboard, the functions of special keys, and simple programming. He or she can create faces by selecting from a wide variety of facial features.

Help your child program facial movements, such as smiling and winking. In other activities, your child recalls facial movements to improve his or her memory skills.

Facemaker provides three enjoyable activities to educate and entertain your child—Build a Face, Program a Face, and Play Game. With Facemaker, your child can:

- Use his or her creativity to build a variety of faces
- Discover the thrill of creating a simple computer program
- Control the action on the screen
- Enjoy colorful graphics and lively sound effects
- Develop his or her memory skills by using either sound or visual effects
- Experience new challenges as his or her skills improve
- Receive encouragement for success

Your Home Computer provides a variety of learning experiences for children. Young children may need assistance in learning how to use the computer or the software. Supervise your child until you feel confident in his or her ability to operate the computer and use the software independently. First, acquaint

yourself with the manual. Read “Using the Solid State Cartridge” to show your child how to turn on the computer and insert the cartridge. Then, introduce your child to the keyboard and the program activities.

Using the Keyboard

If your child is unfamiliar with a typewriter, he or she may need help using the computer keyboard.

1. Show your child how to press the keys correctly.
 - Place a fingertip directly on a key and press.
 - Use medium pressure.
 - Press two keys at the same time when using a function or shift key.
2. Practice locating and pressing each key shown in the *Quick Reference Guide*.

Using the Home Computer Safely

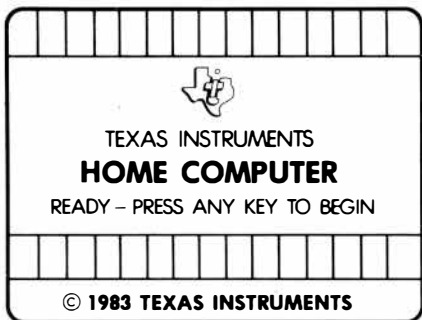
As with any electronic equipment, there are certain safety guidelines children should follow.

1. Keep hands away from cords and cables.
2. Keep fingers away from openings in the computer or cartridge.
3. Keep liquid and food away from the computer.
4. Keep the computer clear of heavy objects and clutter.

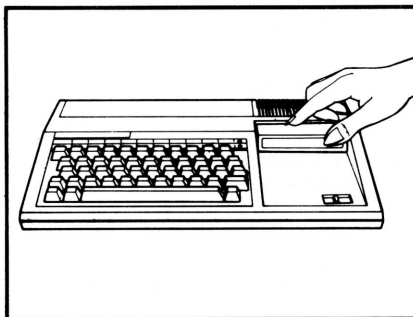
Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the “Maintenance and Service” section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the “Maintenance and Service” section in this booklet).
3. Turn the computer ON, and wait for the master title screen to appear.



4. Slide the cartridge into the slot on the console.



5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

Removing the Cartridge

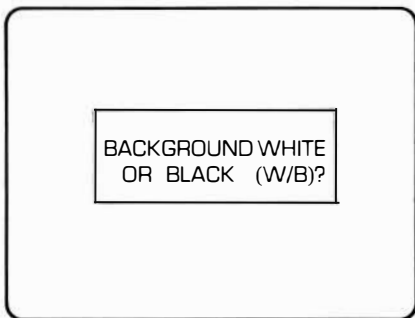
1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.
2. Remove the cartridge from the slot.

When the title screen appears, your child can press any key or wait a few moments and the first option screen appears. Show your child how to choose a background color and select an activity. Completing the Build a Face activity enables your child to create a face that he or she can use in other activities. If the Program a

Face or Play Game activities are chosen first, your child can strengthen his or her listening skills by using sound effects only. Your child can change activities at any point in the program.

Selecting the Background Color

When the first option screen appears, your child sees this box at the bottom of the screen.



Help your child select a background color. The colors of the facial features vary with the color of the background. Press **W** for a white background or **B** for a black background.

Selecting the First Activity

After choosing a background color, your child sees a list of activities.

Build a Face lets your child create a face by selecting from a variety of facial features.

Program a Face allows your child to animate the face he or she creates in Build A Face by programming a sequence of movements.

PRESS

B-TO BUILD A FACE
P-TO PROGRAM A FACE
G-TO PLAY GAME
M-TO RETURN TO MENU

Play Game helps your child improve his or her memory by recalling a sequence of facial movements.

Help your child select the activity of his or her choice. When your child types the letter for the activity, the activity begins immediately.

Press **B** for Build a Face, **P** for Program a Face, **G** for Play Game, or **M** to return to the Facemaker title screen.

Note: If Program a Face or Play Game is chosen first, no features appear on the face. Sound effects allow your child to guess the movement of the invisible features.

Changing Activities

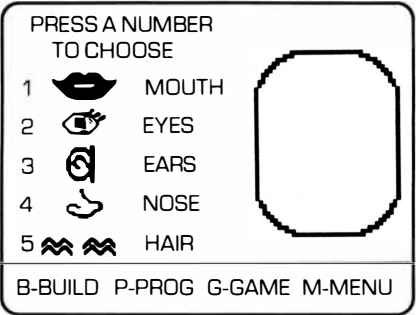
Your child can change activities at any point. The names of the activities appear in an abbreviated form at the bottom of the screen. Press **B**, **P**, or **G** to change activities or **M** to return to the Facemaker title screen.

Build a Face Activity

With Build a Face, your child uses his or her creativity to make a variety of faces. He or she can choose from 40 different features and change them as often as desired.

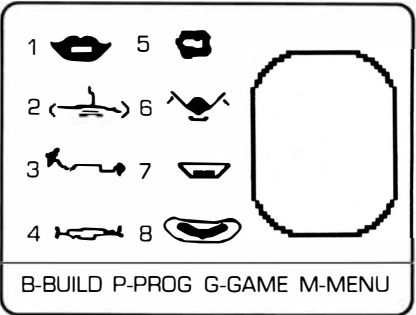
Selecting Facial Features

After pressing B for Build A Face, your child sees a list of five options.



Help your child select the facial feature he or she wishes to add to the face. Press the number key that corresponds to his or her choice.

He or she has eight choices for each facial feature. For example, if your child presses 1 for Mouth, he or she sees this options list.



Your child selects the illustration of the mouth he or she wants by pressing the number key that corresponds to his or her choice. The mouth your child chooses appears on the face and the screen returns to the list of five options.

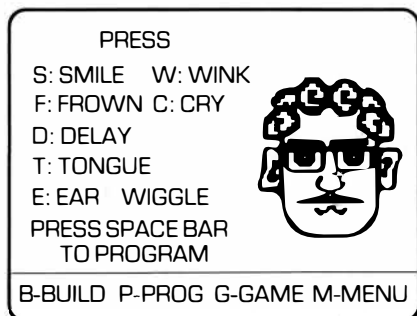
Program a Face Activity

Program a Face allows your child to control the movements of the face he or she creates in the Build a Face activity. He or she can make the face smile, wink, frown, cry, stick out its tongue, and wiggle its ears by pressing the appropriate letter keys. This activity reinforces your child's understanding of cause and effect

relationships and introduces your child to simple programming. Encourage your child to try different combinations of letters and watch the face as it completes each action.

Beginning Program a Face

After pressing **P** for Program a Face, your child sees a list of facial movements.



Demonstrating Facial Movements

Demonstrate each facial movement for your child by pressing the corresponding letter on the keyboard. The delay letter (D) inserts a brief pause in your child's program.

Help your child recognize that each selection produces a particular facial movement and sound.

Programming Facial Movements

When your child is ready to create a program, press the **SPACE BAR**. Your child can select the movements he or she wishes the face to perform.

Help your child type the letters on the keyboard to make the face perform a sequence of movements. The corresponding letters appear in a box on the screen.

Your child can type up to 25 letters.

- If 25 letters are typed, the sequence begins immediately.
- If fewer than 25 letters are typed, press **ENTER** and the face performs the movements.

For example, if your child types the sequence **FWCTEDS** and presses **ENTER**, he or she sees the face frown, wink, cry, stick out its tongue, wiggle its ears, pause a moment, and smile.

To repeat the sequence your child programmed, press **ENTER**. The program can be repeated as often as your child likes, or until he or she types another sequence.

This activity challenges your child's skills of observation and memory. Your child recalls a sequence of movements made by the face he or she created in the Build a Face activity. Your child earns points, and his or her score appears on the screen.

Beginning the Game

After pressing **G** for Play Game, your child sees the question, "DO YOU WANT INSTRUCTIONS [Y/N]?"

Press **Y** for yes and follow the directions on the screen to begin the game. Press **N** for no to bypass the instructions and begin the game.

Identifying Facial Movements

When the game begins, the words "Here We Go!!!" appear. Then, your child sees a facial movement and hears its corresponding sound.

Help your child press the letter key to identify each movement. The letter your child types appears in a box on the screen.

Your child uses the same keys in this activity as in the Program a Face activity. The delay letter (D) is not used, however.

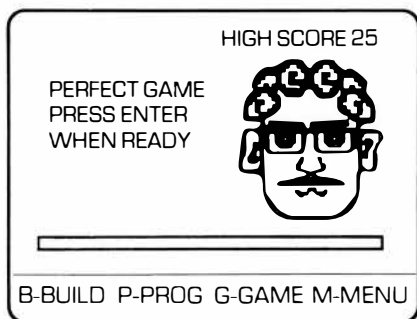
Key	Movement
F	Frowns
S	Smiles
W	Winks
C	Cries
E	Wiggles its ears
T	Sticks out its tongue

Answering Correctly

If your child correctly identifies the first facial movement, the message "GREAT!!!" appears, and the face smiles and winks. Be sure your child recognizes that the smile and wink are not part of the sequence.

When the sequence continues, your child sees the face repeat the first facial movement and then perform an additional movement. Press the letter keys to identify both movements. If your child continues to answer correctly, the face continues to add to the sequence of facial movements.

If your child remembers 25 facial movements in a row, he or she sees this screen.



Press **ENTER** to play again.

Answering Incorrectly

If your child incorrectly identifies a facial movement, the message "TRY AGAIN. PRESS ENTER WHEN READY" appears, and the face sticks out its tongue.

Scoring

Your child begins by earning one point for each correct answer. When he or she incorrectly recalls a sequence, a new sequence begins. To earn more points, your child must surpass his or her previous score.

For example, if your child correctly recalls four consecutive movements and misses the fifth one, he or she has four points. In the next sequence, your child must correctly recall five consecutive movements to increase his or her score.

Game Variations

There are two game variations available in Play Game to help strengthen your child's memory. Your child can:

- Play the game using only facial movements by turning the volume down on the television or monitor.
- Play the game using only sound effects by choosing the Play Game activity before selecting and completing the Build a Face activity.

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desk lamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

Information concerning use and service can be found in your *User's Reference Guide*.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (**Note:** In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

Three-Month Limited Warranty Home Computer Software Cartridge

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

Warranty Coverage

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.**

Warranty Duration

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not

be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Performance by TI Under Warranty

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

Texas Instruments Consumer Service Facilities

U.S. Residents:

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Canadian Residents:

Texas Instruments Consumer Service
41 Shelley Road
Richmond Hill, Ontario, Canada
L4C5G4

Consumers in California and Oregon
may contact the following Texas
Instruments offices for additional
assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

Important Notice of Disclaimer Regarding the Programs

The following should be read and
understood before purchasing and/or
using the software cartridge.

TI does not warrant that the Programs
will be free from error or will meet the

specific requirements of the consumer.
The consumer assumes complete
responsibility for any decision made or
actions taken based on information
obtained using the Programs. Any
statements made concerning the utility
of the Programs are not to be construed
as express or implied warranties.

**Texas Instruments makes no
warranty, either express or implied,
including but not limited to any
implied warranties of
merchantability and fitness for a
particular purpose, regarding the
programs and makes all programs
available solely on an “as is” basis.
In no event shall Texas Instruments
be liable to anyone for special,
collateral, incidental, or
consequential damages in connection
with or arising out of the purchase or
use of the programs and the sole and
exclusive liability of Texas
Instruments, regardless of the form
of action, shall not exceed the
purchase price of the software
cartridge. Moreover, Texas
Instruments shall not be liable for
any claim of any kind whatsoever by
any other party against the user of
the programs.**

Some states do not allow the exclusion
or limitation of implied warranties or
consequential damages, so the above
limitations or exclusions may not apply
to you in those states.

Quick Reference Guide

TI-99/4	TI-99/4A	Action
B	B	Goes to Build a Face activity.
P	P	Goes to Program a Face activity.
G	G	Goes to Play Game activity.
M	M	Goes to the Facemaker title screen.
S	S	Makes the face smile in the Program a Face and Play Game activities.
W	W	Makes the face wink in the Program a Face and Play Game activities.
F	F	Makes the face frown in the Program a Face and Play Game activities.
C	C	Makes the face cry in the Program a Face and Play Game activities.
D	D	Makes the face pause before continuing to the next movement in the Program a Face activity.
T	T	Makes the face stick out its tongue in the Program a Face and Play Game activities.
E	E	Makes the face wiggle its ears in the Program a Face and Play Game activities.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns to master title screen.

Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.

