

**DISKETTE SOFTWARE  
FOR ATARI 8 BIT  
PERSONAL COMPUTER SYSTEMS  
WITH A MINIMUM 48K RAM AND  
ATARI 1050 DISK DRIVE**

# **SOFTWARE PACK**

**CONTAINS:—  
THE HOME FILING MANAGER  
PAINT  
THE PAY OFF**

**DX 1003**

**TWO DISKETTES**

**ATARI**  
*Power Without the Price™*

## ■ The Home Filing Manager

At last! A fast and efficient way to file recipes, addresses, 'phone numbers, birthdays, record or stamp collections – in fact, whatever can be listed and indexed. Simple to set up and edit; perfect for every member of the family to use.

### ■ Getting Started

If you haven't already set up your ATARI Computer system, do so now; you'll find complete set-up instructions in the Owners Guides that come with the various parts of your system.

A step by step guide for The Home Filing Manager can be found in the Data file which is stored on the reverse side of the Home Filing Manager Program diskette. To read these instructions, simply follow the instructions below in sequence.

#### How to load the Home Filing Manager

- 1. Ensure that your ATARI computer is switched OFF. Switch on your television or monitor and your Atari disk drive; wait until the busy light on the disk drive goes out.
- 2. If you have a printer you may find it useful to make a hard copy of the Home Filing Manager User Guide. Switch your printer on now and position the paper ready for printing.
- 3. Insert the Home Filing Manager Program diskette into your disk drive. Close the disk drive door.
- 4. Press the OPTION key on your computer keyboard and at the same time switch your computer ON.
- 5. Release the OPTION key and the Home Filing Manager program will load automatically.

The Home Filing Manager title display will now appear on your television screen for a few seconds.

- 6. Wait until the Busy light goes out and then remove the Program diskette from the drive. Turn the diskette over and reinsert it, label down, into the drive.
- 7. Press the START key and the Main Menu will appear.
- 8. The Home Filing Manager organises information as a series of "cards" in alphabetic order. The User Guide is stored in this way. Press the START key again and the first card of the User Guide appears.
- 9. At the top of the card is the Display Menu. The word GET is highlighted on this menu. The line beneath tells you that each time you press the START key, the Home Filing Manager will get and display the next card in the file.

You can now flip through each of the 39 numbered cards which make up the User guide simply by pressing the START key, once you have read the card on the screen.

- 10. If you wish to go back to a card you have missed press the OPTION key once. This changes the order that the cards are displayed in. If you press the START key now you will see the cards in reverse order. Press the OPTION key again to view the cards in the correct order.

The User Guide will tell you how to get the most from The Home Filing Manager, however, you may wish to take additional notes as you work your way through the Guide. Instructions on how to print all or selected cards begin on card 28.

If you should encounter any difficulties, simply switch your computer OFF and repeat all of the above steps carefully.

## ■ The Home Filing Manager (Small DATABASE)

Use the ATARI Home Filing Manager to keep track of notes, lists, number, names and addresses, or anything you would put on a 3" × 5" index card.

You can change your cards any time you wish.

The information is always safely stored on diskettes.

When you need to see them, display the cards by their titles or by a key phrase you have used for filing purposes.

## ■ The Pay-off (ADVENTURE)

Explore the dangerous streets of downtown New Jersey in this exciting adventure game.

It's tough on the streets of New Jersey. Hard to make an honest buck – and even harder to make a dishonest one.

## ■ Paint (GRAPHICS)

Let those creative juices flow, as you draw colourful pictures that can be kept and displayed in the future. (Joystick optional).



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