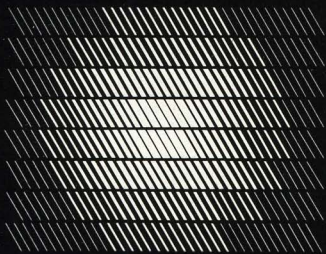


 **VideoBrain**TM

Family Computer
Cartridge Program
Instructions



Education

VideoArtistTM
ED05

For best results,
read this brochure before
using cartridge

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VideoArtist™

Education Cartridge

- Create designs on the TV
- Games for one to four
- For adults, and children 8 and over

**FOR BEST RESULTS READ THIS BROCHURE
BEFORE USING CARTRIDGE**

Cartridge #ED05

VideoArtist™ Instructions

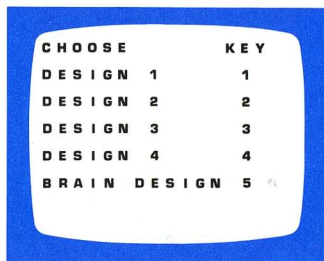
VideoArtist lets you design right on your television set and play drawing games with up to four people. It lets you mirror your designs or change the colors of your designs. You can experiment with the wraparound effect or the fountain effect to make exciting graphic displays. The VideoArtist can also create designs for you, automatically.

Inserting the Cartridge

1. Make sure your VideoBrain computer is attached to your TV as described in the Owner's Manual. Check that power is on.
2. Press the cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.
3. With the label facing up, so that you can read it, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.
4. Gently press the cartridge door down into the computer until it locks.
5. Press the *Master Control* button. The title of the cartridge should appear on your TV for two seconds.

Choosing Your Program

After two seconds, the title display on your TV screen will change to look like this:



CHOOSE	KEY
DESIGN 1	1
DESIGN 2	2
DESIGN 3	3
DESIGN 4	4
BRAIN DESIGN 5	5

“Design 1” allows one artist to draw with a joystick plugged into joystick socket #1. By pressing keys for Designs 2, 3, or 4, you can draw with 2, 3, or 4 joysticks, each of which displays a *cursor*, or moving rectangle on the screen. The first

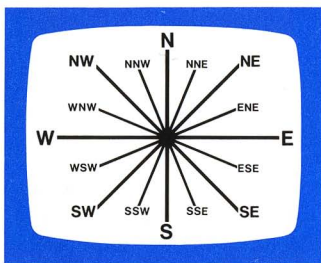
joystick cursor appears on the upper left-hand corner of the screen. The second cursor will start in the upper right-hand corner of the screen, and be controlled by the joystick plugged into socket #2. The third cursor starts in the lower left and is controlled from socket #3. The fourth cursor starts in the lower right and is controlled from socket #4. Press key 5, and the computer will create a random design for you, using the mirror effect.

Just press the key for the number of the program you want to play and that program will begin. To end a program, press the *Master Control* button. The VideoBrain again displays the cartridge title and then the program choice display.

Designing your Display

Mastering the Joystick

Hold the joystick with its connecting cord towards you, and the hit button on the left side of the end away from you. At the start of your drawing, it is a good idea to quickly sweep the joystick around in a complete circle. This will "calibrate" it so that it is more responsive to your directions.



When you press key 1, the small rectangle called a *cursor*, appears in the upper lefthand corner of the screen. It can move across the screen in any one of sixteen directions, depending on the position of the joystick, leaving behind a solid or dotted line.

It is easier to make the cursor go in some of these directions than in others. If you think in terms of compass points, it is easiest to make the cursor travel Southeast, Southwest, Northwest, or Northeast.

If you pull the joystick towards you, South, the cursor moves down the screen. Push it away, North, and it travels up the screen. Push it to the right, East, and it moves towards the right. Now experiment with positions in between and try to make the cursor move

diagonally. When it moves in some directions (like East Southeast) it leaves a dotted line and when it moves up, down, straight across or diagonally, it leaves a solid line.

Practice helps! Notice that where the cursor crosses the line it has made, it erases that part of the line.

When you begin, if the joystick is moving the cursor upwards or to the left, the cursor will not move, since it can't go off the screen. If it is at the far right of the screen, and you are moving it right and down, Southeast, it will go straight down along the boundary, since it can't go off. When it gets to the bottom of the screen, it will stop, since it can't go any farther.

By pressing the "hit" button on the side of your joystick control, you made the cursor stop leaving a trace behind it. The cursor still moves, and you can send it anywhere on the screen by moving the joystick, but it will not leave a line behind until you tell it to by pressing the hit button again.

Keying Design Features

You can key in design features at any time 1-4 artists are drawing or the computer is drawing by itself. All keyboard features selected will apply to all artists simultaneously. Because of the way VideoArtist operates, you'll find that you need to hold a key down a little longer than you do in other VideoBrain programs to get a reaction from the computer.

Wraparound—If you press the *L* key, it enables the cursor to go beyond the screen boundary, adding a wraparound effect to your program. Now, instead of stopping at the lower righthand corner, the cursor goes off the screen and reappears in the upper lefthand corner, travelling in the same direction as before. When you press the *L* key again you will stop this effect.

Changing Display Colors—Now press the *B* key. The background color changes. Press it again, and a third color appears. There are 16 colors in all. After it has gone through the first 8 colors, it will start over. After it has gone through the 8 colors again, it will go through the next 8 colors. It will also go through these twice, and then back to the first 8 colors, and so on.

When you press the *F* key, both the cursor line colors and the background color change.

Press *C* and you change the color of the line in the area the cursor is in.

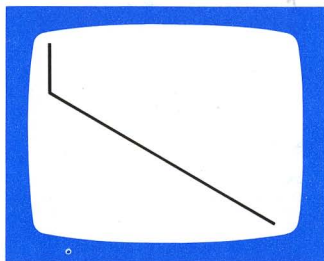
When you press the *X* key, the background color in the area that the cursor is in changes to the line colors and the line color changes to the background color. Press *X* again and they change back.

Starting and Stopping the Cursor—To stop the cursor from moving, press the *H* key. This freezes all cursors in their tracks. They do not move until you press the *H* key again. This can be useful for sudden changes of direction: freeze the cursor by pressing *H*, and change directions with the joystick. When you press *H* again, it immediately changes to the new direction.

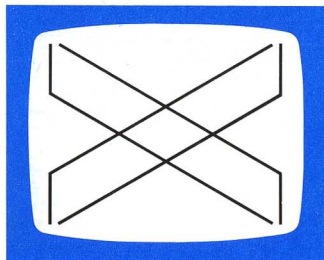
Erasing—To erase all the lines you have drawn, press the *Restart/Erase* button. This clears the display, but leaves your cursor where it was when you pressed the key. If you were using the wraparound or mirror effects, they will still be there after you erase the screen.

Computer Effects

The Mirror Effect—Press the *M* key. This tells the VideoArtist to make a fourway mirror image of the design you have drawn on the screen. If your design looks like this:



then, after you press the *M* key, it will look like this:



Not only does the design change, you quadruple the number of cursors. In the mirror mode, the cursors will not erase a line and will always leave a trace.

When you press *M* again, your mirrored design will remain, but only the original number of cursors will appear on the screen.

The Fountain Effect—Now press the *W* key. The computer will make your design travel upwards and off the screen, and will repeat it again and again, to make a rolling effect like a set of movie credits. The computer also removes small parts of your design and puts them on other parts of the screen to enhance the fountain effect. To stop the fountain effect, press the *Master Control* button. You'll see the title of the cartridge again, and then the display that offers you your choice of program.

For easy reference, here is a list of keyboard design features:

Key	Effect
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<i>L</i>	—Lets cursor wraparound from top to bottom or left to right on screen.
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<i>V</i>	—Changes background color
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<i>F</i>	—Changes all line and background colors
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<i>C</i>	—Changes the line color in the areas where the cursors are
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<i>X</i>	—Reverses line color and background color in areas where the cursors are
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<i>H</i>	—Stops and starts all cursors
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<i>Erase</i>	—Erases all the lines
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<i>M</i>	—Computer mirror effect
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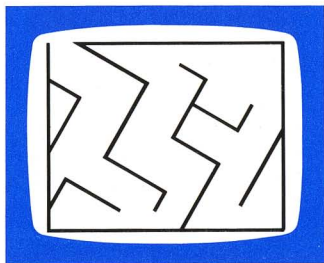
<i>W</i>	—Fountain effect
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Drawing with the VideoArtist—With practice you can use the VideoArtist to draw. Easy things to begin with are a Persian rug, a pine tree, or a Jack-o-lantern. Remember, it's easiest to work with diagonal lines, which gives an effect like skywriting. The more you experiment with your VideoArtist, the better you'll get at making the designs you want.

Games to play with the VideoArtist

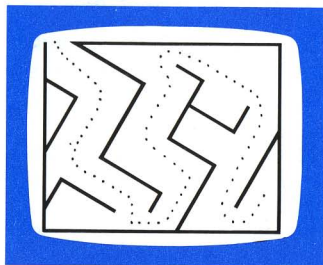
Maze Games

With two artists, you can play a maze game. The first artist draws a maze on the screen like this:



Now artist 2, after pressing his joystick button so that it doesn't leave a trace line, brings the cursor to the beginning of the maze. He must try to thread the maze without crossing into any of its lines. This is harder than you think! Bumping

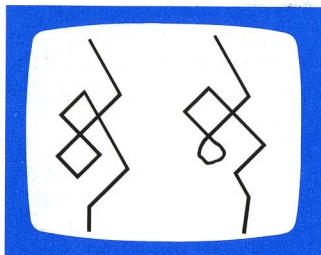
into the lines is fair, but not crossing them. If you choose, you may thread the maze after pressing the joystick button again, so that you will leave a trace line as you thread the maze. If artists agree to this beforehand, artist 2 can use the *L* button to get to the other side of the screen without crossing the maze. Then artist 2 takes his turn to draw a maze for artist 1 to trace his way through.



You can draw and thread your own maze. Suggestion: more than one can play and have an obstacle race through the maze.

Reflecting Games

Another game for two artists is a reflecting game, and it's a little harder. First, select Design 2, for two artists. The second one should press his joystick button so that his cursor doesn't leave a trail. It's also a good idea for him to aim his joystick to the Northwest so that his cursor stays in the upper righthand corner of the screen. Meanwhile, the first artist draws a simple design using only the left half of the screen. Then he stops his cursor's trail and the second artist uses the right half of the screen to copy the figure, as exactly as possible, like the reflection in a mirror.



When both artists are good at this, you can try more difficult designs. Artist 2 may also try to copy the design while artist 1 draws.

Cat and Mouse

In this game, the person who is the Mouse presses his joystick button so that he leaves no trail. The other person, the Cat, leaves a trail, and he uses this to try to surround the Mouse. The Mouse tries to avoid the Cat. The Cat wins if he succeeds in trapping the Mouse. You can also pick a point on the screen and call it the Cheese: the Cat tries to block the mouse from reaching it. Or a third artist can try to help the Mouse. His cursor leaves a trail too, but he uses his to erase the lines the Cat makes, and makes mouseholes!

VideoArtist is just one of many exciting cartridges brought to you by the VideoBrain Computer Company. We suggest that you try these others to help you around the home, entertain you, or educate you.

Home Management

Money Management

- VB-59 The Programmable
- VB-81 Financier
- VB-1000 Money Manager
- VB-1200 Information Manager

Communications

- CM01 Timeshare

Education

- ED01 Music 1
- ED02 Math Tutor 1
- ED03 Wordwise™ 1
- ED04 Wordwise™ 2
- ED05 VideoArtist™
- ED06 Lemonade Stand
- ED07 Music Teacher 2

Entertainment

- EN01 Gladiator
- EN02 Pinball
- EN03 Tennis
- EN04 Checkers
- EN05 Blackjack
- EN06 Vice Versa™
- EN07 Challenge Racer
- EN08 Music Programmer

Limited 90-Day Warranty on Cartridges:

For 90 days from the date of purchase, VideoBrain Computer Company will repair any defect in material or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge post-paid, with sales receipt showing date of purchase, to the VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer Company be liable for any special, incidental or consequential damages resulting from use or possession of the VideoBrain or its accessories. However, some states do not allow the exclusion or limitation of incidental or consequential damages, so that the above limitations or exclusions may not apply to you.

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

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