Leo's 'Lectric Paintbrush™

…with your home computer it transforms the Chalk Board™ PowerPad™ into an artist's palette and transforms your computer system into an artist's canvas—an *electric* sketch pad.

Leo's 'Lectric Paintbrush™

User's Guide

Table of Contents

GETTING STARTED

With Chalk Board's PowerPad™ and Leo's 'Lectric Paintbrush, drawing is exciting. You don't need paints, water or crayons. You don't need scissors or glue. All you need is your imagination. Your finger becomes an electric paint brush. Drawing right on PowerPad, you see the design on your TV screen. You can use Leo's 'Lectric Paintbrush to play with your design and change it. You can save the design on your diskette or cassette. Then you can look at it later or make more changes.

Do not try to begin without reading the Chalk Board PowerPad User's Guide. This guide is part of the PowerPad package. Find the section of the directions that refers to your specific computer.

NOTE: Be sure to unplug your computer and TV before connecting PowerPad with your computer. In order to avoid possible damage to the software cartridge, turn off your computer every time you insert or change cartridges.

The Overlay

Leo's 'Lectric Paintbrush comes with a plastic overlay the size of PowerPad's drawing area. The overlay shows all the ways you can use PowerPad with Leo's 'Lectric Paintbrush. Gently guide the overlay's frame into the groove around PowerPad's work surface. Once in position, the frame snaps easily in place. Next, take a moment to look at this overlay. The twenty-three keys include eight colors and fifteen functions.

The Stylus

Included in the PowerPad package is a stylus. You can use this stylus to draw on PowerPad. It can help you make thinner lines than you can with your finger. If you use any other stylus, be sure that it is not sharp. A sharp point can puncture the PowerPad and cause permanent damage. A plastic or wooden stylus is best.

Like all pointed objects, the stylus must be handled carefully by small children. Please use care to avoid accidents.

The Cartridge

Insert the Leo's 'Lectric Paintbrush cartridge into your computer. Then turn on the computer and your TV. When you do, the Chalk Board display and copyright notice appear. To begin, touch any spot on PowerPad's surface. The screen clears, becoming a deep blue color.

The Sounds of Keys

Touch any one of the color keys. Do you hear a musical note? (If not, turn up your television's volume.) Every time you touch a key on Leo's 'Lectric Paintbrush, you hear a note. This note lets you know that the computer "felt" you press a key.

Colors on Your Television

Colors on a television are not made the same way as paints or crayons. If you aren't seeing colors the way you expect them, you may need to adjust your TV. Leo's 'Lectric Paintbrush may look different on your neighbor's TV than it does on yours. This may be caused by a difference either in your television sets or in your computers" color capabilities. It is not caused by a difference between your cartridge and your neighbor's cartridge.

Activity 1: THE RAINBOW

Clear the screen by touching the **CLEAR** key.

Why not draw a rainbow to see how easy Leo's 'Lectric Paintbrush is to use? The rainbow can have many curves of colors.

Making a <u>GREEN</u> Curve

Start with the bottom curve. Touch **GREEN** on PowerPad. Your finger is now a green paint brush. Begin at the bottom of the drawing area. Use your finger to make a small green curve. This curve is the bottom of the rainbow. Watch the TV screen while you draw. As your finger moves around PowerPad, the design appears on the screen at the same time.

How wide did you make your curve? Play with the curve until it is exactly what you want.

PEN UP

Before you make a mark with PowerPad, do you want to see where the mark will be? Do you want to touch PowerPad without making a mark? **PEN UP** makes this possible. It lets you see your place on the screen without making marks.

Before you make your next curve, you need to position your finger exactly in the spot you want it. Begin to do this by pressing **PEN UP**. Look at the screen. Do you see a little pen point appear? What color is the pen ink? Change the ink color now by pressing a color key.

PEN UP allows you to move your finger around PowerPad without making marks on the screen. Touch the drawing surface. Where does the pen move? What happens if two fingers touch the surface at the same time? Play with **PEN UP** for a few moments by moving your finger across PowerPad's surface.

PEN DOWN

When you find the exact place for your next curve, press **PEN DOWN**. The little pen point disappears. In its place is a small dot. Now you can continue drawing. Try it out.

Changing the Picture

If you want to change one of your curves, paint over it. Now, for example, touch **BLUE** on PowerPad. Your finger becomes "blue paint." Then "paint" over part of your last curve by moving your finger over PowerPad in the same place where you painted that curve. Painting over a picture part with the same color as the background erases that picture part.

Is there a big difference between what you are drawing and what you see? If so, you may be drawing too fast for the computer. Slow down, and try again. How does the speed of your finger affect the line you make?

Making More Curves

Finish drawing the rainbow by adding a yellow curve, a red one, and a purple one. Experiment with different colors or curves. Your curves can be different widths. Watch the TV screen as you use PowerPad to make your rainbow.

Activity 2: NON-COLOR KEYS

BACKGROUND

When you start Leo's 'Lectric Paintbrush, the entire screen is a blue background. Change the background color to another color in this way. Press the **BACKGROUND** key on the PowerPad. Then press the new color you want the background to be.

Try changing the new background color to another color. What happens to an object with the same color as the background?

FILL

Use the **FILL** key to color an object in your picture. For example, add a cloud to your sky. Be sure that you close the cloud so no "rain" can leak out. Notice that the cloud still has the background color.

Begin to change the cloud's color to white by pressing **FILL**. Next, press **WHITE** and touch PowerPad in the middle of the cloud. Did you find the middle of the cloud, or did you fill the background?

You may want to use **PEN UP** and **PEN DOWN** to find the exact spot for filling. For example, try to fill the cloud again. Press **PEN UP**. Then move the pen head to the center of the cloud. Next, press **FILL**, press the color you want to use, and press **PEN DOWN**.

If you use **PEN UP** and **PEN DOWN** to help you fill, be sure that **PEN DOWN** is the last key you press.

Can you think of another way to color in the cloud? You could put your finger on the cloud, press **WHITE**, and then color it in. The **FILL** command does the same thing — only faster and easier.

FILL colors an object until it finds a "wall." If you drew your cloud without one solid line, you already found that out! It works like paint poured into a bucket. If the bucket is solid, the paint stays inside it. If the bucket has a hole in it, the paint leaks out of the hole. When you try to fill an object that you did not draw with a solid line, **FILL** changes every point in the picture until it finds a wall. (You can change the background color this way.) Also, if the object you are filling is a large object, **FILL** takes a few seconds to complete the job. You can pretend you are a magician, slowly changing first one side of the object and then the other. You will hear a "beep" when **FILL** is complete.

FILL and CANCEL

Suppose you begin to fill a large object. In the middle of filling it, you discover it has a hole. You want to stop the filling process right away.

You can interrupt a **FILL** command by pressing the **CANCEL** key. This stops the process. Then you can continue to play with the picture.

9

TO and END

TO and END define objects. *Defining* an object tells the computer the starting point and ending point of the object. Defining the object is like making a cardboard pattern of it. Once you define an object, you can move it or copy it onto other parts of the screen.

Find the TO and END keys on the overlay. The TO key works with the END key. You can use these keys now to make a second cloud. Then you can move the cloud and repeat it in other spots.

First, press TO. This tells the computer you are starting to define the object. Next, draw the second cloud. Once you are finished, press END. This tells the computer you are finished defining the cloud.

MOVE

Since you have defined the second cloud, you now can move it to a new place in the picture. The MOVE key helps you do this. To move an object, press MOVE, touch the object, and touch the new spot for the object.

Begin to move the cloud by touching the MOVE key. Next, touch any part of PowerPad that is part of the cloud. Touching the cloud tells the computer what object you want to move. Finally, touch the new place on PowerPad where you want the cloud. Watch the TV screen while the cloud moves to its new position.

You can use **PEN UP** and **PEN DOWN** to help you move an object. Do this now by trying to move your cloud again.

- Touch **MOVE**.
- Touch **PEN UP** and move the pen head into the middle of the cloud.
- Press **PEN DOWN**. Now you have told the computer what to move.
- Press **PEN UP** again and move the pen head into the new position.
- Press **PEN DOWN**. The computer "erases" the cloud and draws it again in the new spot.

Had you filled the cloud before you moved it? If not, fill it now using the **FILL** key. Try moving it again. Does the cloud move with its white filling? How do you "erase" the first filling?

Sometimes you might move an object to the edge of the screen. For example, you might move your cloud to the far right side of the picture. If there isn't enough room for the computer to draw the entire cloud in that spot, part of the cloud appears in the far **left** of the sky. This action is called *screen wrapping*. You can wrap an object across the sides of the screen or across the top and bottom of the screen.

REPEAT

The **REPEAT** key lets you make a copy of a defined object. Maybe you want more clouds in your sky. You do not need to draw a cloud over and over again. To make a copy of an object, press **REPEAT,** touch the object and touch the new spot where you want to see a copy of the object.

Pressing **CLEAR** and * does two things:

- It tells the computer to "forget" all the **TO**'s and **END**'s you already entered. It "un-defines" all objects.
- By un-defining objects, it frees memory. This lets you define new obects.

Like drawing with a full memory, pressing the **CLEAR** and * keys keeps all your picture's parts on the screen. Objects do not disappear. But you will not be able to move or repeat those objects again.

NOTE: Some computer systems may require a memory expander before you can make full use of all the features of Leo's 'Lectric Paintbrush.

Experimenting

Try playing with the **TO, END, FILL, MOVE** and **REPEAT** keys. Use **PEN UP** and **PEN DOWN** if you want. What happens if you fill an object before you **END** it? Are you able to move it filled? You did not make your rainbow using **TO** and **END**. What happens when you try to move it? What happens when you move a cloud onto the rainbow and off again?

When you try to move or repeat an object that has not been made with a **TO** and an **END**, the computer does not respond. You will not see the object move or repeat. If this happens, go back and re-draw the picture part using **TO** and **END**.

NOTE: The computer's memory won't allow you to use MOVE or REPEAT while defining an object. Do not press these keys while you are drawing an object with TO and END.

CLEAR

You already know how to "erase" part of a picture by coloring over it with the background color. Leo's 'Lectric Paintbrush also gives you a way to clear the entire screen.

NOTE: If you want to keep the picture you have just created, skip to the HOW TO SAVE A PICTURE section of this manual before you try to clear the screen.

You may be working on a picture and decide to start over from the beginning. To clear the screen of all your work, press **CLEAR**. At once, the screen clears. The background color remains the same.

When you press **CLEAR**, PowerPad keeps holding your picture in its memory. It "remembers" the picture you had on the screen.

If you are sure that you want to erase the picture permanently after you have pressed **CLEAR**, press any key except **CANCEL**. **Pressing any key except CANCEL clears the computer's memory.** You see a quick flash of your old picture. Then you see a clear background. You can start to draw a new picture right away.

CLEAR and CANCEL

Suppose after pressing **CLEAR** you change your mind. You want your last picture back. Leo lets you change your mind.

After you clear the screen and **before you press any other key,** you can bring your picture back by pressing **CANCEL.** The **CANCEL** key tells the computer that you want to change your mind. When you press **CANCEL** after a **CLEAR,** you bring the picture out of the computer's memory bank and back onto the screen.

NOTE: When you press CLEAR, you erase all the computer's memory of TO's and END's. You won't be able to move or repeat old picture parts. The memory gauge is empty.

The **CANCEL** key works the same with all non-color keys. It lets you change your mind after you have pressed a command key.

HOW TO SAVE A PICTURE

If you are using a diskette or cassette, you can save your picture. Saving lets you bring your picture back to the screen later. Then you can show it to others. Maybe you will want to make more changes.

Saving a picture on your cassette or diskette involves a few steps:

- First you must name the picture.
- Then you want to complete the PowerLog card that comes with Leo's 'Lectric Paintbrush.
- Finally, you press a series of keys to tell the computer how you want the picture saved.

Naming the Picture

Before you save a picture, you must name it in a special way. You name a picture with one to three colors in any combination. For instance, you can call a picture **RED** or **RED BLUE CYAN.** It is very important that every picture on your diskette or cassette have its own name. Do not use the same name twice on a single diskette or cassette.

PowerLog Cards

Find the PowerLog cards that come with Leo's 'Lectric Paintbrush. Use them to keep a record of all the pictures you have saved on a single diskette or cassette.

The top of each card says **DISK/TAPE Name** _____. In this space write the name of the diskette or cassette that you are using now. For example, you might name the present cassette or diskette "PAINT."

The second line says **SOFTWARE NAME.** This space is for the name of the product you are using. Write "Leo's 'Lectric Paintbrush."

Notice the PowerLog card is divided into three columns. The information for each column is important to help you remember how and where you have saved your pictures.

The first column says "Date." Under that column, write today's date.

The second column is labeled "Name/Mode." In this column write the color name you have given your picture. For example, you can call your rainbow picture "BLACK RED CYAN."

You may want to group your pictures using a system of your own. For example, maybe you could use **BLACK** combinations to name all outdoor pictures.

The third column is labeled "Description." In this column, use a few words to describe your picture. For example, you could write "RAINBOW."

17

SAVE

Be sure that the PowerLog card is complete. Check to see that your cassette or diskette is ready to use. You must have room on the cassette or diskette for the picture.

Press **SAVE** on PowerPad to continue the saving process.

HASHMARK (#) or ASTERISK (∗)

Use the hashmark key (#) or the asterisk key (∗) to tell the computer where to send the picture. If you are using a *diskette*, press #. If you are using a *cassette*, press ∗.

Each time you use Leo's 'Lectric Paintbrush, you may want to save a picture. The first time you save a picture, the computer needs you to tell it if you are using a diskette or cassette. After the first time, it remembers what you are using until you turn the machine off. As you save more pictures, you won't need to press # or ∗ again.

Entering the Picture's Name

In Leo's 'Lectric Paintbrush, you refer to each picture by its own name. This name is the same color combination you wrote on the PowerLog card. For example, to name your rainbow picture, press **BLACK RED CYAN.**

ENTER

Next, find the **ENTER** key on PowerPad. Some keys need an **ENTER** before the key's command can be sent to the computer. In this way, **ENTER** is like a green traffic light. It tells the computer that you have finished giving it an order. You are saying that you want the computer to carry out the order now.

To finish saving your rainbow picture, press **ENTER** now. Your picture leaves the screen for a moment.

The computer makes some noises while it saves the picture. Some computers give you a message while they are saving. The message "...SAVING..." often appears. Notice that while you are saving a picture, it disappears from the screen for a few moments. Then it returns to the screen. After you are finished saving, erase the screen and start a new picture by pressing **CLEAR.**

REMEMBER: To save your picture, use this procedure:

- Complete the PowerLog card.
- Check your disk drive or cassette to be sure it is ready to receive the picture.
- Press **SAVE.**
- If this is the first picture you are saving today, press either the hashmark (#) for a disk drive system, or the asterisk (*) for a cassette system.
- Press the color keys that make up the picture's name.
- Press **ENTER.**

Once you have saved the picture, you have a copy of it that you can bring back onto the screen at any time.

19

HOW TO LOAD A PICTURE

Like the saving process, the loading process has several steps. Before you begin to load, check your PowerLog card for the correct color name of the picture. Also check to see that you are using the correct diskette or cassette. Be sure that your disk drive or your recorder is turned on.

LOAD

Load

The **LOAD** key lets you bring back into the computer's memory a picture you already have saved. Begin the loading process by pressing **LOAD.**

HASHMARK (#) or ASTERISK (∗)

The first time you load a picture, the computer needs to be told if you are using a diskette or cassette system. If you are using a diskette, press #. If you are using a cassette, press ∗.

Entering the Picture's Name

Next, you need to tell the computer the picture's name. Do this by pressing the color keys that make up the picture's name. For example, suppose you saved the rainbow picture, naming it **BLACK RED CYAN.** To load that picture now, press **BLACK RED CYAN.**

ENTER

Like the saving process, the loading process uses an **ENTER** to let the computer know you are finished giving it information. After you have entered the picture's name, press **ENTER** to complete the loading process.

20

The computer makes some sounds while it looks for the picture and loads it into its memory bank. When the computer is finished loading, your picture appears on the screen.

REMEMBER: To save your picture, use this procedure:

• Check your disk drive or cassette to be sure it is ready to send the picture.
• Press **LOAD.**
• If this is the first picture you are loading today, press either the hashmark (#) for a disk drive system, or the asterisk (*) for a cassette system.
• Press the color keys that make up the picture's name.
• Press **ENTER.**

NOTE: Leo's 'Lectric Paintbrush lets you hold only one picture in memory at a time. This means you cannot look at two pictures at the same time. If you are looking at a picture and try to LOAD another picture, the first picture is erased from memory. Be sure that you save the first picture before loading another one. If you don't save it first, you lose it permanently.

Unfound Pictures

Here are a few reasons why the computer may not be able to load your picture:

• You are using the wrong diskette or cassette.
• You told the computer you are using a cassette when you meant to tell it you are using a diskette.
• You are using the wrong picture name.

You must enter the picture's name exactly as you saved it. For example, **BLACK RED CYAN** is *not* the same as **BLACK CYAN RED. BLACK** is not the same as **BLACK BLACK.** If the computer cannot find your picture, two things

21

could happen. First, if you are using a diskette system, your old picture reappears. Second, if you are using a cassette system, the computer searches to the end of the tape. If the picture is not found in the search, you must turn your computer off and start it up again.

Saving a Changed Picture

After you load a picture, you might want to change it. Then you might decide that you want to keep those changes permanently. To do this, you must (re)save the picture.

Decide if you want to keep both the original *and* the changed picture.

• If you want to keep both the original *and* the changed picture, save the changed picture using a different name.

You *cannot* keep two pictures with the same name on the same diskette. If you try to do this, the second picture erases the first one. A cassette allows you to give any number of pictures the same name. However, if you do this, you can severely complicate the loading process. **We suggest you use unique names for each picture on a single diskette or cassette.**

• If you want to keep only the changed picture, save the changed picture using the name of the original picture.

CANCEL

The **CANCEL** key is a way to interrupt all non-color key commands, including **CLEAR**, **SAVE**, or **LOAD**. After you have pressed **CLEAR**, you can press **CANCEL** to return the last picture to the screen. If you have started to save or load a picture *and have not pressed* **ENTER**, you can use the **CANCEL** key to stop the process completely. The **CANCEL** key doesn't interrupt saving or loading if you already have pressed **ENTER**.

You now have used each of the Leo's 'Lectric Paintbrush keys at least once. You are familiar with a variety of ways for making a picture. You can use **TO** and **END** to define special parts. You can fill, move or repeat picture sections. You can save your picture and load it into the computer to look at again.

Leo's 'Lectric Paintbrush offers you many ways of using PowerPad to replace your old sketch pads and coloring books. Use your imagination to experiment with Leo's 'Lectric Paintbrush and PowerPad. We have included in this booklet a section with several activities using Leo's 'Lectric Paintbrush for making pictures that you'll be proud of over and over again.

SAVOR THE FLAVOR

There is nothing like an ice cream cone to make the day seem brighter.

Using **TO** and **END,** draw an ice cream cone by putting a circle (the ice-cream) on top of an upside down triangle (the cone). Be sure you close your lines. Do *not* color the cones.

Next, use the **REPEAT** key to fill the screen with more cones. You might even want to overlap some of them.

Once you have a screen full of cones, go back and **FILL** the circles with different colors. The colors are the ice cream flavors.

How many new "flavors" can you invent? Can you add stripes or dots on top of the colors? Try making peppermint stripes or chocolate chips. Hmmmmm.

THE DISAPPEARING ACT

You can make a design "invisible" by using the same paint color, background color and fill color.

Draw one of your favorite objects. To begin with, make the object something simple like an apple.

What paint color did you use? Change the background color to the paint color. For example, if your original background was blue and your paint brush was red, change the background to red. What does that do to your object?

How do you make your object reappear? Does a new background color change the pen color?

Experiment by drawing a picture with more than one object or with a filled one. What happens when you create the objects using **TO** and **END**? Can you make a picture with different objects "appearing" on the screen each time you change to a different background color?

BODY LANGUAGE

If you haven't tried making a picture of your hand yet, try to make one now. Touch PowerPad with the tips of your four fingers and your thumb. Use your other hand (or a friend) to press **PEN UP.** What happens?

Next, press **PEN DOWN** and touch PowerPad lightly with your elbow or your nose. What does your "nose-print" look like?

Make a design using different body prints. Maybe you can experiment with different colors. Try making prints on top of prints. Change pen colors and background colors to make them appear and disappear.

Make a fist with your right hand. Then, with the knuckle of your thumb pointing up at you, press your fist onto PowerPad. Add some "toes." Does your design look like the footprint of a tiny animal?

What other designs can you make using prints?

THE PERSONAL PENNANT

Everyone likes making banners and pennants. Right? Let Leo's 'Lectric Paintbrush help you design one for your room.

Begin by making a short list of ideas or objects that are important to you. Since the pennant is for your room, include something that stands for *you*. You can use initials, pictures and symbols.

Once you have made your list, begin designing the pennant on PowerPad. You might want to start by sectioning the display into a number of definite areas. Each area then could hold one item on your list.

Another way to design your pennant is to place the most important item on the list in the center of the display. Then draw other items around the center.

Use colors to show your mood or your meaning. What colors do you think of when you are happy? What does it mean to feel blue? What color makes us think of being young or of the earth at springtime?

There is no limit to the number of designs you can make using the same list. Keep experimenting until you have found the one that appeals to you most.

THE PIRATE'S LAP MAP

Here's a new twist for a treasure hunt.

Draw a picture with many different objects, using the eight PowerPad colors. Draw each shape using only one color.

Next, pick one of the objects to be your treasure chest. "Hide" the object by changing the background color. On a piece of paper, draw the object showing both its position and its color.

Let your friends begin the game by guessing objects or asking you to change the background color. You can respond to their guesses by saying "warmer" or "colder."

How many questions does it take them to guess the correct object?

Trade places and try the game again. Can you add clues to make the game easier? Can you make it more difficult by adding more objects? Can you "hide" more than one object at a time?

Invent your own variation of this activity. Maybe you can make it necessary to find several objects in a specific order. Maybe you and your friends can write secret messages or helpful hints and hide them on the screen.

Appendix A: KEY SUMMARY

COLOR

- To change pen colors, press the color you want.
- To change the background color, press **BACKGROUND** and the new color.
- To fill an object with color, press **FILL**, press a color, and touch the object.

PEN UP and PEN DOWN

- To touch PowerPad without making a mark on the screen, press **PEN UP** and move your finger.
- To re-activate the "paint" after you have touched **PEN UP**, touch **PEN DOWN** and continue to draw.

DEFINED OBJECTS

- To begin to define an object, press **TO**. Then draw.
- To finish defining an object, press **END**.
- To move a defined object, press **MOVE**, touch the object you want to move, and then touch the new place you want it. (You may want to use **PEN UP** and **PEN DOWN** to pick your object.)
- To repeat an object, press **REPEAT**, touch the object, and then touch the place where you want the copy to appear. (You may want to use **PEN UP** and **PEN DOWN** to locate your object.)
- To control the display of the memory gauge, press the hashmark (#) key.

CLEARING THE SCREEN

- To clear the screen of the present picture, press **CLEAR**.
- To cancel a **CLEAR** command, press **CANCEL**.

SAVE*

- To save a picture on your diskette or cassette, press **SAVE**.
- To indicate you are using a cassette, press *****.
- To indicate you are using a diskette, press **#**.
- To name a picture, press a series of one to three color keys.
- To execute the saving process, press **ENTER**.

Sequence: SAVE * name ENTER
SAVE # name ENTER

LOAD*

- To load a picture from your diskette or cassette, press **LOAD**.
- To indicate you are using a cassette, press *****.
- To indicate you are using a diskette, press **#**.
- To name a picture, press a series of one to three color keys.
- To execute the loading process, press **ENTER**.

Sequence: LOAD * name ENTER
LOAD # name ENTER

*Chalk Board has built into the **SAVE** and **LOAD** processes a simplified alternative that very small children can use. You may save a **single** picture **without naming it** by pressing **SAVE ENTER**. (If you are using a disk system, this creates a file called ".".) You can use this command if you want to save a particular picture, continue drawing, then load the picture later to show to someone special. When loading the picture, press **LOAD ENTER**.

CANCEL

- To cancel a non-color command, press **CANCEL**.

Appendix B: YOUR COMPUTER AND ITS OPERATING SYSTEM

If you are using a computer system that includes a disk drive, please note the following:

- Diskettes must be initialized and/or formatted before you can use them for saving and loading pictures. Each computer system has its own procedure for this purpose. If you do not know how to initialize or format a diskette, refer to the manual that came with your operating system or disk drive for directions.
- Pictures can be erased or transferred from your diskette by following the procedures for your particular operating system.
- Most diskettes are capable of holding from fifty to seventy-five different pictures, depending upon the amount of detail in the pictures.

Appendix C: REPLACEMENT OVERLAYS

If you accidentally damage the overlay that came with Leo's 'Lectric Paintbrush, replacement overlays are available. Send $6.00 by check or money order, your name and address to:

Customer Support
Chalk Board, Inc.
3772 Pleasantdale Road
Atlanta, Georgia 30340

This $6.00 charge includes $3.00 for the replacement overlay itself, and $3.00 for postage and handling.

INDEX

Vinci, Leonardo da (lē' a nar' dō da vinchē)
1452-1519. Italian painter, sculptor, scientist
and inventor. Often referred to as "The
Renaissance Man."
Leo's 'Lectric Paintbrush (lē' ōz lek' trik pānt
brush) 1983. The newest painting and drawing
tool for today's Renaissance person.

Do you have some ideas or suggestions for
unique ways of using Leo's 'Lectric Paintbrush?
Do you want to know what other people have
been doing with PowerPad and Chalk Board
software? Complete the warranty registration
card that came with this package. Return it to
us (postage free in the United States). We will
place your name on the list of users who receive
our company newsletter. Send us some of your
ideas, and your name also might appear in our
newsletter.

Watch for coming issues, as well as for
new additions to Leonardo's Library of quality
software for the home computer.

Product Design:
Kathy Williams, (author, educational applications)
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Margaret Walsh, (editor)

Package & User's Guide Design:
Taylor & Taylor, Inc./Atlanta, GA

A touch of genius.

11011A

PowerLog™

CHALK BOARD INC.

DISK/TAPE NAME _____

SOFTWARE NAME _____

DATE	NAME/MODE	DESCRIPTION
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Part No. 11004A