

QUIZAM!

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# QUIZAM!™

THE ULTIMATE IN TRIVIA.  
*by Dan Skelton*

♦ interstel

QUIZAM!

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QUIZZER™

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Printed in the United States of America, Earth, Sol System.  
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First Printing, October 1985

Second Printing, August 1986

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**FROM:** International Council on Space Cleanliness  
**TO:** Commander, U.S. Space Shuttle Flight 310-S  
**RE:** Disposal of Dead Satellites

1: As you know, many satellites now orbiting the Earth are no longer functional. However, they occupy critical orbits and need to be replaced by working units. It is your mission to remove eight of these satellites from Earth orbit, dispose of them, then return to Earth.

2: These satellites are equipped with automatic defense systems which hamper their removal. Space ships must supply authorization codes requested by the satellites in order to approach them without danger.

3: The onboard computers of these satellites have also malfunctioned. The satellites are now requesting information which is strange, obscure—even trivial. Normal approach codes are useless.

4: You have been chosen for this mission because your broad range of knowledge is likely to include the information requested by the satellites. This simulator program will prepare you for the mission. The questions contained herein are taken from actual satellite transmissions, so a good performance here should indicate success in the actual flight.

5: Good luck to you, and remember that all of these footnotes to human history were once a part of someone's life.

# I QUIZAM!

## Program Specifications

### The Right Computer Hardware

This game is designed and written for the Commodore 64 Personal Computer in standard configuration with disk drive connected as unit #8; joystick inserted in port #2. If paddle input of answers is desired, the paddle should be inserted in port #1. Instructions for other computers are included on an insert.

### How to Start

Turn on your disk drive, then turn on your computer. Place the PROGRAM DISKETTE in the disk drive. Enter the command

LOAD "\*" ,8,1  
(Press the <RETURN> key)

and the program will automatically load and run itself. After the **Interstel** logo screen, you will see the **QUIZAM!** title screen. Press the <RETURN> key and change any of the options listed below.

| YOUR OPTIONS                  |   |
|-------------------------------|---|
| NUMBER OF PLAYERS (1 TO 8)    | <input type="text" value="1"/>            |
| DIFFICULTY (SHIFT 1 TO 8)     | <input type="text" value="1"/>            |
| GAME LENGTH (L OR S)          | <input type="text" value="LONG"/>         |
| ANSWER QUESTIONS (J, K, OR P) | <input type="text" value="JOYSTICK"/>     |
| GAME BOARD (C= 1 to 8)        | <input type="text" value="ALL BOXED IN"/> |
| PRESS <RETURN> TO BEGIN GAME  |   |

OPTIONS SCREEN

## Number of Players

One to eight players may play. The number of players is selected on the options screen by pressing the numeric key corresponding to the number of players (maximum of 8).

## Difficulty

There are eight levels of difficulty, varying the speed the questions are displayed, the time allowed for answering, and the points awarded for correct answers.

The level of play is selected on the options screen by pressing numeric keys 1-8 for levels of play 1-8 while simultaneously pressing the <SHIFT> key.

Level one is suggested for multi-player game sessions, while a higher level of play is suggested for better players playing solo.

## Game Length

To facilitate multi-player missions, you may choose to play a long game or a short game. In a long game, if you lose your turn while taking a satellite to a disposal station, all satellites currently held will escape back to their orbital positions. However, once a satellite has been disposed successfully, it will never return. In a short game, once a satellite has been captured, it will not escape. This option is available only in multi-player sessions.

To choose the long game, press the <L> key. To choose the short game, press the <S> key.

## Answer Questions

In **QUIZAM!** all questions are multiple choice. The answers to the questions may be selected by using the joystick, keyboard, or paddle.

If you choose to answer questions via *joystick*, an arrow will appear next to each of the four possible answers on the question screen. The direction of the arrow shows the direction you need to push the joystick to select that answer. When you have selected your answer, press the fire button to register your response. To choose this option, press the <J> key.

If you choose to answer questions via *keyboard*, the function keys <F1>, <F3>, <F5>, and <F7> correspond to the four possible answers on the question screen. To select an answer, press the function key which matches your choice. To choose the keyboard option, press the <K> key.

If you choose to answer questions via *paddle*, an arrow will appear next to the four possible answers on the question screen. Rotate the paddle clockwise to move the arrow up, and rotate the paddle counterclockwise to move the arrow down. When you have selected your answer, press the paddle button to register your response. To choose the paddle option, press the <P> key.

The joystick control mode is suggested for multi-player games.

## Game Boards

There are eight unique game boards. They may be selected on the title screen by pressing numeric keys 1-8 while simultaneously holding the COMMODORE key < C\* >. A brief descriptive phrase will appear on the screen, describing the various boards. The higher the board number, the more challenging the game is to play.

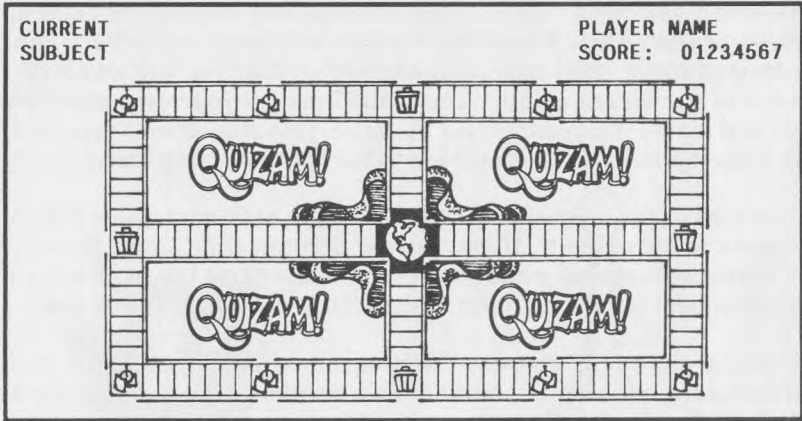
When you have chosen the game options to your satisfaction, press the <RETURN> key to start the game.

## Special Keys

The **QUIZAM!** music can be stopped at any time by pressing the <RUN/STOP> key. To resume the music, press the <RUN/STOP> key again.


To restart **QUIZAM!** at any time, press the RESTORE key. This will return you to the **QUIZAM!** title screen.





GAME BOARD (#1)

Each player begins play in the center of the screen, on the rotating globe. Since the player has accumulated no movement points, he must immediately press the joystick fire button to begin gameplay.

|   |                                |
|---|--------------------------------|
| THE QUESTION WILL APPEAR HERE.  |                                |
| ANSWER #1   |                                |
| ➔   | ANSWER #2 IS CORRECT           |
| ANSWER #3   |                                |
| ANSWER #4   |                                |
| PLEASE MOVE 6 SPACES. MOVE THE JOYSTICK TO RETURN TO THE GAME BOARD                 |                                |
|  |                                |
| CURRENT<br>SUBJECT  | PLAYER NAME<br>SCORE: 01234567 |

QUESTION SCREEN

Next, the question screen will appear. Answer the multiple choice question using the method chosen on the option screen. A shrinking colored bar at the bottom of the screen indicates how long you have to answer the question.

How quickly you answer the question determines how far you must move when you return to the game board, and therein lies the major strategy of **QUIZAM!**. Count the number of spaces you need to land on the desired space, then time your answer so that you are awarded that number of movement points. Your **MUST** use all your movement points when you move. You cannot, for instance, just stop after 3 spaces if you have 6 movement points. You have to move the full 6 spaces.

The colored bar is segmented into a rainbow, with each color indicating one space of movement. If you answer the question immediately, you may move eight spaces when you return to the game board. Each time a color disappears, movement for a correct answer decreases by one.

If a wrong answer is chosen, the program will let you know with an appropriately obnoxious sound. The rainbow bar will continue to shrink, and you will not be permitted to try another answer until the sound ends. This gives you a maximum of two tries for each question.

When you choose a correct answer, the rainbow bar will rapidly disappear and points will be awarded as the bar shrinks. The program will calculate the movement points based on the speed of your answer (the number of colored segments left), and display that information on the screen below the four answers.

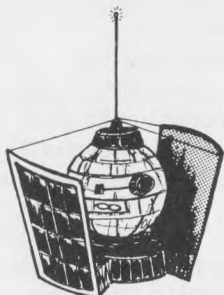
If you have entered your answers via joystick, move your joystick in any direction to return to the game board screen; if entering via keyboard, press any key; and if entering via paddle, press the paddle fire button.

You must then use the joystick to move your piece along the orbital paths of the game board as far as your correct answer allows. When you have reached the limit of your movement, press the joystick fire button to receive another question. Your turn will continue until you completely miss a question.

Each space on the game board is colored and each color represents a different question subject. There are eight subjects on each question diskette (side), and 85 possible questions in each subject. The subject for the space you occupy is always displayed at the upper left of the game board screen and at the lower left of the question screen.

There are eight satellites on the game board, in orbit around the Earth. They must all be captured and disposed of to win the game. To capture a satellite, you must land directly on the satellite, then answer its question correctly.

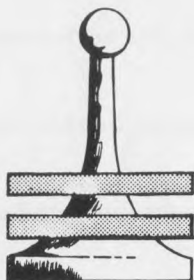
When you capture a satellite, a colored line will fall over your playing piece representing the captured satellite. To be awarded the satellite, you must take it to a disposal station (any gray square with a garbage can on it) located along the orbital paths, and there answer a random question .



**SATELLITE**  
**(Level One)**



**GAME PIECE**



**GAME PIECE**  
**(With Two Satellites)**



**DISPOSAL STATION**

After you have captured all of your satellites, you must return your playing piece to the Earth and answer a random question to accomplish your mission.

The player who accomplishes his mission first wins the game. A fanfare will sound announcing the game winner, then the player names and scores will appear in order so that individual performance can be compared. If you have been playing solo, the level of play will advance and the next game board in sequence will be selected. You can continue to play for as long as you want.

## Subjects

The following subjects are included with your original **QUIZAM!** game package.

### **FUN FACTS EDITION**

(Sides one and two of the QUESTION diskette)

- ▶ 15-Minute Celebrities (Yellow) – Andy Warhol once said, “In the future, everybody will be famous for exactly 15 minutes.” In that spirit, this category includes people, places, and events whose fame was very short-lived.
- ▶ Sports and Games (Blue) – Anything we humans do simply for the fun of it can be found here, from great athletes and their greatest moments to board, video, and card games.
- ▶ Popular Culture (White) – Fads, advertising slogans, comic books, etc. In short, anything you didn’t want your parents to catch you paying attention to.
- ▶ Television (Purple) – Television shows and the performers who made them “memorable.”
- ▶ Potpourri (Red) – Any tiny fact is fair game in this catch-all category.
- ▶ Publications (Green) – Books, newspapers, magazines, and writers, from the semi-classic to the frivolous.
- ▶ Music (Orange) – Popular recorded music and the artists who make the whole world sing.
- ▶ Movies (Cyan) – Anything on film can be found in this category, from the classics to the turkeys.

### **SCHOOL DAYS EDITION**

(Side two of the PROGRAM diskette)

- ▶ History (Yellow) – Historical events, people, places, and dates.
- ▶ Vocabulary (Blue) – Words and their definitions.

- ▶ Art (White) – Great paintings, sculpture, and the artists who created them.
- ▶ Physical Science (Purple) – Scientific questions on physics, chemistry, geology, astronomy and meteorology.
- ▶ Geography (Red) – Places of the world and the people who inhabit them.
- ▶ Literature (Green) – Great books, plays, and their authors.
- ▶ Music (Orange) – Music, musicians, and musical terms, with emphasis on classical works.
- ▶ Life Science (Cyan) – Scientific questions on biology, ecology, sociology, and psychology.

## Some Tips on Playing the Game

Before you go to the question screen, count the number of spaces you need to land on the space you want.

If you are near several important spaces, keep in mind several desirable moves. That way, if you miss a question on your first guess, you may still have an excellent move on your second guess. This is especially important on game board #5, where its wrap-around feature allows you several good moves from a single point near the edge of the board.

Control your ego. It is hard not to hit the right answer if you know it immediately, but you should hold back until you get just the movement factor you desire. This is especially important on game boards seven and eight.

You will not see a question repeated until you have completely seen all 85 questions available on a given subject. If you do start seeing repeats during the course of a game, you may insert another question diskette while you are on the game board screen. The program will begin using the new diskette for questions. It is suggested that you stick with the same types of questions if you switch diskettes, as the program will not read the subject descriptions from a new diskette. For such an eventuality, the "Fun Facts" diskette provided with the game has two sides (1,360 questions) on the same categories.

## II QUIZZER

### THE QUESTION-MAKING PROGRAM

An exclusive feature of **QUIZAM!** is the ability to make your own question diskettes with **QUIZZER**, the question-making program.

#### The Right Computer Hardware

This game feature is written for the Commodore 64 Personal Computer in standard configuration with disk drive connected as unit #8; for hardcopy, the printer should be connected as unit #4. Instructions for other computers are included on an insert.

#### How to Start

Turn on your disk drive and printer, then turn on your computer. Place the PROGRAM DISKETTE in the disk drive. Enter the command

```
LOAD "QUIZZER",8,1  
(Press the <RETURN> key)
```

and the program will automatically load and run itself.

After the **Interstel** logo screen disappears, you will be asked to insert the diskette on which you plan to work. This diskette will be written upon, so be sure that you choose a blank diskette. Once you have started entering questions on it (which will probably take more than one session) be sure to label your diskette.

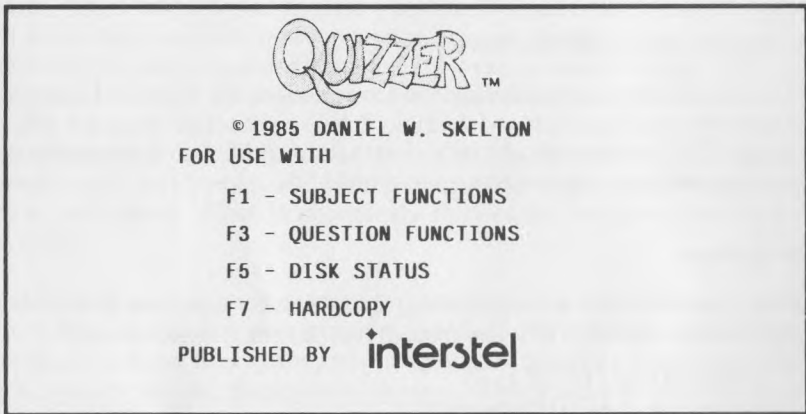
**QUIZZER** will not work on a completely blank diskette fresh from the box. Before running this program, you must initialize the question diskette by using the "NØ" command. This erases all information on the diskette. To initialize the diskette that you have chosen for the new questions, enter the following commands.

```
OPEN 15,8,15  
(Press the <RETURN> key)  
PRINT#15,"NØ:QUESTIONS,QZ"  
(Press the <RETURN> key)  
CLOSE 15  
(Press the <RETURN> key)
```

This command, while short, is not quick. You will have to wait about 90 seconds (until the red light on your diskette drive goes off) before you can use this diskette.

The program will read certain header information from the diskette, including the names of the subjects contained on this diskette and counters describing how full this diskette is.

Next, you will see the QUIZZER main menu. You will have the options listed below.



#### MAIN MENU

### Subject Functions

This option allows you to specify the subjects about which you will input your questions, modify existing subject names, and write the subjects to diskette. Press the <F1> key to select this option.

### Question Functions

This option allows you to enter entirely new questions, read questions from diskette, modify questions, and write questions to diskette. Press the <F3> key to select this option.

### Disk Status

This option allows you to obtain a graphic representation of the question diskette you are working on, highlighting the number of questions entered for the various subjects. Press the <F5> key to select this option.

## Hardcopy

This option allows you to obtain a printout of selected questions from your diskette, so that you may proofread them at your leisure. Press the <F7> key to select this option.

## Entering Your Subjects

If you have selected the Subject Function (<F1> on the main menu), you will see this screen:

|                         |                         |
|-------------------------|-------------------------|
| 1: <input type="text"/> | 5: <input type="text"/> |
| 2: <input type="text"/> | 6: <input type="text"/> |
| 3: <input type="text"/> | 7: <input type="text"/> |
| 4: <input type="text"/> | 8: <input type="text"/> |

F1 - RE-READ SUBJECTS FROM DISK  
F3 - WRITE THESE SUBJECTS TO DISK  
F7 - RETURN TO MAIN MENU

### SUBJECT SCREEN

There are eight possible subjects from which questions may be asked on one question diskette. The eight subjects read from diskette will appear in the eight rectangular boxes near the top of the screen. The first time you use a diskette, these eight boxes will be blank. You must enter the subject names about which you wish to ask questions.

The cursor controls at the lower right of your computer keyboard are active, so you may use them to easily zip around the eight subject names. When you have entered the subjects to your satisfaction, press the <F3> key to write the subject names to diskette.

If you have worked on this diskette previously, the subject names you chose during your last session will appear in these boxes. You may use this screen to modify the subject names, then re-write them back to diskette by pressing the <F3> key.

If you decide that you do not like the new subjects you have chosen but have not yet written to the diskette, and would like to return to the subjects last stored, press the <F1> key. This will re-read the existing subjects from the diskette, and replace those you have typed in.

When you are satisfied with your subject names, press the <F7> key to return to the main menu.

The <F5> key has no function on this screen.

## Entering Your Questions

If you have chosen the Question function (<F3> on the main menu), you will see this screen:

|   |             |
|---|-------------|
| THE QUESTION IS ENTERED HERE  |             |
| ⌘ = F1 ANSWER #1 IS CORRECT   |             |
| ⌘ = F3  | ANSWER #2   |
| ⌘ = F5  | ANSWER #3   |
| ⌘ = F7  | ANSWER #4   |
| F1 - READ A SPECIFIC QUESTION FROM DISK<br>F3 - RE-WRITE THIS QUESTION BACK TO DISK<br>F5 - ADD AS A NEW QUESTION TO THE DISK<br>F7 - RETURN TO MAIN MENU |             |
| SUBJECT   | QUESTION 01 |

QUESTION SCREEN

When you initially see this screen, the box near the top of the screen will be blank. This box will contain the questions that you will write.

At the lower left of the screen, you will initially see SUBJECT #1 as entered on the SUBJECT screen. To select any subject, press keys 1-8 while simultaneously holding down the Commodore key < ⌘ >. The name of the subject you choose will appear at the lower left of the screen.

There are 85 possible questions per subject. At the lower right of the screen, you will initially see the next number in sequence for the subject chosen. To change the number of the question on which you are working, press the keys 1-0 while holding down the <CTRL> key. The cursor controls and <DELETE> key are active for the question number while you hold down the <CTRL> key.

You may specify a subject and question number, then read that specific question from diskette. This is handy to correct errors discovered while proofreading. Once you have selected the subject and question as described above, press the <F1> key to read that question from diskette.

Whether you have read a question from diskette or are simply creating a new question, the cursor controls are active to allow you to type in your questions. The <CLEAR>, <HOME>, <INSERT>, and <DELETE> keys also perform their usual functions. Simply type in your question free-form until you are satisfied with its appearance.

When you initially see this screen, answer #1 will be highlighted, signifying that answer #1 is considered to be the correct answer to the question. To choose another answer as correct, simply press either the <F1>, <F3>, <F5>, or <F7> keys while simultaneously holding down the Commodore key < C >.

When you are happy with your question, you have one of two ways to write it to diskette. If you have been editing an existing question, you may re-write that question to the same area on diskette by pressing the <F3> key. If you wish to write this question to another area than the one from which it was read, you may modify the question subject or number as described above, then choose this option. This allows you to copy questions around on diskette, even from subject to subject to correct mistakes. However, this method will not keep track of how many questions you have created on a particular subject.

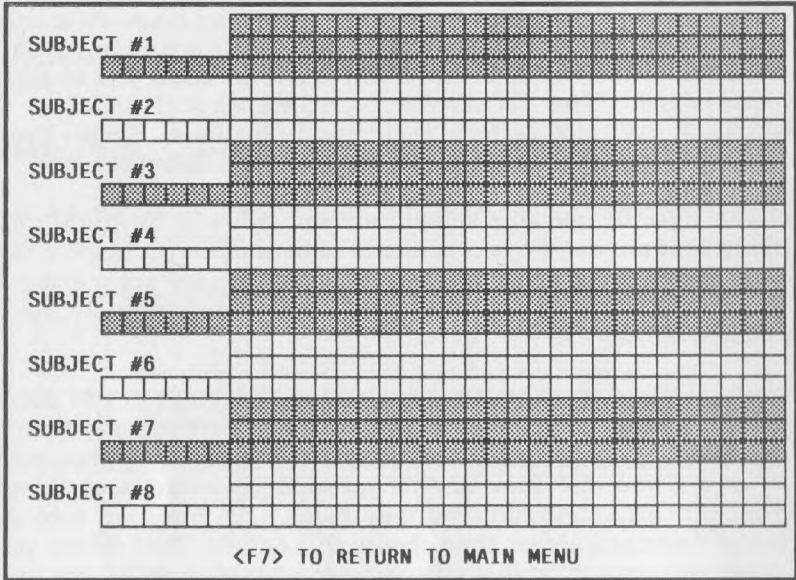
If you have been creating a new question, you can add it to disk by pressing the <F5> key. This not only writes the specific question to disk, but also keeps track of how many questions there are on disk for a particular subject. One handy aspect of this feature is that you can read a specified question from disk, modify it, then add it back to disk as if a new question. This way, questions which have similar content may be copied, modified, and added to create entirely new questions.

When you have completely filled a subject with questions, the program will not allow you to add any more questions on that subject. However, if you are unhappy with a question and wish to replace it with an entirely new one, use the <F3> option to write that question to diskette without updating the question counters.

When you have finished a session of question editing, press the <F7> key to return to the main menu.

## Status of Your Question Diskette

If you have chosen the Disk Status function (<F5> on the main menu), you will see this screen:



DISKETTE STATUS SCREEN

This screen is provided for informational purposes only, and requires no input from you. The eight subjects will appear on the screen, with a bar-graph representation of the questions entered per subject. The area representing questions that have been entered will be highlighted in color, while the area representing questions remaining to be entered will be left black. This provides a quick, intuitive method for examining your progress in creating a diskette.

When you have examined this screen to your satisfaction, press the <F7> key to return to the main menu.

Function keys <F1>, <F3>, and <F5> have no purpose on this screen.

## Obtaining a Hardcopy (Printout) of Your Questions

If you have chosen the Harcopy function (<F7> on the main menu) you will see this screen:

PRESS RETURN KEY TO START PRINTING

F1 - PRINT ONE QUESTION   

F3 - PRINT A RANGE OF QUESTIONS

BEGIN       END

F5 - PRINT ALL QUESTIONS ON THIS SUBJECT

F7 - RETURN TO MAIN MENU

SUBJECT:

XXXX

HARDCOPY SCREEN

Initially "F1" will be in reverse video on the screen. To select any one of these options, press the appropriate function key. When that function key appears in reverse video, you have chosen that option.

When you initially see this screen, SUBJECT #1 as entered on the SUBJECT screen will appear at the lower left of the screen. To specify any subject for printing, press numeric keys 1-8 while simultaneously holding down the Commodore key < C >.

To print out a single question, press the <F1> key. With <F1> selected, the cursor controls will be active to allow you to specify the question number to be printed.

To print out a range of questions on a single subject, press the <F3> key. With <F3> selected, the cursor controls will be active to allow you to specify the beginning question and the ending question to be printed. The starting number must be lower than the ending number, and the ending number must be 85 or less.

To print out all questions entered so far on a single subject, press the <F5> key. There is no additional input required from you, as the program will automatically print question one through the last question entered.

When you have selected the hardcopy options to your satisfaction, press the <RETURN> key to begin printing.

To stop the printout at any point, press the <RUN/STOP> key. Hold it down until the printing stops.

When you have completed obtaining your hardcopy, press the <F7> key to return to the main menu.

**\*\*\*\* NOTE \*\*\*\***

The question diskettes provided to you by **Interstel** have been locked. You will not be able to read, modify, or obtain a printout of their questions.

## Writing Your Own Questions for Fun and Profit — Some Hints

In choosing your subjects, it is a good idea to plan the occurrence of subjects of a similar nature opposite each other on the game board. This will make the game board more interesting to play. To do this, place such subjects next to each other on the SUBJECT screen. For instance, if subject #1 is "MOVIES," make "TELEVISION" subject #5.

It is recommended that you write down your questions on paper prior to entering them using this program. This will help you avoid repeats of questions, and help you vary the correct answers.

Try to vary the position of the correct answers throughout the course of a subject, so that no one answer number predominates. The easiest way to do this is to write your questions down prior to entering them.

Do not simply go to a trivia book or a trivia game and take its questions wholesale. The questions provided with **QUIZAM!** have been researched from a number of sources, primarily reference books on various subjects. It is much more fun to think up a really good question yourself than to rehash a question somebody else has already written. Be creative! If it is an interesting fact, write a question about it.

The wrong answers are as important to the game as the right answers (and probably more fun to write). Try to think of really creative wrong answers to confuse the player. And if you can, include some answers that will make the player laugh.

Vary the length of your questions, but avoid the really short ones. If your question can be asked in only a word or two, or if your answers consist of one letter, try to add a few words here and there to give the player a chance to digest the information and come up with the correct answer.

One type of question possible in this game is the "Which of the following does not . . ." variety. If you can think of three things which have some aspect in common, ask that question with the correct answer being the odd man out.

Avoid hyphenating words. Keep in mind how the question appears on-screen, making the layout of each question as readable as possible. If you have any doubts about how you are doing, simply play the game; you can play a partially-filled question diskette!

One thing you might like to try is to make a question diskette about topics of personal interest to you. Make up a question set about your family and friends, then surprise them with trivia questions they would never expect to see in a commercial game. This is especially appropriate for festive occasions such as holidays or birthdays.

## Interstel PRODUCT WARRANTY

The diskette on which your **Interstel** program is recorded is warranted to be free of defects in materials and workmanship under normal use for a period of one year from the date of purchase.

This warranty applies only to the original purchaser and only to the purchased diskette(s), not to the software or information encoded on it.

## PRODUCT REPLACEMENT

**Interstel** will replace your purchased diskette(s) free of charge if it proves defective during the warranty period only. In order to receive warranty replacement, you must send in the defective diskette and have registered your product with **Interstel**, or provide proof of purchase AND the registration card with your claim. Photocopies or similar reproductions of purchase receipts or the registration card will NOT be accepted as proof of purchase. After the warranty period, replacement diskettes cost \$5 each.

## PRODUCT UPDATE PLAN

This plan allows you to purchase any enhanced version of your **Interstel** product at either a special reduced price or free of charge (depending on the extent of the enhancements).

**Interstel** may periodically release new versions of products, incorporating new or improved features. When a new version of a product becomes available, registered product owners will be informed via a product update notice. This notice will detail the enhancements available in the updated version, the product costs, and ordering information.

## PRODUCT REGISTRATION

To take advantage of **Interstel**'s warranty and Product Update Plan, you must first register your product with **Interstel**. The product registration card is included with this manual. We encourage you to complete the card and mail it promptly.

Product registration gives you the following benefits:

1. **Interstel** Product Replacement allows you free replacement of any defective purchased diskette(s) during the warranty period only.
2. **Interstel** Product Update Plan allows you to purchase new versions of your product as they are released, at little or no cost.
3. As a registered product owner, you will be informed of new and updated software releases by **Interstel**, including the new **QUIZAM!** question diskettes.