

Tanjali™

COPYRIGHT © 1981 STRAWBERRY SOFTWARE, INC.
ALL RIGHTS RESERVED

A Product of



The Software Guild

SYSTEM REQUIREMENTS

TRS-80® Color Computer • Extended BASIC
Cassette Player

PACKAGE CONTENTS

Tanjali Game Cassette
Instruction Booklet
Warranty Card

OVERVIEW

Tired of blasting aliens into oblivion? Give your trigger finger a rest and exercise your mind instead. **Tanjali** is so simple that it takes less than a minute to learn—yet it may take you a lifetime to master. And because it is suitable for all ages, the whole family can play. **Tanjali** is the ultimate test of your ability to perceive the world as it truly exists.

GETTING STARTED

To start **Tanjali**, follow these steps (this is called "booting"):

1. Turn the power switch on the left rear of your computer to the on position. Also switch on your color monitor.
2. Insert the **Tanjali** cassette into your player with the label side up. Completely rewind the tape.
3. Run the tape forward to the end of the leader, using "fast forward."
4. Type *CLOAD* on the keyboard and press <ENTER>.
5. Press the "play" button on your cassette player.
6. Wait until you see *OK* appear on the upper left hand corner of your screen. This may take a moment so be patient. While the program is loading you will see a blinking letter and the program title in the upper left corner of your screen.
7. Finally, type *RUN* on the keyboard and press <ENTER>.

You will now see the **Tanjali** title, and Option Table appear on the screen. If you don't, please try steps 2 through 7 again.

The volume control on your cassette recorder should normally be set at five. However, if you find that you are having trouble loading your cassette program, you may need to readjust the volume control to a different level.

WARNING: This software and its manual are both protected by U.S. copyright law (Title 17 United States Code). Unauthorized reproduction and/or sales of the software and its manual may result in imprisonment of up to one year and fines of up to \$10,000 (17 USC 506). In addition, copyright infringers may also be subject to civil liability.

Tanjali Manual v.2

April 1983

Edited by The Software Guild, Inc.

TRS-80 is a trademark of Tandy Corporation.

Softsmith is a trademark of Softsmith Corporation.

The Software Guild is a trademark of The Software Guild, Inc.

ABOUT TANJALI

Tanjali has been designed to depend upon the right hemisphere of the brain. This hemisphere has been shown to control "intuitive and spatial" functions. In order to score well in **Tanjali**, the analytical functions of the brain should be suppressed. Thus, the secret is not to try—but simply to allow the Answer to register in an intuitive sense. Although everyone has this capacity, it is often undeveloped as a result of our training.

Because intuitive perception is a rapid process, there is a heavy penalty applied to long viewing times. You will not be able to score well if you attempt to memorize the Answer.

HOW TO PLAY TANJALI

Tanjali is simple to play—but not to master. After "booting" the program you will be presented with an Option Table. You will need to select from three playing modes (novice, expert or genius) by typing in the appropriate number. Next, choose the viewing time from fast (9) to slow (1). Now you're ready to play. Just follow these steps:

1. **Tanjali** first presents you with the Answer.

A three by three grid of colored circles, squares and triangles will appear. The length of time during which it remains on the screen is predetermined by you when you select the viewing time.

2. **Tanjali** next presents the Question.

The Answer grid will disappear and a question grid will form. Wait until a blinking star appears in the first frame. Press <Y> if the figure is the same as it was in the Answer grid and <N> if it is not. If you're correct the figure will remain; if incorrect it will disappear. Follow the blinking star and answer each frame in turn. At the end, a scoring column will graph your success.

3. Repeat the cycle.

Press <ENTER> to move to the next answer grid. A full game consists of eight sets of questions and answers. At the end of the game, an absolute numerical score will be assigned. This score will be weighted for viewing time.

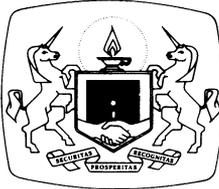
WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacements of damaged cassettes.

If you have problems running your program, please contact The Software Guild Service Department by calling 1 (800) 341-4000.

The Software Guild, Inc.
Customer Service
2935 Whipple Road
Union City, CA 94587

**LIMITED WARRANTY
OF USER-REGISTERED
AND LICENSED SOFTWARE PRODUCTS
MANUFACTURED OR DISTRIBUTED BY
THE SOFTWARE GUILD, INC.**



THIS WARRANTY IS NOT EFFECTIVE UNLESS THE USER-REGISTRATION CARD IS RETURNED TO SOFTWARE GUILD INC. WITHIN FIFTEEN (15) DAYS OF PURCHASE. SOME STATES MAY NOT ALLOW THIS LIMITATION, SO THIS CONDITION MAY NOT APPLY TO YOU.

The Software Guild Inc. (Guild) guarantees the accompanying software product to be free from defects in materials and workmanship, for a period of three months. "Software product" shall be defined to include the documentation and media (ie. magnetic disk, cassette etc.), as well as the program recorded thereon.

Do Not use Tanjali
tape!!

It has a flaw.

DE

Should the software product be found defective in materials or workmanship during the three month guarantee period, Guild or retailer will promptly replace product free of charge. THIS WARRANTY IS CONDITIONED AND LIMITED BY THE FOLLOWING PROVISIONS:

1) THIS WARRANTY SHALL APPLY ONLY TO THE ORIGINAL CONSUMER-PURCHASER AND SHALL NOT BE APPLICABLE TO ANY SUBSEQUENT TRANSFEREES.

2) THIS WARRANTY SHALL APPLY ONLY TO DEFECTS IN MATERIAL AND WORKMANSHIP AND IS LIMITED TO SUCH DEFECTS ARISING IN THE COURSE OF NORMAL USE, SERVICE, AND STORAGE CONDITIONS. FURTHERMORE, GUILD MAKES NO WARRANTY OR GUARANTEE TO REPLACE ANY PRODUCT WHICH HAS BEEN ACCIDENTALLY DAMAGED OR SUBJECTED TO ABUSE, MISHANDLING OR MISAPPLICATION. NOR SHALL SAID WARRANTY OR GUARANTEE APPLY WHERE PURCHASER HAS ATTEMPTED TO USE THE SOFTWARE PRODUCT CONTRARY TO THE TERMS OF THE USER LICENSE OR THE INSTRUCTIONS SET FORTH IN THE DOCUMENTATION OR CATALOGUE DESCRIPTION OF THE PRODUCT.

3) PURCHASER SHALL RETURN ANY DEFECTIVE SOFTWARE PRODUCT TO EITHER THE AUTHORIZED DEALER OR RETAILER, FROM WHOM THE PRODUCT WAS PURCHASED, OR TO SOFTWARE GUILD INC. PURCHASER SHALL BEAR THE EXPENSE OF RETURNING DEFECTIVE PRODUCT.

4) GUILD SHALL NOT BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES ARISING FROM USE OF A DEFECTIVE SOFTWARE PRODUCT. IN VIEW OF THE UNFORSEEABLE NATURE AND EXTENT OF POSSIBLE LOSS RESULTING FROM USE OF A DEFECTIVE SOFTWARE PRODUCT, UNDER THE TERMS OF THIS WARRANTY, PURCHASER'S EXCLUSIVE REMEDY SHALL BE LIMITED TO THE REPLACEMENT OF THE SOFTWARE PRODUCT OR THE PURCHASE PRICE THEREOF, AT GUILD'S OPTION. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

5) ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED IN DURATION TO THE PERIOD OF NINETY (90) DAYS FROM THE DATE OF DELIVERY.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

**THE SOFTWARE GUILD, INC.
24213 CLAWITER RD.
HAYWARD, CALIFORNIA 94545**

Softsmith™

OVERVIEW

Tanjali™



COPYRIGHT © 1981 STRAWBERRY SOFTWARE, INC.

Tired of blasting aliens into oblivion? Give your trigger finger a rest and exercise your mind instead. Tanjali is so simple that it takes less than a minute to learn — yet it may take you a lifetime to master. And because it is suitable for all ages, the whole family can play. Tanjali is the ultimate test of your ability to perceive the world as it truly exists.

SEE DEALER FOR COPY OF WARRANTY