

PHILIPS VIDEOPAC

15

Morse



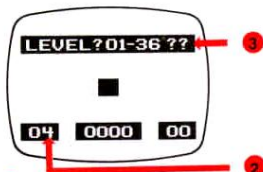
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As a beginner you are advised to choose the lowest speed.

Press

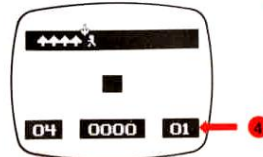


2 The computer confirms that you have chosen the slowest speed of four words per minute.

3 The computer now wants to know which level you want and offers you a choice of 1 to 36. This means that you can start with one character or with all characters of the alphabet plus the figures 0 to 9.

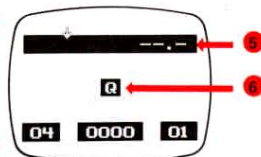
It is up to you of course, but assuming you are a beginner it certainly is advisable to start the easy way....

Press



4 The computer has registered the fact that you have chosen the "01" level. You will now hear the Morse signal for "Q" (--- · · ·). You are supposed to press the corresponding

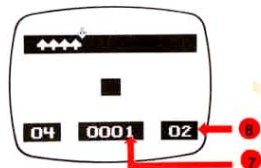
key, immediately after hearing the Morse signal. Since you are a novice yet we will assume that you do not recognise the signal. In that case the computer will help out.



5 The computer will show the Morse signal and....

6 The character it represents.

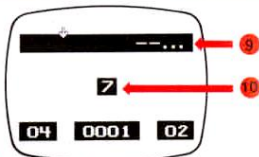
Now press



7 The computer confirms that you have properly responded to your first Morse signal by keying in the "Q".

8 Since it would be too simple to stick to the one signal, the computer immediately introduces the second signal: - - - · · ·

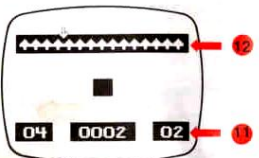
You don't know the signal of course and the computer will help out.....



9 The signal is repeated while it appears, graphically, in dashes and dots.

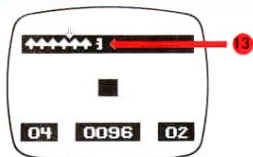
10 At the same time the computer tells you it is the Morse signal for figure 7.

Press

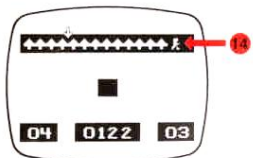


11 The computer confirms that you have now recognised 2 Morse signals.

12 You see that after hearing the second Morse signal, the top of your screen is suddenly filled with a complete forest of trees. It is up to you now to chop those trees down. You can only do that by pressing the corresponding key each time you hear a Morse signal. Relatively simple yet because in this stage the computer concentrates entirely on "Q" and "7". Your little man will reappear and take down one tree, every time you have responded correctly to ten subsequent Morse signals.



13 You have done well. The little man approaches the arrow and has succeeded in removing 10 of those trees.



14 The computer is satisfied with your progress and introduces the third character. It means that you have to work your way through the entire forest again.

Your third character is the "Z".

The characters and figures are introduced in the following sequence:

1	Q	██
2	7	██
3	Z	██
4	G	██
5	0(zero)	██
6	9	██
7	8	██
8	O	██
9	1	██
10	J	██
11	P	██
12	W	██
13	L	██
14	R	██

15	A	██
16	M	██
17	6	██
18	B	██
19	X	██
20	D	██
21	Y	██
22	C	██
23	K	██
24	N	██
25	2	██
26	3	██
27	F	██
28	U	██
29	4	██
30	5	██
31	V	██
32	H	██
33	S	██
34	I	██
35	T	██
36	E	██

The end of a lesson

Each lesson in your Videopac Morse course takes about ten minutes. After that the computer will stop.

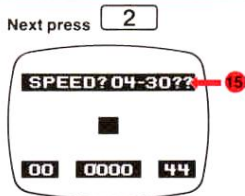
Start of your next lesson

When you want to start your next lesson, first press RESET and follow the original procedure.

Let us assume you reached level four during your first lesson. In that case you simply press key "0" and "4" when the computer asks which level you want. Your new lesson will then start where you left off.

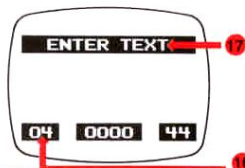
2. Transposing characters and figures into Morse code

First press RESET



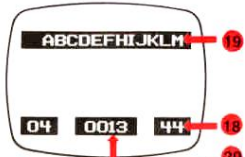
15 First select the speed. Here again you can choose any speed between 4 and 30 words per minute. Let us assume again you choose the slowest speed.

Press and



16 The computer has registered the fact that you have selected speed four.

17 You may now start your exercise by keying in any character or figure you want.



18 As we mentioned in the general introduction, the Videopac Morse programme also recognises some of other Morse signals, commonly used:

Ask your dealer about the other Videopac cartridges that have been issued so far:

- | | |
|----------------------------|--|
| 1. Race | 22. Space Monster |
| Spin-out | 23. Las Vegas Gambling |
| Cryptogram | 24. Flipper Game |
| 2. Pairs | 25. Skiing |
| Space rendezvous | 26. Basket Game |
| Logic | 27. Electronic Table Football |
| 3. American Football | 28. Electronic Volleyball |
| 4. Air-sea war | 29. Dam Buster |
| Battle | 30. Battlefield |
| 5. Blackjack | 31. Musician |
| 6. Tenpin Bowling | 32. Labyrinth Game |
| Basketball | Supermind |
| 7. Mathematician | 33. Jumping Acrobats |
| Echo | 34. Satellite Attack |
| 8. Baseball | 35. Electronic Billiards |
| 9. Computer Programmer | 36. Electronic Soccer |
| 10. Golf | Electronic Ice Hockey |
| 11. Cosmic Conflict | 37. Monkeyshines |
| 12. Take the Money and Run | 38. Munchkin |
| 13. Playschool Math | 39. Freedom Fighters |
| 14. Gunfighter | 40. 4 in 1 Row |
| 15. Samurai | 41. Conquest of the World |
| 16. Depth Charge | 42. Quest for the Rings |
| Marksman | 43. Pickaxe Pete |
| 17. Chinese Logic | 44. Crazy Chase |
| 18. Laser War | 45. Morse |
| 19. Catch the Ball | 46. The Great Wall Street Fortune Hunt |
| Noughts and Crosses | 47. The Mousing Cat |
| 20. Stone Sling | C7010. Chess module |
| 21. Secret of the Pharaohs | A. Newscaster |

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