



Car Builder™

00000005

\$39.95

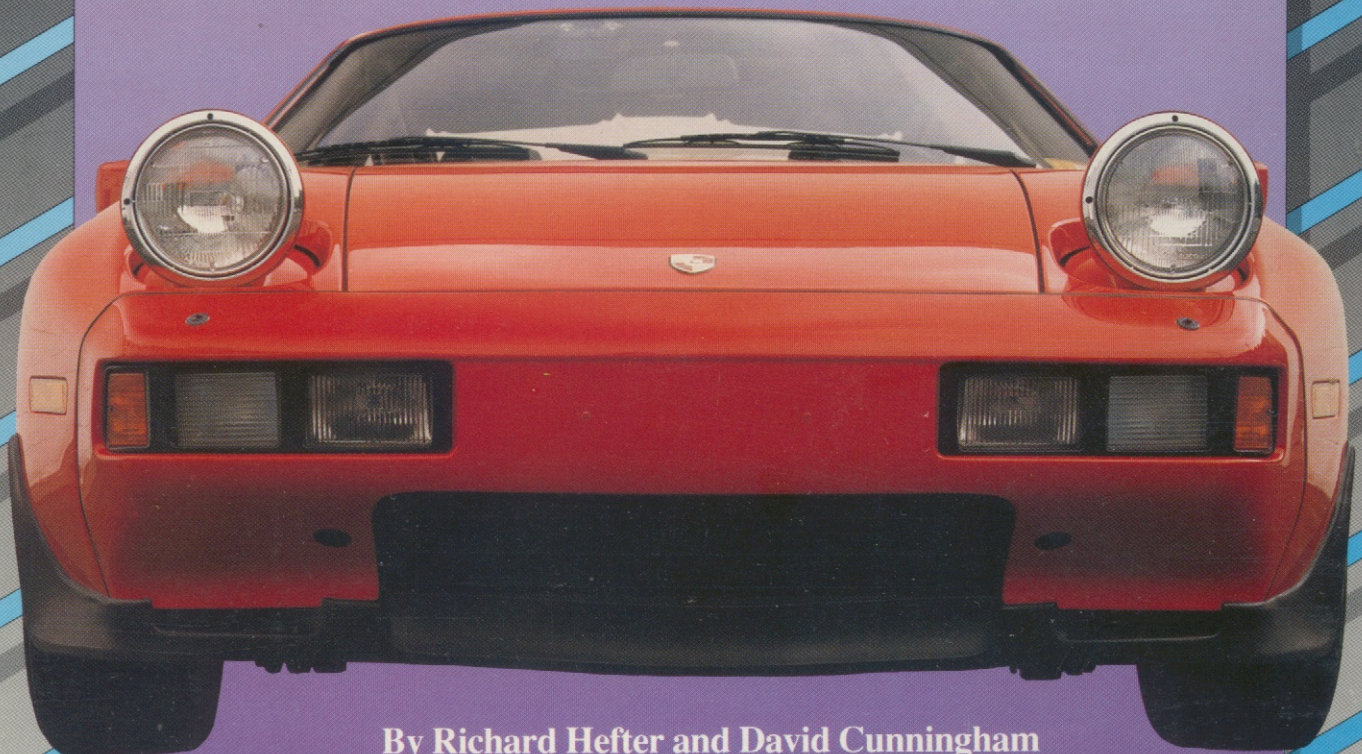
Design, construct and test your own cars!

Parents'
Choice
Award!

Critics'
Choice
Award!

Software
Showcase
Award!

Media &
Methods
Award!



By Richard Hefter and David Cunningham

Weekly Reader Software from Optimum Resource

Car Builder

Weekly Reader Software
from Optimum Resource

Apple

II, II+, IIe, IIc, IIc+,
IIGS, Laser 128
and compatibles.

Apple



5.25-disk
included.

II, II+, IIe, IIc,
IIc+, IIGS

Laser 128 and
compatibles

FREE 3.5 Disk Exchange Coupon!

Car Builder

Weekly Reader Software
from Optimum Resource

Car Builder - The scientific simulation program that lets you design, construct, refine and test cars that you build!

Get the feel firsthand of being a car designer.
With this program YOU custom design cars. Station wagon...sedan...sports car—you choose the model. Aerodynamics... racing capability...fuel efficiency—you choose the features.

"Lee Iacocca
move over
—here comes
Car Builder!"

The CLAS Report

Product All Star
A+ Magazine

"Car Builder is
great!"...*Children's
Television Workshop*

"...fun to use - offers
students a true
challenge"

...School Library Journal

"...creative masterpiece
of the 1980's..."

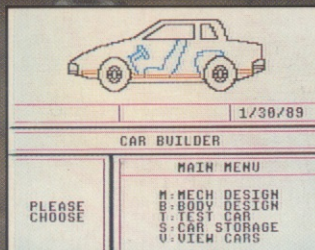
Apple - Dayton

Top 40 Software Hit

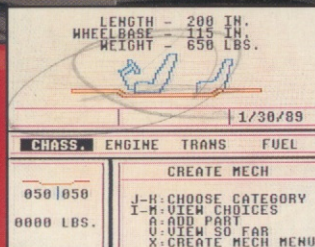
InCider Magazine

"...encourages creative
thinking and problem-
solving skills."

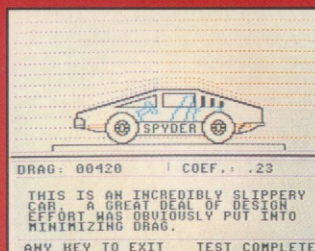
*Electronic
Learning*



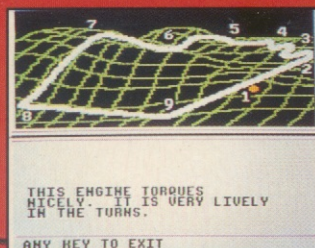
As design engineer, you select the chassis, engine, suspension system, and mechanical components.



Now create a custom body and run your car through a full test including wind tunnel and test track, where the driver will comment on your design!



Save your car to disk for comparison with others. There is no limit to the number of cars you can design!



Ages 8 to Adult

Photographs: Bryan Cecchi

TM and

Distributed under licence by

dataflow

Computer Services Pty. Ltd.

134 Barcom Ave, Rushcutters Bay, NSW 2011
Ph. (02) 331 6153. Fax (02) 331 3665.

A printer is not necessary. But for paper printouts of your design, Car Builder is compatible with many printers including: Apple Imagewriter and Imagewriter II, Apple Scribe; Okidata 92, 192, 292, Okidata Okimate; C.Itoh Prowriter, C.Itoh 8510 SLP; Epson FX80, LX80, JX80; Panasonic 1080.

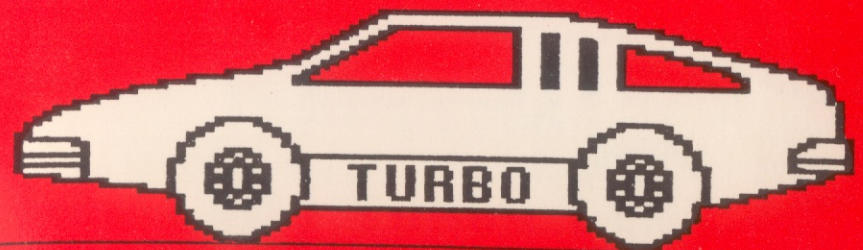
12134

Weekly Reader
Family Software

Middletown, CT 06457

CAR BUILDER™

USER'S GUIDE



Inside This Guide

Welcome to Car Builder	3
How To Start.....	4
The Main Menu	5
Mechanical Design	6
Storage Menu Options	10
Body Design	13
Body Modification.....	15
Testing Your Car.....	19
Viewing the Cars.....	24
Available Components	27

CAR BUILDER™

By Richard Hefter, David Cunningham, and Steve Worthington
Graphics by Robert Highsmith

Copyright © 1985 by Optimum Resource, Inc.
All rights reserved.

Printed in the United States of America.

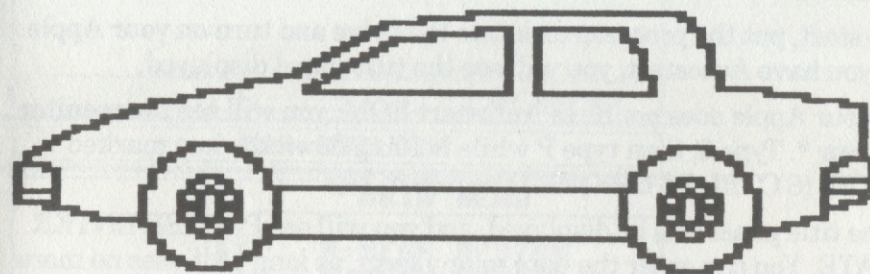
No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any other form or by any means, electronic, mechanical, photocopying, or otherwise, without the prior written consent of the publisher.

Published by Optimum Resource, Inc., Nor folk, Connecticut.
Distributed by Weekly Reader Family Software, a division of Xerox Education Publications, 245 Long Hill Road, Middletown, CT 06457.

User's Guide written by Janie Worthington and Richard Hefter.

CAR BUILDER is the trademark of Optimum Resource, Inc.

*Apple, Apple II Plus, Apple IIc, and Apple IIe are registered trademarks of Apple Computer, Inc.



Welcome to CAR BUILDER, a scientific simulation program that lets you design, construct, modify, and test your own cars.

This guide will provide you with detailed instructions on building a simulated vehicle. First you design the mechanical (insides) of the car, selecting chassis length, fuel tank, gear ratios, tires, etc. When the mechanical selection is complete, you design and modify the body of the car, add decorative and functional touches, and run the car through a full testing procedure, including a wind tunnel and a test track. At the end of the testing section you can save your car to disk. All the information about your car and its performance will be stored, and you may view and compare your creations.

You can design station wagons, sedans, vans, and sports cars. Select for aerodynamics, power and racing ability, or economy and fuel efficiency.

Comparing the test results on modified models allows you to see the effect of improvements as you design. We have included a fully designed car, the SPYDER, on your disk. Take a look at it after you have finished your first designs. SPYDER is a hot little number, see if you can improve it.

How To Start

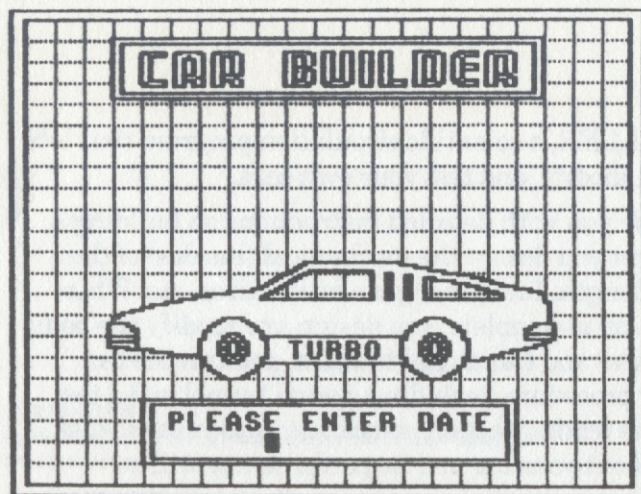
CAR BUILDER will run on any Apple, Apple II, Apple II Plus, Apple IIc, or Apple IIe with at least 48K and a disk drive.

If you have an Apple IIc or Apple IIe, make sure the CAPS LOCK key is down.

To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.

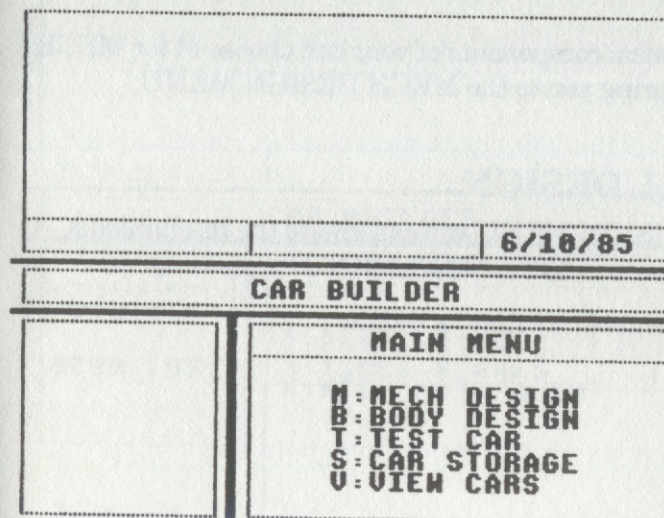
If your Apple does not have Autostart ROM, you will see the monitor cursor *. Type 6, then type P while holding down the key marked CTRL (6 CTRL P), then press the return key.

The title panel will be displayed, and you will see PLEASE ENTER DATE. You can enter the date in any form, as long as it uses no more than eight characters.



When you have entered the date, press the RETURN key to proceed to the MAIN MENU.

THE MAIN MENU



The CAR BUILDER screen is divided into four sections.

The top section will display the car parts as you select them and allow you to view the completed car.

The middle section displays the date; model name; and, in the disk storage module, information about the number of storage cells free.

The CAR BUILDER title section is used to display the choices available for selection (chassis, engine, etc.) or the module you are working in (disk access).

The menu section at the bottom of the screen presents information or instructions on the left and the choices available for the particular module you are working with on the right. The menus will change as you move through the various sections of the program; and you may press the letter X to return to the previous menu.

The MAIN MENU gives you the options of building the mechanicals of the car, building the body, testing the car, using the disk storage capabilities, or viewing cars that have been saved to the disk.

Although you can choose any option from the MAIN MENU, as a first-time builder it's best to begin by designing the underlying mechanical structure of your car. If you selected body parts first, for

895

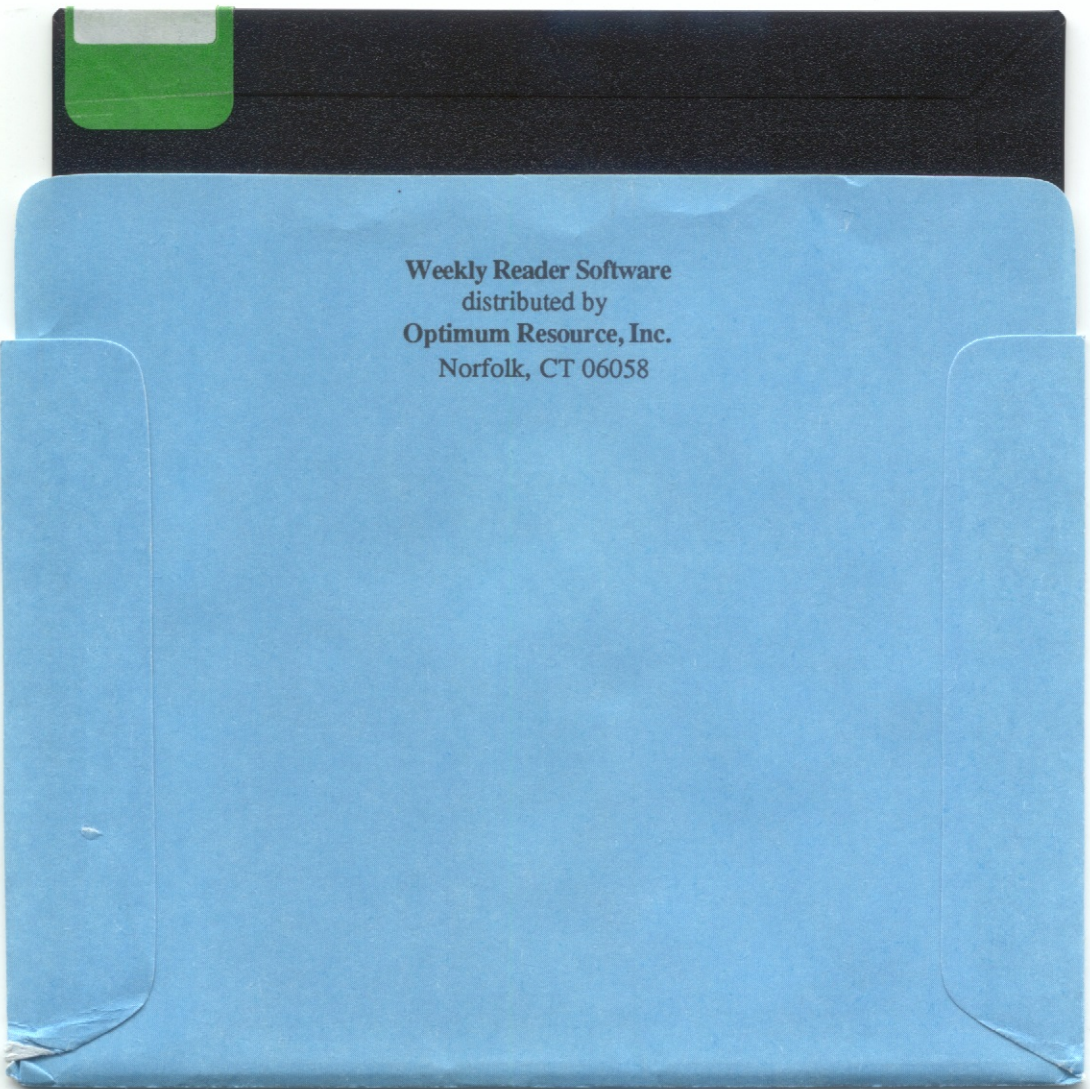
Car Builder

Pic

TM & © Optimum Resource, Inc.

Apple 12116

OPTIMUM
RESOURCE
INC.



Weekly Reader Software
distributed by
Optimum Resource, Inc.
Norfolk, CT 06058

Scanned by cvxmelody