

**RANDO(C) Version 2.0  
For The Apple II  
Copyright 1990-2008 Bill Buckels  
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Written in Apple33 Manx Aztec C65 Version 3.2b  
Windows XP Cross-development environment for DOS33

**Available for Download at:** <http://www.clipshop.ca/Aztec/Rando33.zip>

```
*****  
*                                     *  
*           HELLO MENU                 *  
* 1 - BRUN Rando                       *  
* ESC - EXIT TO DOS 3.3                *  
*                                     *  
*****  
⌘
```

### **Program Description**

**Very Large Random Letters for the Very Young.  
Very Noisy.**

Rando is a "Typing Game" and a Random Letters Recognition Game (hence the name "Rando" which stands for "Random". I just thought that a silly word like "Rando" would mean more to a 3 year old than a real word like "Random".)

Rando is a very simple and very noisy game for children of around 3 - 6 years old. Music and Large Letters make Rando interesting even if your child can't read. (The reading will come soon enough.)

This Version of Rando is more advanced than the original Apple II and MS-DOS versions. Several activities are organized around a main menu.

**[This version of Rando is free and you are encouraged to give Rando for the Apple II away to anyone you please. The more kids that enjoy Rando, the merrier! See the licence Agreement below for more details.](#)**

Rando has no time limits, and is just a noisy and fun way for your child to learn the alphabet.

I am distributing Rando with complete source code for this release. Read the licencing section if you are inclined to use source code. All of this will all be included in the next Aztec-C Website update which may already be done by the time you read this. Until then you will not be able to build Rando because the libraries have changed with additional routines that Rando uses.

## History

**I wrote Rando for my little boy Bill, (who is long past a teenager and no longer so little). Frankly, he hated it, and also didn't much care for computers at all when he was that young. However, regardless of my son's preference at that age, I still think Rando is a fun activity for a young person who likes to "bang" on the keyboard.**

It was for this reason that I decided to write this new version of Rando for the current generation of little people to enjoy, (or to hate, depending on their preferences).

I originally wrote Rando on the IBM-PC and the Apple II versions came after their respective IBM-PC Versions. The only real difference between this version of Rando and the IBM-PC Version 2.0 released in 1999 besides that this Apple II version is FreeWare is the absence of colour in Apple II textmode due to the Apple II's Hardware Limitations.

I also did not add a mouse to Rando for the Apple II (the IBM version has a mouse). Despite the fact that I have mouse routines for the Apple II, I revisited this idea and came to the conclusion that Rando is really a Keyboarding Exercise and the dependency on a mouse is at cross-purposes.

Also I formatted Rando for the Apple II's 40 column x 24 row text display hoping to run on the oldest Apple II's possible as well as the newer ones. It was also for this reason that I chose DOS 3.3 for this version. Apple II Version 1.0 was written for ProDOS and was never publicly released and vanished from the planet, lost in the sands of time. This version was mostly written from the ground-up since very little source code could be used between the IBM-PC and the Apple II.

Some history on the music in Rando is included in the Licence Agreement below.



## **Commands and Navigation**

The arrow keys are used to navigate through Rando. Other keys used are the [RETURN] and [ESC] keys. A mouse is not used.

The [RETURN] key or [SPACEBAR] keys are always used to "INITIALIZE" an "Action" at the Main Menu. Only the [ESC] key will take you back to the Main Menu from the Games or Activities, and the [ESC] key will also exit the program from the

### **Main Menu.**

[UPARROW] - Go Up One.

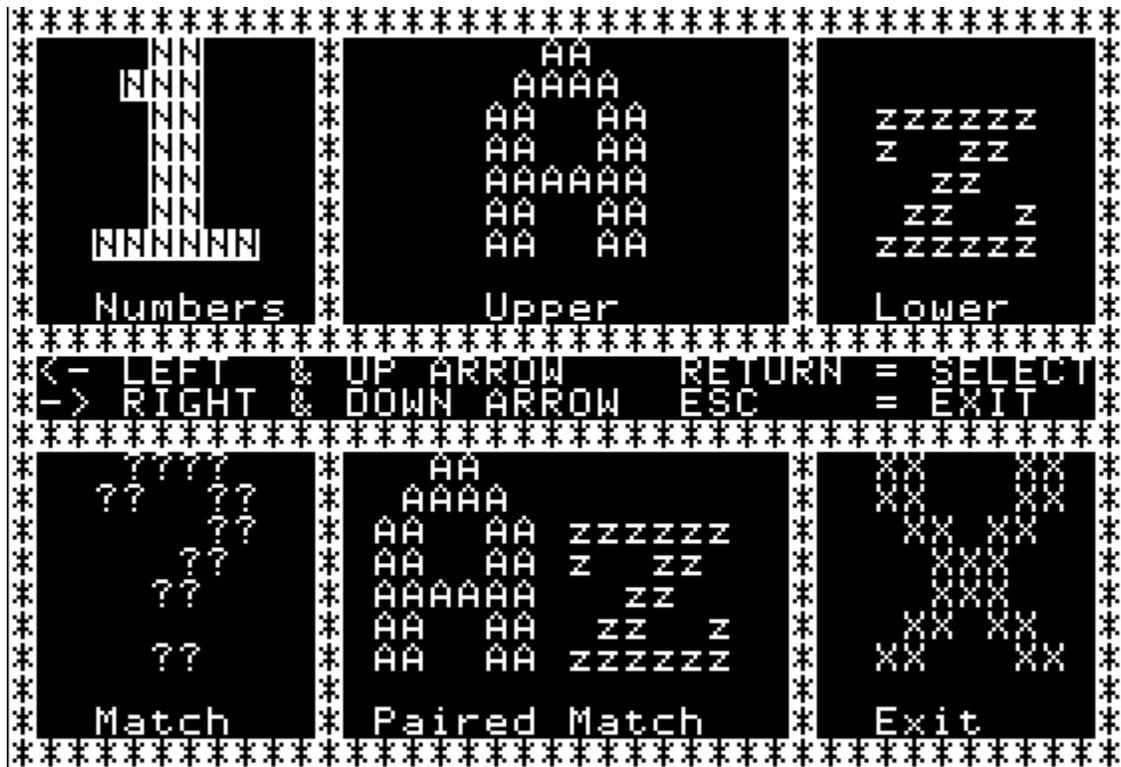
[DOWNARROW] - Go Down One.

[LEFTARROW] - Go Left One.

[RIGHTARROW] - Go Right One.

Of course, the keyboard is used at "game" level to type in the letter. This is the basis for game-play in Rando.

The child needs to type ALPHANUMERIC keys only for game play. Punctuation is not part of the game so there is no struggling with the keyboard. Caps Lock can be on or off. It doesn't matter. Rando is not case sensitive.



## The Main Menu

The Main Menu has 6-Commands. These commands can be "Arrowed-To", or selected using keys 1-6, or even "Hot Keyed" by pressing the Letter shown on the Menu Screen.

- 1 - N - Number Review (ACTIVITY)
- 2 - A - Big Letter Review (ACTIVITY)
- 3 - z - Small Letter Review (ACTIVITY)
- 4 - M or ? - Mixed Letter Match (GAME)
- 5 - P - Paired Letter Match (GAME)
- 6 - X - Exit To DOS/Windows

[ENTER] or [SPACEBAR] - Initializes the Selected Command.

[ESC] - Exits the Current Game and Exits the program from the Main Menu.



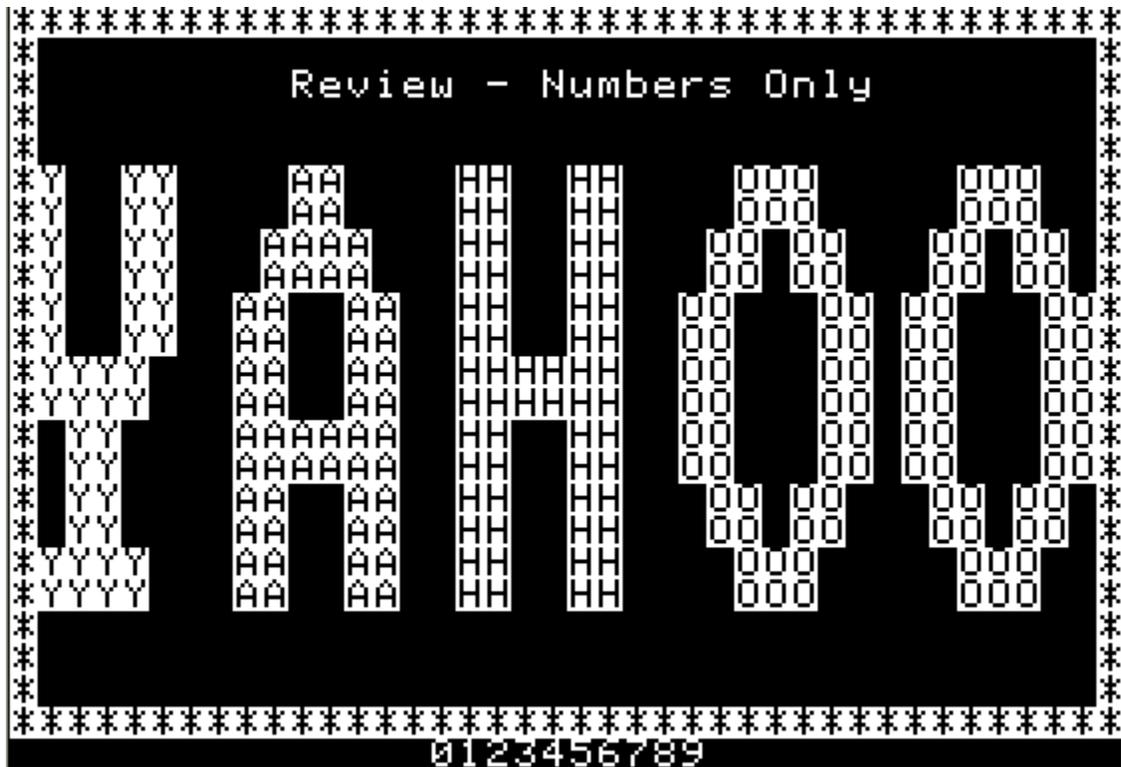
### Activity Details - Letter and Number Review

The only difference between the letter and number reviews is that during letter review, only letters may be typed. During number review, only numbers may be typed. This is to help the child distinguish between letters and numbers. When a key that is neither a letter or a number is typed, a rude noise is made. When you are young, this rude noise will probably be fun, but later will help the child distinguish between a letter or a number which makes a pleasant noise.

In letter or number review, every time your child types a valid Alpha or Numeric Key (depending on the type of review), a Large Letter or Number is displayed. This large letter is made-up of many smaller letters (copies of itself.) For example, an X would be composed entirely of X's., etc.

Each key in letter or number review has a different note associated with it and is almost like a "tiny piano" that your child can use to play "Random" compositions while enjoying the alphabet or large numbers on the screen.

This is a feature that I included just to provide some extra interest for your child. The letters correspond to their musical notes (A Maps to A, B to B, C to C, etc.). Only the white keys have been included. Give it a try when you are typing letters into Rando's Letter Review.



For the Apple II version (this) I have also added a reward to the review for each 10 keys that are pressed that match the review type. It makes sense to reward efforts for this accomplishment as well as for recognition in the Letter Match Games. The downside is that if the piano key feature is used only 10 notes can be played before a reward. Here's why:

After 10 correct letters are entered, a Large Number "countdown" occurs from 9 to 0 This countdown is quite dramatic and makes progressively higher musical notes as it proceeds.

When the countdown is finally finished "YAHOO" is displayed, the next song in the ordered list is played. and then the game resumes. Other versions of Rando select songs at random but this results in some songs being played more than others. This version gives equal time to each song and they play in the order listed below. These are exactly the same songs used in the IBM-PC Version 2.0.

**The idea behind letter and number review is to provide a fun activity to get your child started. After they practice they will be ready to play the letter match games.**



### Game Details - Letter Match

**Note: In Paired Letter Match, a Capital Letter and a Small Letter are displayed in pairs. In Mixed Letter Match, a Single Letter is displayed which can be either a Capital or a Small letter or a Number. The two games are identical otherwise, and both games are described in this same section.**

A Large Letter is displayed. This large letter is made-up of many smaller letters (copies of itself.) For example, an X would be composed entirely of X's., etc.

The child types in a letter from the keyboard. If it matches the large letter on the screen, a new large letter is presented. Otherwise, a rude noise is made and the child must try again to enter the same letter.

After 10 correct letters are entered, a Large Number "countdown" occurs from 9 to 0 This countdown is quite dramatic and makes progressively higher musical notes as it proceeds.

When the countdown is finally finished "YAHOO" is displayed, the next song in the ordered list is played. and then the game resumes. Other versions of Rando select songs at random but this results in some songs being played more than others. This version gives equal time to each song and they play in the order listed below. These are exactly the same songs used in the IBM-PC Version 2.0.



## Licence Agreement

**Rando(C) Version 2.0 for the Apple II is distributed as FreeWare. No fee whatsoever may be charged for it or for its distribution. Unlike Rando for the IBM-PC, Rando for the Apple II is free for anyone to use even in a commercial setting like a daycare, etc. Rando is (C) Copyright 1990-2008 Bill Buckels. All Rights Reserved.**

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May 2008

Those who have been around computing for awhile will remember that with the exception of Sakura (Japanese Folk Melody) and Scales, that the songs in Rando are the same songs featured in the IBM Basic Program:

The IBM Personal Computer Music Scroll  
Version 1.00 (C)Copyright IBM Corp 1981  
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One of my early IBM-PC C programming efforts was to convert music from BASIC programs with sound or play statements to sound files of my own design. This old program from IBM is in fact the program that the songs that you will hear in Rando originated from. After the initial conversion to my own file format with whatever adjustments that my IBM program made to do so. They have then gone through my IBM to Apple II conversion utility SND2APP. So I am duly crediting IBM for the original arrangement of these songs which I have re-arranged to suit my file formats and playback. For my part, I credit myself with the performance Copyright of these every time Rando is used and also my arrangements.

Copyright restrictions for my computer music are the same as for any of this. You may use any of this only according to the conditions above and don't take credit for my work.

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May 2008

### **Redistribution**

This program is distributed with source code.

You may distribute this software freely, providing none of the files are missing, and preferably in their original distribution archive.

Bill Buckels  
May 2008

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