

"All the
News
That's Fit
to Fetch"

Dog Hound Daily

Volume 1

Dog Show Edition

Number 1

Weather

Today
Mild/Sunny
Saturday
Windy

CONGRATULATIONS!

AND WELCOME TO THE WORLD OF PUPPY LOVE

You are now the owner of a one-of-a-kind puppy. On this disk you will find Midnight, a completely maintenance-free dog. When you copy Midnight and rename him, you will have a puppy—or a whole bunch of puppies—of your very own. You don't have to get up on cold wintry mornings to walk him. You don't have to worry about leash laws, flea collars, pooper scoopers, or what brand of dog food to buy. Apartment dwellers will be especially happy to note that this puppy even comes with a spacious front yard to play in.

You have just rescued your puppy from a lonely and dreary life in the junkyard, which is a dream come true in itself. But now he is dreaming about winning ribbons and trophies at **THE NATIONAL DOG SHOW**. He's a smart and talented dog, but he needs lots of patience and careful training that only you can provide. Your puppy's success at the Dog Show depends on your ability to work as a team. You train him to do tricks at your command, and your

responses will encourage him to do new tricks. Once your puppy has learned a variety of tricks, you can choreograph fantastic routines for him to use in competition. Training your puppy is easy and exciting, and he will constantly amaze you with his abilities. And while you are busy training your puppy, you will actually be learning some of the fundamental concepts of computer programming, and you won't even notice it! So, good luck at the Dog Show! Your puppy may even teach you some new tricks.

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**Dedicated to the
memories of
Roquefort and Heffer**

THE WORLD OF PUPPY LOVE

THE JUNKYARD--Before you came along, your puppy lived among the rubble of the junkyard. He spent his days dreaming about the Dog Show and wishing for a happy home.

HOME--When you rescue your puppy from the junkyard, you bring him to your home, where he has a spacious yard to romp in. This is where you and your puppy will play, learn tricks, and practice for the Dog Show.

THE DOG SHOW--At the Barker Fairgrounds, Saturday at 2 p.m. This is where your puppy competes for various awards, including the prestigious Golden Top Dog Award.

THE TROPHY ROOM--Your puppy hopes to fill his doghouse trophy room with prizes from the National Dog Show.

THE JOURNAL--As your puppy learns new tricks, their names will appear in the journal automatically. Next to the name of each trick is a space for notes. This is a very helpful feature since it's sometimes difficult to remember details of all the different tricks (even though your puppy will have no trouble keeping them straight).

THE CHOREOGRAPHY

CLIPBOARD--Once your puppy has learned some super-duper tricks, you can choreograph those tricks into fantasmagorical routines

and dances to perform at the Dog Show, or just for fun. You choreograph a routine by typing it onto the Choreography Clipboard in ordinary sentences, as if you were talking to your neighbor. Your puppy will understand what you're saying and follow your instructions. The best way to learn about choreographing is to experiment and see what happens.

GETTING STARTED

Loading Puppy Love

Puppy Love is a self-loading program. You should not use any other system at the same time you are using Puppy Love. First, turn on your Macintosh 512K or Macintosh Plus. Then push the Puppy Love disk into the disk drive until it clicks. When the program is ready, you will see an opening screen with the Midnight icon in the upper left-hand corner. Midnight is an *untrained dog*. If you are playing for the first time, you need to make a copy of Midnight and give him (or her) a new name. To create your own puppy, simply click the Midnight icon and then click Copy. The program will prompt you to type in a name for your new puppy. Click Save and your puppy's icon will appear on the screen.

To start the program and begin training your puppy, click your puppy icon and then click Puppy

Love (or double-click your puppy). The game will load and the credits will roll by, followed by the puppy's story. (You can skip this section by clicking the mouse button.) After you rescue your puppy, he will appear in the yard of your home, where you can begin training.

Each time you want to create a new puppy, you should copy Midnight in this way. This will ensure that you can make future copies of an untrained dog. You can make as many copies of Midnight as you want. You can even copy Midnight to other disks, although you will always need the master disk to use the program. With Puppy Love, everyone in your family can have a puppy to train.

Saving Puppies on Other Disks

Copying with One Disk Drive

Click to select the puppy icon (or choreography icon) that you want to copy. Then click Copy and you will be asked for additional information. Click Eject, insert the other disk, and then click Save. The computer will give you directions for switching disks to complete the copy.

Copying with Two Disk Drives

Click the puppy icon (or choreography icon) that you want to copy. Then click Copy and insert the other disk into the second drive. Click Save to switch between the two disks.

TRAINING YOUR PUPPY

Now that you've rescued your puppy from the junkyard, it's time to start training. Watch your puppy as he romps around your front yard. He may surprise you by doing tricks like rolling over or offering his paw. Let your puppy know what you think of his tricks. Praise and reward him when he does something you like by clicking the bone icon on or near your puppy, or in the bone box. The bone will flash when your puppy understands your message. If the bone does not flash, you're not clicking it close enough to the puppy. Your puppy thrives on your praise and attention, and rewards encourage him to do more and different tricks.

Naming Tricks

The next step in getting ready for the Dog Show is teaching your puppy to perform tricks at your command. When your puppy performs an action that you'd like to name, press the **Spacebar** immediately. This tells him to sit and wait for you to name the trick. Don't worry if your puppy doesn't stop immediately. Sometimes he likes to finish what he's doing before sitting down.

Once your puppy is sitting, simply type a name for the trick

that your puppy has just performed. The name will appear in the command box as you type it. (Notice that you are limited to 15 characters for the name, though it does not have to be one word.) Now press **Return** to tell your puppy to perform the trick. You will hear the command spoken by the computer's voice synthesizer. Watch your puppy to see if he does what you wanted. If your puppy performs the correct trick, reward him by clicking the bone on or near him, or in the bone box. If he doesn't perform the correct trick, tell him so by selecting the hand and clicking it on or near your puppy, or in the hand box. The hand is like saying "no." As with the bone, the hand will flash when your puppy understands the command.

You can check whether your puppy has learned a new trick by repeating the command. Type in the name and press **Return** to see if he performs the trick correctly. If your puppy has learned the command, the lightbulb in the command box will turn black and he will perform the trick. You can also check the journal. Command names are added to the journal only after your puppy has successfully learned them.

Things to Keep in Mind

- The **Spacebar** will not stop your puppy when there is text in the command box. If you are typing

in a command, you can clear the command box quickly and tell your puppy to stop what he is doing by pressing the Tilde (~) key.

- You cannot break a trick into parts. For example, if your puppy does a back flip followed by a sit, you cannot turn the sit or the back flip into separate tricks. You have to wait for your puppy to perform the individual trick by itself. Pressing the Spacebar when your puppy is in the middle of performing a trick will not work.

- Clicking the hand after your puppy has performed a trick that you requested tells him to forget the trick. He will no longer recognize the command, and it will be deleted from the journal.

- Your puppy is very picky about spelling and spacing--he won't recognize "sitty" and "sittie" as the same command. Be careful to type command names exactly the same way each time you want your puppy to perform the trick. You can always check the original spelling by looking in the journal.

The Journal

After you have successfully taught your puppy a trick, its name is automatically entered in the journal. This ensures that your original spelling is recorded. The names are listed in alphabetical order in the Command column.

You can write notes about the different tricks by clicking the cursor on the line you would like

to fill in. A box will appear for you to type in your description. You can also change your notes by placing the box on the line and editing.

To turn the page in the journal, click the folded corner on the upper right-hand side. You can turn to the next page only if it has something on it. To turn back to the previous page, click the unfolded right-hand corner. To turn directly to an alphabetized page, press the Tab and the desired letter. To hear the commands and notes spoken by the voice synthesizer, select Read from the journal menu (or type command-R). The voice will read only the text in the box. To leave the journal, use the GoTo menu to select another location.

The names of all of the choreography routines you have created will also be listed at the end of your journal. To get to the choreography listing quickly, press Tab Spacebar.

The National Dog Show

**Saturday, 2 p.m.
Barker Fairgrounds**

**Be There
And Be Prepared**

Sponsored by the Dog Pound Daily

CHOREOGRAPHY

Designing Routines for the Dog Show

Once your puppy has learned a few tricks, you can choreograph routines for him to perform in the Dog Show's Top Dogging Competition. Choreography involves many of the general concepts of computer programming. You'll be coding, writing routines and subroutines, and using conditional statements and boolean logic. If you've never programmed before, don't worry—choreographing routines is easy because you can use your own words. You write them as if you were giving directions to a friend.

This section provides all you need to know about choreographing your puppy's routines. Included are step-by-step directions, samples and a reference sheet. A good way to find out how choreography works is to experiment and watch your puppy respond.

Writing Your First Routines

Open the Choreography Clipboard by selecting Choreography on the GoTo menu (or type command-A).

Think of a name for the routine you want to choreograph. Names must be in quotation marks and be placed in the first line, followed by the names of commands that make

up that routine. For example: A *"workout"* is a sit-up and a back flip.

Describe the combination of tricks you want your puppy to do. You can only include tricks that you have already taught him. Write them in the order you would like them to be performed. For example: A *"workout"* is a sit-up and a back flip. Then do a flipwalk, a rock n' roll, and a leg wiggle.

Be sure to spell the commands exactly as they are spelled in the journal. You can always open the journal to check the original spelling.

You can have your puppy repeat tricks by using numbers. Numbers can go before or after command names, as in *4 back flips* or *back flip 4 times*. When numbers are placed after commands, they must be followed by the word *times*. Numbers must be in numeric form. For example: A *"workout"* is *3 sit-ups and 2 back flips*. However, you can use *twice* instead of 2, as in *back flip twice*.

You can use *or* to give your puppy a choice of actions. For example: *Do a sit-up or a rollover*. Your puppy will decide for himself which one to perform.

To hear your routines read by the computer's voice synthesizer, select Read from the Choreograph menu. Unless you highlight a specific part, the synthesizer will read all of your text.

Running Through Your Routines with Your Puppy

Now that you've choreographed a routine, go back home and try it out with your puppy. You want to make sure it's perfect before you take it to the Dog Show.

Type the routine name in the command box and press Return. You do not need to type the quotation marks. The voice synthesizer will announce the routine name. As the program gets to each individual command name in the routine, the names will appear in order in the command box, but they will not be spoken by the voice synthesizer.

Watch your puppy perform the routine. To stop your puppy in the middle of a routine, click the mouse button.

If you want to change the routine, return to choreography and edit the text using the normal editing commands. Play around with your routines to see how changes affect the puppy's actions. This will help you learn how to use the choreography feature to direct your puppy to do exactly what you want.

Managing Your Choreography

Saving Routines--If you want to save the routines you have created, select Save from the Choreograph menu (or type command-S). You will then be prompted to type in a name for all of the routines on

your clipboard, and they'll be saved as one file. Choreography files appear as icons in the opening screen. Each time you start the program, you will need to open this icon in order for your puppy to remember the routines.

Opening Choreography Files--Each time you start Puppy Love, the Choreography Clipboard will be blank (even if there are tricks in the journal). If you'd prefer to work on a previous file, select **Open on the Choreograph menu** (or type command-O). You will see a list of all of your choreography files. Select the one you would like to work on and click Open. If you type in the name of a routine without opening the choreography file that contains it, your puppy will not know what to do.

Copying or Deleting Your Choreography Files--You can copy or delete your choreography files only when you are in the Puppy Love opening screen. To copy, click the desired file and then click Copy. Then click Save to complete the copy. To delete, click the desired file and then click Delete.

Keeping Your Puppy Center Stage

Your puppy will start his routines wherever he happens to be when you give him a command. Consequently, he may end up doing some or most of the tricks off the screen. This makes it hard for you to tell how well the

routine works. It's also important to remember that the Dog Show judges don't think very highly of offstage performances.

In order to keep your puppy in full view, you must give him a starting position, and perhaps reposition him for some of the commands within the routine. The screen is divided in three equal parts--Left Side, Center, Right Side--and two edges--Left Edge, Right Edge. You can have your puppy start in different positions on the screen by typing either *walk to* or *go to*, plus one of those commands. For example: *An "entrance" is walk to center and do a howdy. To "exit" do back flips until you reach the right edge.*

Giving Your Puppy Choices

Your puppy's world is constantly changing--lights go on and off in the windows of the house, the door opens and closes, a squirrel runs on and off the screen, the mailbox opens and sometimes contains a letter, etc. You can write routines that allow your puppy to choose his actions in response to these changing conditions using one or more of the following commands: *while*, *until*, *if*, and *if...otherwise*. For example: *If a light is on do a workout.*

You can also use negations like *not* or *isn't* to direct your puppy to base his decision on the absence of conditions in his environment. For example, *Play dead if a light is*

not on and it isn't windy. Your puppy can make decisions based on all the following conditions:

Position on the Screen

Left Edge, Left Side, Center, Right Side, Right Edge

Physical Condition

Your puppy is tired--he knows when he's feeling tired, though it may not be obvious to you.

Environmental Conditions

squirrel visits--Boolio the squirrel occasionally drops by to say hello.

light on/not on in the house--Lights in different rooms go on and off.

see/don't see Norman--Norman likes to open the front door to watch your puppy at play.

windy/not windy--When it's windy, the flag on top of the Dog Show tent stands up.

mailbox--open, closed, containing a letter. Your puppy looks forward to letters from his old friend High Noon.

How to Use WHILE and UNTIL

It is sometimes difficult to decide the exact number of times to tell your puppy to do different tricks. If you tell your puppy to do too many, he may end up performing off the screen, or it might just look silly. But, you can use *while* and *until* to give your puppy the responsibility of deciding for himself how many repetitions to do. *While* and *until* can be used with all the changing conditions in your puppy's world.

While tells your puppy to repeat an action as long as a stated condition is true. For example: *While you are on the left side, do backsits.* Before doing a backsit, your puppy checks to see if he's on the left side. If he finds this condition to be true, he'll do a backsit, and then he'll check again to see if he's still on the left side to determine whether to do another backsit. This loop will continue until the condition is false--he will stop if he finds himself in the center, right side, or off the screen.

Similar to *while*, *until* directs your puppy to repeat an action until a stated condition is true. For example: *Until a light is on, do rollovers.* Your puppy first checks to see if the light is on, and if this is *true*, then he does *not* do a rollover. But if the condition is *false* (a light isn't on), then your puppy does rollovers *until* the condition is *true* (a light is on).

Whether *while* and *until* are placed before or after the command will affect how your puppy responds. For example: *While you're on the left side, do backsits* is different from *Do backsits while you're on the left side.* When *while* is placed before the command, your puppy will first check the condition, and will perform the trick (backsit) only if the condition is true (he's on the left side of the screen). If *while* is placed after the command, he will perform the trick once before he checks to see

if the condition is true. Placing *while* or *until* after the command guarantees that your puppy will do at least one of the actions.

The Big IF

If tells your puppy to perform an action *only if a condition is true*.

For example, *If you see Norman, do a sitty and 2 backjumps.*

If can be placed before or after a command without affecting your puppy's performance. For example, your puppy's reactions to *If you are tired, then play dead* and *Play dead if you are tired* will be the same in both cases: he will play dead only if he's tired.

If...otherwise allows you to give your puppy an alternative command. Your puppy will do the alternative trick when the *if* condition is *not* met. For example, *If you are at the left edge, do 4 back flips. Otherwise, do 2 sit ups.* When your puppy is not at the left edge, he will do 2 sit-ups.

How to Use AND and OR

You should use *and* only when you want your puppy to perform an action when two or more conditions are true. For example, *Do sit-ups if the light is on and the mailbox is open.* Your puppy will do sit-ups only if both the light is on *and* the mailbox is open. If only the light is on, your puppy will not do any sit-ups.

You can use *or* when you want your puppy to do an action

when *any one* of several conditions is true. For example, *do sit -ups if the light is on or the mailbox is open.* Your puppy will do sit ups if either the light is on or the mailbox is open. *And* and *or* can also be used with more than two conditions. For example:

Do sit-ups if a light isn't on and the mailbox is open and it's windy.

Do sit-ups if you're not tired or you see Norman or the squirrel.

Do sit-ups if the light is on or the mailbox is open and it's windy.

In the last example, your puppy will look at pairs of conditions starting at the end of the sentence. He will do sit-ups if the mailbox is open *and* it's windy. He will also do them if the light is on.

ADVANCED DANCE

As you get more comfortable with choreographing routines for your puppy to perform, you will want to write longer and more complicated routines. However, a long clump of commands and conditional statements can be hard to understand, and even harder to correct if it doesn't work the way you expected. The best way to choreograph complex routines is to write many short routines (called "subroutines" in programming lingo) which become building blocks for longer routines. For example:

To "enter," walk to the center

of the yard and offer your paw. To "exit," do flips until you reach the right edge.

Once the routine name has been defined (in quotes), you can use it in another routine just like any other command name.

To "show off," enter and flip walk until you reach the left edge or you see the squirrel. Next do a leg wiggle and a sit-up.

An "encore" is show off while you see Norman or the light is on. If it's not windy, do 2 rollovers and an exit. Otherwise, bow and exit.

Only routine names that you have previously defined can be used in others as subroutines. In other words, any routine name used as a command must have been defined within quotes in routines listed before the one you are writing.

Choreography That Doesn't Work Fixing Your Routines

- Make sure the choreography file that contains the routine is open.
- If you have a problem with a complex routine, check each part (small routine) to see if it works correctly.
- Check the spelling and spacing. Command names must be consistent with their original spelling.
- Routine names must be in quotation marks and in the first line.
- You can only use trick and routine names that you have already taught your puppy.

- Numbers must be in numeric form, except for *twice*.

Be sure to read "Ask Goldie" for more help in troubleshooting your routines.

Debugging Your Routines

The Debug feature is designed to help you find misspelled or improperly used command names. It checks the words in your routine with the reserved choreography words and the commands in your journal.

To use this feature, place the cursor at the beginning of the word or routine you want to debug. Then select **Debug** on the **Choreograph** menu (or type **command-B**). The cursor will highlight reserved words like *until* and will flash on command names for tricks. Click the mouse to move from word to word. The cursor will not highlight commands if they are spelled incorrectly or not found in your journal. This is where you will need to edit the routine. To stop debugging, select **Debug** (or use **command-B**) again, or start typing.

COMPETING AT THE DOG SHOW

A Letter from the Coordinators of the National Dog Show

Dear Puppy Love Owner,

We are happy to accept your competition entry for The National Dog Show. We're always

looking for new talent and your puppy sounds like star material.

Thousands of prize dogs from across the nation come to compete for the **Golden Top Dog Award**. But only the talented few who are able to succeed at the ten challenging events will be able to win this prestigious award.

The first three events are **Hot Dogging** competitions in which your dog is judged on his ability to do specific tricks. In the next six **Top Dogging** events, your puppy performs choreographed routines in competition with other top dogs. Only if your puppy wins these nine events can he compete in the last and most challenging level of competition for the **Golden Top Dog Award**.

Your puppy has been entered in the first Hot Dogging event. You can take as much time as you want to prepare him. When you're ready, select **Dog Show** from the **GoTo** menu. If you don't win the first time, don't worry. You can always try again. However, there's a limit to the number of times you can compete in one day. We want to make sure that you and your puppy are prepared.

Good Luck!

Mac and Mary Barker

The Hot Dogging Events

You prepare your puppy for the Hot Dogging events by teaching him specific tricks that are posted on the **Trick List** menu. You can check off the tricks as your puppy

learns them by selecting the trick name. The first Trick List that appears shows the tricks your puppy needs to know for the first Hot Dogging event. Each time your puppy completes a Dog Show event, the Trick List will change.

In each of the three Hot Dogging events, your puppy will be asked to perform five tricks. For example, Mac Barker, the M.C., might say, "Please tell your puppy to roll over." You type in your command for roll over and press Return. Your puppy must perform the trick within the time limit (30 seconds). You can go to the journal without losing any time (the timer will be reset when you return). However, you cannot go to the other locations without losing your turn at the Dog Show.

Your puppy's performance of each trick will be given a score from 0 to 2 (zero for the wrong trick, 1 for a good try but it could be better, and 2 for exactly what the judges asked for). To win a ribbon, your puppy must score 8 or more points. If your puppy wins, he can move on to the next event. If he doesn't win, you should return home, practice some more and try again.

You can go to the Hot Dogging Competition only three times in a real 24-hour period (the time is kept by the computer and includes the hours that you are not using the program).

The Top Dogging Events

Once your puppy has won the three Hot Dogging ribbons, he can start competing in the seven Top Dogging events. In these events, your puppy performs routines of increasing complexity competing against other top puppies. In order to win, he must beat the current best score (which is posted on the scoreboard). He will receive ribbons for winning Top Dogging events 1-4, trophies for events 5 and 6, and the Golden Top Dog Award for the final event.

At the Dog Show you will be instructed to tell your puppy to do a routine. Each of the three judges scores the routine from 0 to 9.9. Your puppy's final score is the average of the three. If your puppy gets the highest score, he wins the trophy. However, if he does not beat the top score, you will receive feedback on how to improve the routine. You can always enter again with a new or revised routine.

You can go to the Top Dogging competition two times a day. However, you can enter the final event only once a day.

Choreographing for the Top Dogging Events

Your puppy relies on you to choreograph winning routines. Each of the seven levels of the Top Dogging competition asks you to design a new routine. The Trick List will tell you which tricks to

include in each routine. The tricks get more difficult as you get closer to winning the final event.

The more advanced levels also require you to write routines in which your puppy makes choices about his actions. For example, you may be asked to write a routine that directs your puppy to stop when he sees the squirrel. All the conditions found in your front yard (such as lights and mailbox) are also present at the Dog Show. The light goes on in the ticket booth, Norman opens the refreshment stand door, the squirrel drops by, and so on.

ASK GOLDIE

The renowned dog trainer, Goldie Retriever, answers your training questions.

Dear Goldie:

My puppy just walks back and forth on the screen. Once in a while he'll roll over or something. How can I get him to do new tricks? *Desperately Seeking New Tricks*

Dear Desperate:

Have you been rewarding your puppy for the little tricks he does? He needs lots of encouragement and bones. If you have him practice the tricks he already knows, he will soon come up with some new ones. Just be patient and keep a careful watch.

Dear Goldie:

There's no stopping my puppy, Jimminy. I press the Spacebar and he keeps performing. Does he have fleas? *Stop in the Name of Love*

Dear Stop:

How dare you suggest that there are bugs in this program! Seriously, Jimminy will stop only when the command box is empty. If he is already performing a trick you requested, he will ignore the Spacebar. To stop Jimminy and empty the command box, press the Tilde (~) key.

Dear Goldie:

My puppy, Bob, has learned a bunch of new tricks and I spent time choreographing a great routine, but he performs most of it off the screen. Does Bob have stage fright? *Out of Bounds*

Dear Out:

Bob is not shy. He needs to be told where to perform on the screen. If you have not specified a location, he will start wherever he happens to be. See the section of the DPD entitled "Keeping Your Puppy Center Stage"

Dear Goldie:

I clicked the bone to praise my puppy while he was in the middle of his routine and he stopped cold. Doesn't he like to be praised? *Wounded Pride*

Dear Wounded:

Your puppy loves praise. However, clicking the bone in the middle of a choreography routine tells him to stop. Wait until after he finishes the routine to praise him. (This is different from training when you can praise your puppy at any time.)

Dear Goldie:

I choreographed a great routine for my puppy, Foo Foo, but when I asked her to perform it, she skipped a bunch of tricks. Am I mixed up, or is she? *Crazy in Love*

Dear Crazy:

I'm afraid it's you who is mixed up. Check your routine to make sure you have spelled the trick names exactly as they are spelled in the journal. If you don't find any misspellings, see if you and Foo Foo are interpreting the routine differently. If that doesn't help, try the Debug feature.

Dear Goldie:

While doing his "Jane Fonda" routine, my puppy Deerborn repeats his "copter flippo" trick too many times. How can I squelch his enthusiasm just a tad? *Too Much, Too Soon*

Dear Too:

You might try adding some conditionals to Deerborn's routine using *while* or *until*. You

can also decrease repetitions by changing *ands* between multiple conditions to *ors*. And get to know the environment. Some things may change more frequently than others. Statements that involve position on the screen are also helpful for decreasing repetitions.

Dear Goldie:

Help! Deja Vu won't stop doing his "Celtics Appreciation Dance." It looks as if he'll be doing it till the end of the season! *Game of Love*

Dear Game:

Click the mouse button to stop Deja Vu in the middle of his dance. Then check the routine for an endless loop--a conditional statement that has no ending. For example, if you tell your puppy to tiptoe until he reaches the left edge, he may never get there if he tiptoes from left to right. Your puppy does some tricks from left to right, and vice versa. Keep track of the direction of his tricks to avoid creating endless loops.

Goldie can answer your questions, too. If you're having problems training your puppy, send a letter and a self-addressed, stamped envelope to: Goldie, c/o Consumer Software Support, Addison-Wesley Publishing Co., Inc., Reading, MA, 01867. No phone calls, please. Goldie doesn't have a phone.

GENERAL REFERENCE

To reward your puppy, click the bone on or near him, or in the box. It will flash if the praise was effective.

To say "no," click the hand on or near your puppy or in the hand box. It will flash if the command was effective.

To stop your puppy after he does a new trick, press the Spacebar.

To quickly clear the command box and tell your puppy to stop, press the Tilde (~) key.

To just clear the command box, press Shift Backspace.

To tell your puppy to do a trick or routine, type in the command and press Return.

To change locations, select the location on the GoTo menu, or press the Command key and the first letter of the location (Home, Dog Show, Trophy Room, etc.). Choreography is command-A.

To Quit, select Quit from the GoTo menu or type command-Q.

NOTE: It is not a good idea to use the reserved choreography words, such as **while** and **mailbox**, to name your dog's tricks.

CHOREOGRAPHY REFERENCE

Rules for Writing Routines

Each routine must have a name. The name must be in quotation marks and placed in the first line.

Numbers must be in numeric form, except for *twice*.

You can use only the names of tricks you have already taught your puppy.

You can use only the names of routines listed above the one you are writing.

The spelling of trick and routine names must be consistent with their original spelling.

For conditional statements you can use any combination of the following:

Commands: **until**, **while**, **if**, **if...otherwise**, **and**, **or**, **not**

Conditions: your puppy is tired, the squirrel visits, a light is on/not on in the house, you see/don't see Norman at the door, it's windy/it's not windy (flag stands out), the mailbox is open/closed, the mailbox contains a letter, screen position (left edge, left side, center, right side, right edge).

Editorial

Hot Diggity, the famous gold trophy winner, gives you advice on preparing for the Dog Show.

Dear Trainer,

First, I'd like to welcome you to a very special new group: the proud owners of **Puppy Love.**

You will find that Puppy Love is a unique program, the likes of which have never been seen before. You and your new puppy (or your litter of puppies) will quickly become great friends. As with any new pet, you will find that your puppy has his or her own special personality. As you work together, you will learn how to bring out the best in him, and he will do the same for you. And remember to think up a terrific name for your puppy. A positive identity is always important.

In my years of experience, I've found that the key to training is the 2 P's--Praise and Practice. Training is hard work, and your puppy needs positive rewards to keep going. Give your puppy lots of bones and you're sure to see results. Your praise will not only whip your puppy into top shape, but it will also encourage him to do new tricks. Rewards let your puppy know that you like his tricks and encourage him to do other ones.

And, of course, practice! Practice! Practice! Your puppy's got to work up a sweat. The more practice he has, the better he'll be at performing his tricks. However, if you give him commands all the time, he won't have the chance to come up with any new moves. So make sure you maintain a balance between giving him commands and watching him play.

Above all else, **Puppy Love** has been designed to be enjoyable, and I'm sure it will provide you with hours of fun. However, don't forget to eat and sleep, and to give your family and friends (and your real puppy, if you have one) some attention once in a while. And while you are having all this fun, remember that you are also learning about programming. You will be writing routines and subroutines, debugging, creating loops, and all that other cool computer stuff. And the best part is that you won't even notice that it's happening.

So practice, train, win lots of ribbons and trophies. I'm sure you'll be a great success. And feel free to let me know what you think of Puppy Love. Just write to Hot Diggity, c/o Consumer Software Support, Addison-Wesley Publishing Company, Reading, Massachusetts, 01867.


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