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ZX Spectrum®

CATTELL IQ TEST

SOFTWARE BY Victor Serebriakoff

CASSETTE
48K RAM

USER MANUAL FOR CATTELL IQ TEST

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Introduction

This is the first time that a fully standardised and widely accepted IQ test has been available to the general public. The program embodies the Scale III A Cattell Test devised by Professor R B Cattell.

This test is designed for adults of above-average intelligence. Bright children over 12½ years old can take the test, and allowance will be made for their age, but unless they are above average intelligence, the results will be questionable.

Provided that you set aside 1½ hours in which to do the tests, follow the instructions carefully, and treat the procedure seriously, the testing conditions will be close to those under which you would be tested by a qualified psychologist.

Pending a restandardisation of this test for microcomputer administration, we recommend that the test should not be used for clinical, educational, or industrial purposes, except, perhaps, as a preliminary indication.

IMPORTANT–we repeat: if you are going to complete the test properly, you need a 1½ hour period free from interruption. Make sure that you have sufficient time before you start.

The tests

The object of an intelligence test is to test your general ability. This can only be done by taking a number of different timed tests, each designed to examine a particular facet of mental ability. This brings out one advantage of the computer for self-testing: it can time you accurately so that you're not distracted by having to keep an eye on the clock.

The tests are as follows:

1 **Synonyms**–you choose the word from a list which is most similar in meaning to a given word.
2 **Classification**–you pick the odd one out from a list of words or designs.

3 **Opposites**–you choose the word from a list which is most opposite in meaning to a given word.
4 **Analogies**–this tests your ability to see relationships–*a* is to *b* as *c* is to ? There are more graphics in this test.
5 **Completion**–you have to choose the appropriate word from a list to complete a sentence.
6 **Inferences**–this test consists of a number of separate problems, puzzles, and reasoning tests. Again, the answer is chosen from a list and sometimes there is more than one correct answer–you have to get both right. The problems get more difficult as the test progresses.

The meaning of the results

Different tests may give you different intelligence quotients (IQs) according to their nature. For this reason we give you a more useful *percentile rating* at the end of this test.

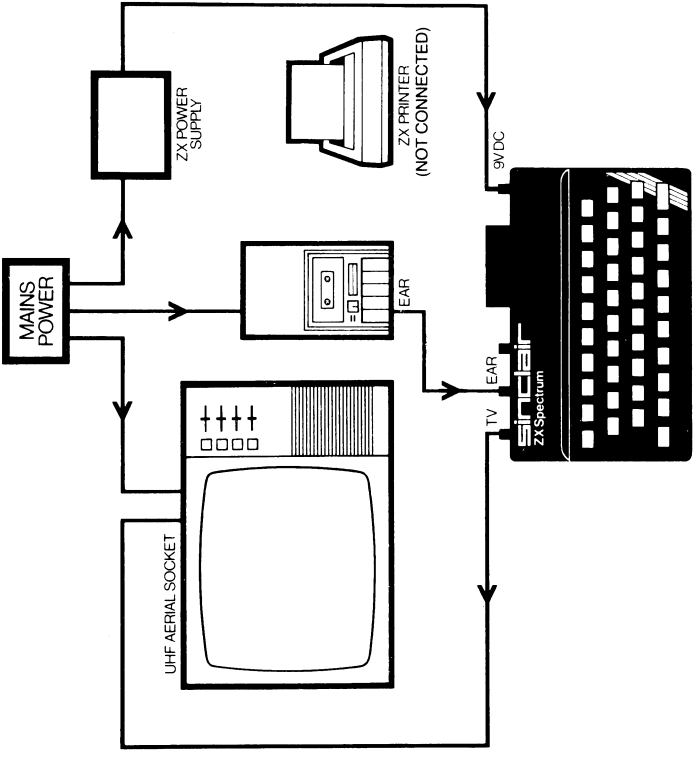
Other things being equal, your percentile rating will be the same for any type of test. If you score at the 56th percentile, this means that according to the validation of the test, 56% of the ordinary population will score worse than you do in the test. If you score at the 98th percentile, then only 2% of the population will score as well as you do – or better. At this level you would qualify to take a supervised test for Mensa; your ZX Spectrum will tell you if you reach a level at which it would be worthwhile your applying to Mensa.

Do not take the results too seriously. An intelligence test is statistical and there is always some uncertainty about the answers especially if the conditions in which it is taken are non-standard. This test will not prove conclusively that you are a genius – and those who do not do well at the test may well have other sterling qualities.

Instructions for use

If your ZX Spectrum-supervised IQ test is to be successful, you must read these instructions carefully and carry them out exactly.

NB–This program is protected. It will not work if your ZX Printer is connected; you cannot BREAK or LIST.



Connecting your ZX Spectrum for the Cattell IQ Test

1 Do the practice test (on page 8).
2 Make sure that your ZX Spectrum is properly connected as shown in the diagram. Make sure that your ZX Printer is NOT connected.
3 Reduce the brightness of your TV screen as far as possible to avoid eye-strain.
4 Prepare the tape for loading; type LOAD" " ENTER and start the tape.
5 In a short while, the messages on the screen should reassure you that the program is loading. Loading will take about five minutes – on no account stop the tape or press any key until the screen tells you.

Do not touch the keyboard except as instructed here or on the screen.

6 Remember that you cannot PRINT, BREAK or LIST – if you attempt to do so, you will simply destroy the program in memory and have to reload it.
7 Have a pencil and paper to hand for rough working – especially for test 6.

Taking the tests

There are six different tests, each separately timed. You will see the countdown time on the screen as you do the test. Computer operation time does not count; the clock runs only while you are thinking and choosing.

The computer will give you the instructions for each test – follow them carefully. You can recall the instruction for the current test by pressing I.

In the first questions, you should tap the SPACE key repeatedly until the cursor is against the correct answer. Repeat tapping if you want to scan the list again.

If you cannot answer a question, pass by pressing P.

If you make a wrong entry, wait until the computer has given you your next question; then go back to the previous question by pressing L.

If you decide not to alter your answer, press A.

If you complete a test with time to spare, you may, if you wish,

review the questions at the end by pressing R, go back through your 'passes' by pressing G, or go on to the next test by pressing P. Further work spent on a test is timed.

Once a test has started you cannot stop it and it will go on to the next test if you run out of time. However, you can delay a test by not pressing ENTER; the clock will stop and the program will wait until you want to resume your work.

But remember – it is preferable to do all the tests under the standardised conditions – that is, to complete them at one sitting.

Practice test

Take up your pencil and put a line under one of these three words that means the same as small: *Young, little, low.*

Yes, *little* is the right one.

Now choose the right word in each of these and put a line under it:

Drop means the same as *(break, fall, rise).*
Speak means the same as *(talk, shout, laugh).*

Look at these four words:

Dog, cat, stone, cow.

Stone is underlined because it is not the same sort of thing as the others. Find one thing in each line below that is different from all the others and underline it:

Tom,	*Dick,*	*Jack,*	*Mary.*
3,	B,	2,	4.
Plate,	*cup,*	*orange,*	*jug.*

Black is the opposite of *white.* Put a line under the best opposite in each line below:

Good is the opposite of *(big, poor, bad).*
Up is the opposite of *(tall, down, less).*

Read this:

Boot is to *foot* as *glove* is to *hand.*

Now underline the right word below:

House is to *man* as *nest* is to *(dog, bird, cat).*
Spade is to *dig* as *knife* is to *(cut, hand, sharp).*
Dog is to *bone* as *cow* is to *(milk, tree, grass).*

A word has been left out of this sentence:

Some boys_____strong.

Put a line under one of these three words that out to go into it

are
is
am

Do the same here:
When the sun shines the sky is generally

green
yellow
blue

Jack is bigger than Tom. Harry is not as big as Jack. Who is biggest? Put a cross in the square by the right answer:

Jack. ☐ Tom. ☐ Harry. ☐

You can alter any answers you think you have not made correctly.

Synopsis of instructions

During the test

Screen instructions show you how to select and record your answer

I	recall Instructions
P	Pass
L	Look at previous question again
A	Accept previous answer

At the end of the test – provided that there is time

R	Review the whole test
G	Go through passes only
P	Pass to next test