MATH MONSTERS
by Bob Shimer

Ever want to create a Monster of you very own? Now you can, with MATH
MONSTERS, a program for the Atari Computer which allows you to create your
very own monsters and get better in math, all at the same time.

To load MATH MONSTERS, turn on the disk drive and when the busy light goes
out, insert the MATH MONSTERS disk and turn the computer on. The program
will load and start running automatically.

The first thing that will appear on the screen is the title. You will see
some monsters that can be created with this program. There are two options
that you can use. Press START for the MULTIPLY mode. Press SELECT for the
ADD mode. When you have made your selection, the Monster Grid will appear.

MONSTER GRID

The Monster Grid has three parts; the Part Grid (left side), the Drawing
Grid (right side), and the Command Window (bottom). The Part Grid has a
selection of parts that can be used in making your monster. They are
arranged in rows and columns. In addition, there are two additional items;
change color and erase. These also can be used. The Drawing Grid is where
you will be moving the monster parts to. It is arranged in rows and
columns. At the start it is blank with a grid displayed to help you select
the proper row and column. This grid can be removed if you wish, but more
on this later. The Command Window is at the bottom of the screen. Here is
displayed the Monster Code, the Player number (1 thru 10), whether you are
in the multiply or add mode, and your input.

LETS CREATE A MONSTER!!!

Take a good look at the Monster Grid. You will see all kinds of monster
parts; eyes, noses, horns, mouths, etc. There is also a solid square (plain
skin) at the upper left and a blank square at the lower right for erasing.
These parts are arranged in 4 rows and 7 columns.

Pick the part you want to use. Let's for example, decide to use an eye
located in the first row (#1) and the second column (#4). This is the eye
that is round with a dot in the center. Look at the Command Window for the
Monster Code. Since the Monster Code is a random number, there is no way to

predict what it will be, however, it will be a number from 2 to 9. This number will change for each part that you use. In order to pick a part, you must add (or multiply) the Monster Code to the Row or Column that the part is in. You choose the Row first and then the Column. You will notice that the numbers down the left side are a different color. In our example, the eye is in Row number 1, so add the Monster Code and 1 and type the answer. If 1+4=5 you would type 5 and press RETURN. Press RETURN when you have typed the answer. If you make a mistake, use BACK S to backspace. Once you type the answer, the numbers will all change color. The chosen number will be a different color. At this time, the numbers across the top of the left Grid will change colors. This indicates that you then need to select the column, in the case of our example, the column is number 4. Add 4 and the Monster Code and type the answer and press RETURN. Again all the numbers across the top will change colors and the selected number will be a different color. If you have done it correctly to this point, the 1 along the side and the 4 at the top 'will be a different color. If they are not, press START and start over again.

Now that you have picked the eye, you need to put it in the Drawing Grid. This is done the same way that you picked the part. The numbers down the side of the Grid will be a different color indicating that you must pick the Row first. There is a Grid put over the drawing area that can be removed and returned as you choose. The SELECT key is used to toggle the grid on and off. Press it and you will hear a tone, the tone will stop and the Grid will disappear. Press SELECT again and a momentary tone will signal the Grid being turned on again. Pick the location where you want to place the part you chose. First the row; add the Monster Code and the Row number, type the answer and press RETURN. The numbers will change color with the chosen number a different color. Now the Column is to be selected. Add the Monster Code to the desired column number, type in and press RETURN. This time you will see the chosen part appear in the drawing grid. You will now get a new Monster Code and can select a new part.

REMEMBER: You chose a part by selecting the Row and then the Column and then chose where you want to put it by selecting the Row and then the Column. Note that the Row and Column numbers do not always start with 1. Use START to restart after you have pressed RETURN at any step. SELECT is used to turn the grid off and on. To erase a single square, use row #4 and column #9.

There are two additional row numbers that do not have column or grid numbers. These are #5 which is used to change colors. Try it by typing the answer to the Monster Code added to 5 and press RETURN. The color will change. After about 8 changes the colors will be back where they started.

The second row number is 6. This is used to erase the Drawing Grid completely. Again this is a single selection.

PLAYERS

MONSTER MATH can be used by more than one player. You can store and recall up to 10 different monsters allowing up to 10 players (or less players with more than one monster). The OPTION key is used to go to the next player. When you press OPTION the current monster will be stored and the next player's monster is put in the Drawing Grid. The player number will appear in the Command Window at the bottom of the screen. If there is no monster in memory for a player then the grid pattern will appear in the Drawing Grid. The OPTION key will cycle through all 10 players and then start over again with 1.

NOTE: If you press SELECT after bringing a new monster to the Drawing Grid, you may get the momentary tone but no change in the grid. If this happens, simply press SELECT again.

In the example we used the add mode. If you had selected multiply, the instructions are the same except that you multiply the row or column by the Monster Code.

Have fun creating your Monsters.....

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