

THE BIG MATH ATTACK™



3 x 5



Challenging new math program . . .

Sharpen your skills by entering the correct answer before the equation lands.

Features:

- Full Color
- High Resolution Graphics
- Animation
- Sound
- Four math Functions (+, -, X, ÷)
- Two Levels for Each Function

Requires: ATARI BASIC
cartridge CXL4002 & 16K RAM

BIG MATH ATTACK (tm)

LOADING PROCEDURE (cassette):

Turn off the computer if it is on.

Place the cassette into the program recorder.

Turn on the computer.

Type: RUN "C:"

Press the play button on the recorder.

Press the (RETURN) key on the computer.

After successfully loading the program,

Type: RUN (RETURN)

LOADING PROCEDURE (disk):

Turn off the computer if it is on.

Turn on the disk drive.

Place the diskette into the drive.

Turn on the ATARI computer.

After a few seconds, the name of the program will appear on the screen. The program will then load and run automatically.

Once the program has been loaded into the computer and RUN, the math function and level will be displayed on the screen.

ADDITION

$$4 + 1$$

LEVEL 1

Press the SELECT key - to change the function. The program will continue the cycle - addition, subtraction, multiplication, division - each time this key is pressed. Press the option key - to change the level of the math function. The levels are:

ADDITION	LEVEL 1	Sums to 10
	LEVEL 2	Sums to 20
SUBTRACTION	LEVEL 1	subtraction from 10
	LEVEL 2	subtraction from 20
MULTIPLICATION	LEVEL 1	to times 5
	LEVEL 2	to times 10
DIVISION	LEVEL 1	to divided by 5
	LEVEL 2	to divided by 10

Once you have chosen the math function and the level, press the START key to begin.

The city that is being attacked is drawn near the bottom of the screen. The words LANDED and SCORE are printed under the city. A rocketship speeds across the screen dropping an equation. This equation is based on the math function and level that was chosen. Use the keyboard to enter the answer.

Each time the correct answer is entered, the computer will sound, the screen will flash the equation's destruction, and the SCORE will be updated. Speed is very critical. The quicker the equation is destroyed, the more points will be awarded. At first, the equations will drop very slowly on the city. As more equations are answered correctly, the speed of the equations landing will increase. The numbers appear small when they are first dropped from the rocket. They will increase in size and change colors as they approach the city.

When you press a key, the number that you press will be displayed near the city, and move up toward the rocket. If the answer entered is wrong, or no answer is entered, the equation will land and the answer will be displayed. The program will pause to give you a few seconds to study the answer. One (1) will be added to the number under LANDED. When five (5) equations have landed, the program will end and a message, based on your score, will be printed across the screen. The program will also end if the maximum score of 5000 is reached.

To play again, press the START key. If you do not want to play again, press the SYSTEM RESET key.

RETURN THE ENCLOSED CARD

FOR A 1 YEAR WARRANTY

Disk is guaranteed to load and run. Should this disk fail, remove the disk from the drive, turn the system off, place the disk into the drive making sure that it is properly inserted, and turn the system back on.

If this disk will not load and/or run, return this diskette for free replacement. Be sure that your warranty number (found on the diskette label) is written on the outside of the package.

Any disk that is damaged due to user mishandling (bent, melted, mylar damaged by fingers or smoke, or otherwise mutilated) will be replaced for a \$7.50 duplicating and handling charge. Original disk must be returned and warranty number written on the outside of the package.

To ensure that we may continue to provide quality educational software at reasonable prices we have been forced to make this disk uncopyable. We regret this necessity, however, we feel that our warranty policy compensates for this inconvenience.