

EARLY GAMES
PIECE
OF CAKE
math games for children

by Dr. Robert Eyestone

Atari Home Computers

to the parents

Understanding basic math concepts is important. Children need speed and accuracy when recalling math facts. These five games are designed to help children develop both understanding and skill as they have fun.

The Bakery, Multicake, and Dividacake are instructional games that use color, sound, and animation to reinforce conceptual understanding. Each problem is presented up to four times with increasing degrees and different kinds of help. The correct answer is always given, and the method for getting it clearly shown. Flashcards test recall of math facts in each of the four basic math functions at different levels of difficulty. It allows three tries for each problem before giving the correct answer. Catchacake is a speed recall game for one to four players. Any of the four math functions can be chosen for each round of five problems.

about the author

Robert Eyestone began programming in 1960. Since then he has earned an S.B. degree at the Massachusetts Institute of Technology, M.A. and Ph.D. degrees at Stanford University, and has taught at the University of Minnesota for more than fifteen years. He originally wrote these games for his children.

getting started

The Atari disk is self-loading. To play, insert the BASIC cartridge into place, insert the disk into the disk drive, and turn the computer on.

To run the Atari cassette, first rewind the tape to the beginning of the selected side. Side 1 has three programs: THE BAKERY, MULTICAKE, and DIVIDACAKE. Side 2 has two programs: FLASHCARDS AND CATCHACAKE. Turn on the computer and press the **PLAY** button on the tape machine. Then type **RUN"C** and press the **RETURN** button *twice*.

picture menu

An important feature of this program is the Picture Menu which enables children to select a game. It consists of a series of pictures representing the games. When you see the picture of the game you wish to play, simply press any key. That begins the game!

It is also possible to select a game by pressing the **CONTROL** key and the **W** key simultaneously while in the Picture Menu. A word menu will appear and you can then select the game you wish by pressing the appropriate number.

The cassette versions have only the word menu.

Use the **ESC** key to exit any game and return to the menu.

the bakery

Every morning the bakers get up early and make some cakes, adding them to those left from the day before. Every afternoon they sell some cakes, subtracting them from the ones they have.

Can you keep count of the cakes? Watch closely as the cakes are baked, stacked to cool, and then sold. If you have trouble, the bakers will help you. And, if there are any cakes left at the end of the week, maybe they'll have a party!

multicake

In this game the bakers are cutting a cake into bite size pieces. You will see the cake before they cut it, and you will be told how many slices they plan to make across and how many up and down.

Can you solve the multiplication problem and figure out how many pieces they will get? If you have trouble, the bakers will cut the cake so that you can count the pieces. But that's the hard way. It's much easier to multiply!

dividacake

The bakers need to get just the right number of pieces from each of their cakes. They have already cut the cakes into slices. Tell them how many pieces they should cut each slice into. If you have trouble, the program will help you find the right answer and you will rise through the ranks.

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flashcards

Choose the type of problem and level of difficulty you want. After ten problems your score will be shown. If you did well, try a more difficult level or a different type of problem. Otherwise, try an easier level or ten more problems of the same kind. If you cannot correctly answer a problem within three tries, the answer will be displayed.

At the higher levels the problems are harder than most people can do in their heads. But if you are clever, even wrong answers can be helpful clues. See how far you can go!

catchacake

The bakers are always dropping cakes at Fumble's Bakery. You can save their business by catching the cakes before they fall splat on the floor. Play this game by yourself or with up to three friends. Pick the type of problems you want: addition, subtraction, multiplication, or division. Each round provides five cakes for you to catch by answering the questions correctly. The sooner you catch the cakes the higher your score. But the higher your score is, the less time you have to catch the cakes before they hit the floor. If you score 1000 points, try a different type of problem.

Can you catchacake?

limited warranty

The manufacturer warrants this software product against defects in manufacturing for a period of thirty days following purchase. If, during that period, you cannot properly load the program, you may return it to the manufacturer for a replacement. After thirty days a replacement can be obtained by sending the original product and \$5.00 to the manufacturer, provided that the software product is then being manufactured by the manufacturer.

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