GUESS THE NUMBER REVERSE
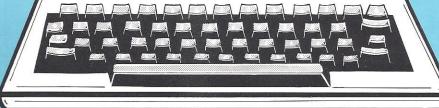
ATARI 400/800 VERSION

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                    250


  YOUR GUESS:      320      STEVE, YOUR GUESS
                            IS TOO SMALL.


                    375
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Educational Software from

EduSoft®

System Requirements

These programs require an Atari 400 or 800 with Atari BASIC. The disk version requires 24K of memory; the cassette version requires 16K. Each side of the cassette tape version includes both programs: first GUESS THE RULE and then REVERSE. (It may be helpful to listen to the tape in order to accurately locate the beginning of REVERSE.)

You are encouraged to make a backup copy of this package in case some disaster befalls the original. We remind you that it is illegal and, more importantly, immoral to give or sell copies of these programs to your friends or colleagues. (Theft is theft!)

GUESS THE NUMBER

This program plays an educational game which helps youngsters to get a feeling for the relative size of different numbers. The computer thinks of a number between 1 and 10, and asks the player to guess it. The guess "sinks" or "floats" depending on whether it is larger or smaller than the computer's secret number. When the number is finally guessed, the screen and speaker go wild! The student is then asked:

Now, do you want to use numbers between:
A) 1 and 10
B) 1 and 50
C) 1 and 100
D) 1 and 500
E) 1 and (_____). I want to choose the largest number myself.
F) I want to let someone else play.
Type A, B, C, D, E, or F.

If the student chooses E, the student will then be able to type in any number from 5 to 999 as the largest possible number.

Customizing the Program

It is very simple for the teacher to alter the range of numbers used by this program. First, load the program from the disk. Second, change the numbers in line 15 to match the ranges you want. (The initial values of 10, 50, 100 and 500 correspond to choices A, B, C and D shown above. The program starts the first game using the 10.) Finally, save the altered program on another disk. (It's best to use another disk so that you have a backup.) That's all there is to it—and the altered program will from then on use the ranges which are best suited to your own students!

REVERSE

This program plays an educational strategy game, using a list of digits. At the beginning of the game, the digits are scrambled. The object is to get them in order through a series of moves called "reverses". The game can be surprisingly challenging; most players should begin with only 3 or 4 scrambled digits. As players advance, they will discover a strategy which allows them to solve the problem in at most 2n moves, where n is the number of scrambled digits. But even this solution is not the optimum. There is another strategy which permits a win in considerably fewer moves. The game is a challenge for all, and the graphics used add considerably to the fun.