

MATHS FOR FUN

by
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Educational Software inc.

How To Load:

FOR TAPE VERSION (16K Memory Required):

Rewind the tape fully and set the tape counter at zero. Type in CLOAD and press RETURN twice. The program takes approximately 5 minutes to load. When the program has loaded, type RUN and press RETURN. If difficulties occur, position the tape, and by using a regular cassette player, listen for the start of the steady tone at the beginning of the tape. Start loading the program at this point.

FOR DISK VERSION (24K Memory Required):

To load and run the disk, you first have to turn on the disk drive. When the busy light goes out, place the disk in the drive. Now, turn on the computer with the Basic Language Cartridge in place, and the program will load and run by itself.

To Begin:

When the program has loaded, it will ask you if you want to review your multiplication tables. Press Y for yes or N for no. If you choose yes, the program will ask you to enter your choice of a multiplication table. The program only accepts values from 1 to 12.

If you pressed no, the program will ask you what type of question you want—Addition, Subtraction, Multiplication, Division, or General. Pressing G for general will offer you a mixture of all types of the problems available.

Skill-Levels:

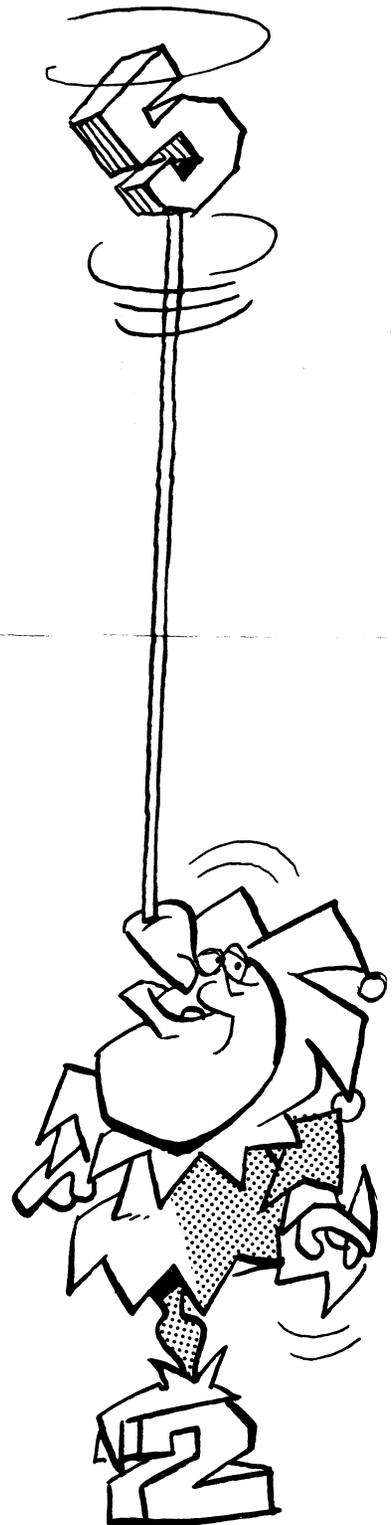
The program offers 4 Skill-levels. Each higher level allows less time to type in the answer until the final level when—phew!! At the Beginner's Level, only numbers up to 10 will be used in the problems.

The Play:

The amount of time you have to answer each question depends on the skill level you are playing. You will be sent twenty questions (always different) of the type you selected. Your current score of correct and wrong answers is displayed at the bottom of the screen. Enter your answer and then wait for the computer to judge you. If you don't answer within the time allowed, a fault will be recorded on the screen. You may press RETURN to enter your answer if you want to, but it is not essential. At the higher levels, you will find there is little time to press RETURN.

High-Score:

At the end of each play your best score will be displayed on the screen. A change of levels will zero out your score, ready for that new level. If you correctly answer all 20, you obtain a special reward . . . The reward is different at each level. The important thing is to HAVE FUN!!



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This program, imported from England, is suitable for anyone from 6 to 60. Practicing tables and simple arithmetic can be boring, but play this game and it becomes exciting. Who can answer the fastest—up to GENIUS level? An all correct score brings you a reward, but will you ever reach that target at the highest levels? Another feature is a review of your multiplication tables.

MATHS FOR FUN provides ATARI owners with a challenging educational game for the whole family.

Any defective tapes or disks should be returned to:

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