

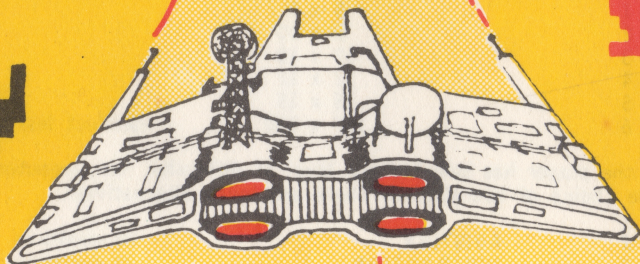
# MATHS INVADERS

$46 \div 4$   $55 \times 6$   $\frac{3}{4}$  of 100

$17 \times 12$   $105 - 35$   $17 + 59$

$\frac{1}{4}$  of 35  $36 + 55$   $8 \times 5$

**ARITHMATTACK**



Computer Cognition

## ARITHMATTACK

This game is one in which the invaders are arithmetic questions. The task is to calculate the answer to the bottom question in each column.

### OPTIONS

The player may choose any of four operations, or a combination.

The first question is level of difficulty. Choose a level from 1 to 7, and hit the RETURN key. Beginners may decide to start at level 3, designed for early high school students, and also adults who may be out of practice.

If you press the wrong number for the level of difficulty required, hit any key on the keyboard to erase your input. You can then type your corrected entry.

The levels are described below:

#### **ADDITION AND SUBTRACTION**

LEVEL	COMBINATIONS TO	COMMENTS
1	10	
2	20	
3	100	-no carry
4	120	-some carry; one addend less than 21
5	198	-both addends less than 100
6	999	
7	999	-harder than level 6

#### **MULTIPLICATION AND DIVISION**

LEVEL	MULTIPLICATION TO	COMMENTS
1	5 x 5	
2	5 x 10	
3	10 x 10	
4	12 x 12	
5	15 x 15	
6	100 x 100	-product less than 1000

After the player has selected the level of difficulty, the computer will ask for the choice of operation(s). There are seven alternatives:

1	ADDITION	20 questions
2	SUBTRACTION	20 questions
3	MULTIPLICATION	20 questions
4	DIVISION	20 questions
5	ADDITION AND SUBTRACTION	10 of each
6	MULTIPLICATION AND DIVISION	10 of each
7	ALL FOUR OPERATIONS	5 of each

In some versions, there are two bonus questions at the beginning of each army. These questions are worth 200 points, and may be answered by positioning the cannon beneath the question, typing the answer and hitting the space bar or the RETURN key. The player gets only one chance at these questions. If the question is not answered correctly, there is no penalty.

**MATHS INVADERS COPYRIGHT (C) 1982 G & M SIMON**

**THIS VERSION COPYRIGHT (C) 1983 G&M SIMON**

The authors are committed to the production of quality educational software. Pirating this package is not only illegal, but it also robs us of the support to continue this task.

This program is guaranteed against defects at time of purchase, and faulty copies will be replaced free of charge. If you feel that the copy is defective, first try the copy on the other side. It is possible that your computer is at fault. Otherwise, you may return your copy to the retailer where you purchased it, or directly to the distributors.

MATHS INVADERS is distributed by;

**COMPUTER COGNITION  
PO BOX 2164  
NORTH PARRAMATTA  
NSW 2151  
AUSTRALIA.**

The authors G & M Simon believe in the use of the computer to its fullest potential where other methods are less effective, and welcome any comments or criticisms. Please direct these to the above address.

This program requires an APPLE II or APPLE IIe with 48K.

## QUICK REFERENCE

### LOADING.

Put the disk in the drive, label up, and turn on the computer. When the game has finished loading, replace the disk in its cover.

### STARTING.

As soon as you see the flashing message on the bottom, you can hit S to start.

### NAME.

Type your name and hit [RETURN], or hit [RETURN] with no name.

### CHOOSING

Hit: P to change number of Players  
A to change number of Armies

Hit a number to choose your game.  
Hit any key to change your mind.

### PLAYING

Type in your answer and hit [SPACE] or [RETURN] to fire.

### KEYS.

← or → to move cannon.  
[SPACE] or [RETURN] to fire answer.  
[ESC] to change answer.  
[CTRL]-O to turn sound off.  
[CTRL]-S to turn sound on.  
[CTRL]-F for fast advance.  
[CTRL]-Q to quit game.

[CTRL]-R to review keys.

### DEMONSTRATION

Type DEMO for name  
OR Wait.

FOR

**APPLE II or IIe**

48k with DOS 3.3  
OR COMPATIBLE  
CAN BE BACKED UP

DISTRIBUTED BY COMPUTER COGNITION

P.O. Box 2164  
North Parramatta. 2151.  
Phone: (02) 689 2019