

HIGHEST COMMON FRACTURE

This game is one in which the invaders are pairs of numbers, each separated by a $\operatorname{\mathsf{comma}}$.

The highest common factor (HCF) of any two numbers is the highest number which divides into both numbers evenly.

NUMBER	PAIR	HIGHEST	COMMON	FACTOR
{8,4} {9,12} {6,12} {24,36} {27,18}		4 3 6 12 9		

There are three levels of difficulty:

LEVEL	1	FACTORS	LESS	THAN	11
LEVEL	2	FACTOR.S	LESS	THAN	13
IFVEL	3	FACTORS	LESS	THAN	16

LOWEST COMMON MUTILATOR

This game is one in which the invaders are pairs of numbers, each separated by a comma.

The lowest common multiple (LCM) of any two numbers is the lowest number into which both will evenly divide. For instance, the LCM of 8 and 12 is 24. Although 96 is also a multiple of both , it is not the lowest.

NUMBER	PAIR	LOWEST	COMMON	MULTIPLE
{8,4} {9,12} {6,12} {24,36} {27,18}		8 36 12 72 54		

There are three levels of difficulty:

LEVEL	1	NUMBERS	UP	T0	30
LEVEL	2	NUMBERS	UP	T0	35
LEVEL	3	NUMBERS	UP	T0	48

FRACTION ACTION

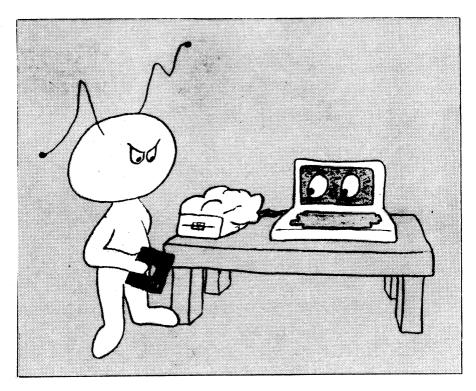
This game is one in which the invaders are expressions which have a fraction.

eg
$$3/5$$
 of 20 (1/5 of 20 = 4; 3 x 4 = 12)

There are 3 levels of difficulty:

LEVEL	MAX. NUMERATOR .	MAX DENOMINATOR	MAX. NUMBER
1	1	5	30
2	4	5	45
3	9	10	90

Note that some fractions may appear in a non reduced form. (eg 6/8 3/9)



HMM ... FIRST I CAN'T FIND HALF MY DISKS -NOW I CAN'T FIT THIS ONE IN THE DISK DRIVE!

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 ${\sf S}$ 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]-0 to turn sound off.

[CTRL]-5 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

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