MATH BINGO

CAT. NO.
26-3150

Radio Shack TRS-80 COLOR COMPUTER™

Bingo Math

Radio Shack®
A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

First Edition

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Introduction

Bingo Math is a program designed to help improve your child's (or your own) ability in basic arithmetic. This program allows players with varying levels of knowledge to compete on an equal basis by stressing two different skills: accuracy and speed.

There are three games included in the program: Bingo Math, Speed Math and Number Hunt. Bingo Math and Speed Math involve solving addition, subtraction, multiplication and division problems. The problems increase in difficulty in the following sequence:

Addition	3 + 5 = ?
Missing Addend	3 + ? = 8
Subtraction	5 – 3 = ?
Multiplication	3 x 5 = ?
Missing Multiplier	3 x ? = 15
Division	15/3 = ?
Mixed	(Any kind of problem in any order.)

The object of Number Hunt is to pick matching numbers as quickly as possible. This game provides good practice in number recognition, especially for younger children who are just starting to learn their numbers. As players improve, the number patterns become more complex in the following order:

Single Digit	3
Two Digits	10
Three Digits	876
Four Digits	9542

By timing each response, all three games included in Bingo Math adjust the problems to the individual skill levels to provide a constant challenge. As a player improves and answers the questions correctly, the problems progressively become more difficult. When only one person is playing, he competes against his previous average time.

When two people are competing, the degree of difficulty will begin to match the skill levels of the players as play continues through several games. In this way, two children of different grade levels or even a child and an adult can play an evenly matched game together.

Setting Up

First, make sure that the joysticks are properly connected to the computer. Turn on the TV and turn the volume up slightly. Insert the Bingo Math cartridge in the slot on the right-hand side of the computer. Next, when you turn on the computer, the screen will show:

```
. . . BINGO MATH . . .
  1. ONE PLAYER
  2. TWO PLAYERS
  SELECT (1, 2)
```

If one person is going to play, press [1]. Type your name and press [ENTER]. A name can contain up to ten letters. If two people are playing, both players should type their names.

After you press [ENTER], the following screen will appear:

```
    1. BINGO MATH
    2. SPEED MATH
    3. NUMBER HUNT
SELECT <–1, 2↕, 3–>
```

To select the game you want to play, type its number. You can also move the joystick left for Bingo Math, forward for Speed Math, or right for Number Hunt. The joysticks are highly sensitive, so be extremely careful when using them.

1. Bingo Math

If you pick Bingo Math to play, a screen similar to that shown below will appear:

10	15	6	2	1
5	2	16	21	9
5	6	12	25	78
0	44	18	0	4
7	3	33	8	29

9+0=?
MARY

If two people are playing, two grids will appear side by side. Make sure that the players are holding the correct joysticks. (Player #1 should hold the left joystick and will answer questions appearing in the bottom square of the left grid.) Hold the joystick with the button on the bottom closest to you. Moving the joysticks in any direction (left, right, forward, back, or diagonally) moves the player's marker on the grid. When the marker is over the correct answer, press the button.

When the answer is correct, the number will disappear and be replaced by a diamond-shaped mark. A new problem will then appear in the box below the grid. If you select a wrong answer, the screen will show:

NO
MARY

You can also tell the difference between the right and wrong answer if you turn the volume up. The beeps are distinctive and with the visual and audio components working together, the momentum picks up considerably.

Move the joystick to see the problem again and try to pick the right answer. When all the numbers in a row (vertically, horizontally or diagonally) have disappeared, the word BINGO will appear and end the round.

Scoreboard

To see the scoreboard, press either joystick button. (You can also center the joystick for the scoreboard.) The screen will show:

. . . SCORE BOARD . . .

	1	TOTAL
MARY	X	1
AVERAGE		Ø

SAME PLAYERS
GO AGAIN <—Y, N—> ?

For one player, the scoreboard shows how the total response time compares with the player's average. A player who beats his average time will get a win indicated by an X. The player's total will increase by 1 with each win.

To continue playing Bingo Math, select YES by typing the letter [Y], or move the joystick to the left. When you continue playing the same game with the same players, the skill level for the next round of problems will be automatically adjusted. If you want to play. Speed Math or Number Hunt, type the letter [N] or move the joystick to the right.

2. Speed Math

After typing the players' names, you can select Speed Math by typing [2] or moving your joystick forward. The screen will look like this:

```
 6    51    13
 0     +     1
12     5     7

   6–0= ?
   MARY
```

Use the joystick to select the answer to a problem printed on the bottom of the grid. Since the pace in this game is faster than in Bingo Math and there are fewer answers from which to choose, you don't have to press the button after covering the right answer. The number will disappear if you have chosen the correct

answer just like in Bingo Math. When you have found the correct response to a question, move the joystick to the center so that a new problem will appear.

When one player has answered all eight problems successfully, the round automatically ends. If you want to see the scoreboard, press the joystick button. Type [Y] if you want to play Speed Math again. To play Bingo Math again or to move on to Number Hunt, type [N] or move the joystick to the right.

3. Number Hunt

Now, if you want to select Number Hunt, type [3] or move the joystick to the right. The grid for Number Hunt will look like this:

As in Speed Math, move the joystick so that the marker covers the same number as in the square below. When the numbers match, the number will disappear. Center the joystick to see a new number. The game will automatically end when all the numbers in one grid have disappeared. Press the joystick button to see the scoreboard and continue playing.

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Printed in the U.S.A. 9/80