MATH FUN
Cartridge Instructions
(For 1 or 2 Players)

Imagine you're a Gorilla walking through the jungle. Behind every tree lurks an
animated animal, and behind every animal, a problem in addition, subtraction,
multiplication, or division! You can escape the clutches of the animal by solving
the problem in math, but if you miss, you'll have to jump in the river where
you'll encounter the ferocious crocodiles!

Note to Parents: Gone are the days of laborious arithmetic drills! MATH FUN by
Mattel Electronics is an exciting and enjoyable way for children of elementary
school age to improve their math skills. Developed in conjunction with the famous
Children's Television Workshop (The Electric Company), MATH FUN takes the "sting"
out of learning by using the latest, most progressive techniques. For a change
your child can LOOK FORWARD to solving problems ranging from one digit addition
(9 + 3 = 12), to four digit long-division (1050 divided by 25 = 42).

The game can be played in two ways:

1. Two players can compete against each other. This is fun and exciting. If the
two players are different ages, they can each choose a different skill level (the
game offers 18 levels of difficulty). The computer will also automatically adjust
to compensate in case one player gets too far ahead of the other.

2. One child can play alone, developing speed and accuracy at his own pace. As
his competency increases he can move to the higher levels of difficulty. The
computer will also automatically adjust the level of difficulty according to how
the player is progressing.

3. Give children pencils and paper. For starters, try playing a game with your
child! MATH FUN can be enjoyable for you, too!

OBJECT OF THE GAME: To correctly answer as many of your problems as possible in
the shortest possible time. The game can be played by one player alone trying to
improve his speed and accuracy, or two players can compete against each other in
an exciting contest! Each player chooses the number of problems he wants to
encounter, as well as the level of difficulty of those problems. The computer
will also automatically adjust the level of difficulty according to how well each
player is progressing.

MATH FUN CONTROLS

NUMBER KEYS

Use these keys (1 thru 9 + 0) to give your answers to the problems. You also use
these keys to select the number of problems you want to encounter, as well as
their level of difficulty.

ENTER KEY

You must press ENTER at the following times:

* After choosing your Number of Problems (See HOW-TO-PLAY #3)

* After choosing your Level of Difficulty (HOW-TO-PLAY #4)

* After giving your Answer (HOW-TO-PLAY #6)

* After a wrong answer, you must press ENTER again to continue play

ERASE KEY (CLEAR)

If you change your mind about your answer (or number of problems and level of difficulty), press ERASE (CLEAR) before pressing ENTER. Your first answer will disappear and you can then answer again. Once you have pressed ENTER you cannot change your answer.

LEVEL OF DIFFICULTY

Your MATH FUN Game has 18 levels of difficulty which are divided into Color and Skill levels as follows:

COLOR LEVELS (from easiest to hardest): 1-Black, 2-Blue, 3-Yellow, 4-Purple, 5-Red

SKILL LEVELS WITHIN COLOR LEVELS (from easiest to hardest): 1, 2, 3, 4 (Red only has two skill levels: 1 & 2)

Color and skill levels must be combined to produce the level of difficulty you want. Thus Black #1 would be the easiest level, and Red #2 the most difficult.

CHECK ANSWER (DISC)

If you have answered incorrectly, the computer will automatically replace your wrong answer with the correct one. If you want to see your original answer, press the CHECK ANSWER disc. Your answer will appear in white numbers.

HOW TO PLAY

1. Press RESET.

2. Now press the ENTER Key on you Hand Controller to begin play.

3. You will se "Player #1, No. of Problems," on your TV screen. Player #1 (right Hand Controller) then presses the Number Keys to select the total number of problems he wants to answer. The maximum number of problems you can select is 99. It may be advisable, however, to start with 10 or fewer. For 10 problems you would press Key #1 followed by Key #0. The number 10 will appear on your screen. Then press ENTER.

4. You will then see "Level" and a whit square. Player #1 will choose his Level of Difficulty:

A. First, press the key corresponding to the Color Level you want -- 1-Black, 2-Blue, 3-Yellow, 4-Purple, 5-Red (black is easiest, red is hardest). The white square will change to the color chosen.

B. Next, choose the Skill Level by pressing the Number Key for the level you want. There are four Skill Levels for each of the first four Color Levels, and two Skill Levels for the Red Color Level. The number of the Skill Level you have chosen will appear.

C. Press ENTER.

5. Player #2 can now choose his own Number of Problems and Level of Difficulty. (If only one player wants to play, he can enter zero number of problems on the other Hand Controller--press "0" followed by ENTER.)

6. Two Gorillas will appear, one for each player, with a wide flowing river in between. As each Gorilla runs along the river bank he will encounter an obstacle in the form of a jungle animal accompanied by a problem in math. You answer the problem by pressing the Number Keys followed by ENTER (or ERASE [CLEAR] if you want to change your answer).

A. If you answer correctly, the numbers in your problem will change in color from

white to either black or yellow (whichever is the color of your Gorilla). The problem will then leave the screen entirely. Your Gorilla will run along to the beat of a drum and the next animal and problem will appear automatically.

B. If you answer incorrectly, the numbers in your problem will change in color from white to blue, and the correct answer will automatically replace your incorrect one. (Press CHECK ANSWER Disc if you want to see your original wrong answer.) You must then press ENTER again, at which point your Gorilla will be forced to jump into the river where he will be confronted by a crocodile and a new problem will appear.

You must answer the new problem correctly in order to get your Gorilla back on dry land. If you give another wrong answer while your Gorilla is in the river, you must press ENTER again to make the next problem appear. Your Gorilla cannot jump out of the river until you answer correctly. (The computer will auto-adjust the Level of Difficulty in case your Gorilla is having trouble getting out of the river.)

7. Continue play until you have answered all your problems. Your score will be kept by the slashmark numbers at the top of the screen. The first digit is the number of problems you have answered correctly, and the second is the total number you have attempted up to that point.

Thus 3/5 means you have answered three problems correctly out of the five you've encountered so far. When you have answered all your problems your total score will be shown. Also, the time it took for you to complete your problems will appear beneath your final score.

8. When you have answered all your problems your Gorilla will do a victory dance and leave the screen. If one player has finished before another, the game continues until the second player has answered all his problems. If your Gorilla is in the river when you answer your last problem, he will jump out and leave the screen whether you answer correctly or not.

9. TO KEEP SCORE: both players try same number of problems. Give yourself 100 points for each right answer.

Then figure out how long it took to answer the problems. (Multiply eachminute by 60 and add on the extra seconds.)

Subtract the total number of seconds from the right answer score.

Example: If you got 7 right in 2 mins. and 10 secs.:

Your points: 700
Subtract: 130 (2 x 60 + 10)
YOUR SCORE: 570

10. To start a new game, press RESET.

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