

Con*Putation™

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An educational game of simple math and memory for Grades 1-3.



A Product of
The Software Guild

SYSTEM REQUIREMENTS

Apple® II with Applesoft, II+, IIe, or Franklin Ace™ 1000
DOS 3.3 • 48K • One Disk Drive

PACKAGE CONTENTS

Con*Putation Disk
Instruction Manual
Warranty Card

OVERVIEW

It's fun and easy to learn math facts the Con*Putation way. Make a match and score a point in this game of concentration and calculation. Children delight at the music and graphic displays as they learn basic math effortlessly.

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Con*Putation Manual v.1
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GETTING STARTED

To get started with Con*Putation simply follow these steps (this is called "booting"):

1. Turn off the computer to clear the memory and turn on the monitor.
2. Open the disk drive door by pulling out and up on its bottom edge. Slip the program disk into drive #1 with the labeled edge being the last to enter the drive.
3. When the disk is entirely in the drive, close the drive door.
4. Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will now see the Softsmith logo and Con*Putation title appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

PICK A GAME

Con*putation is a game of simple math and memory skills. One or two can play. First, you must choose whether you want to play the game with sound effects. Press Y(es) or N(o).

On the next screen you should see a list of options, 1 to 8. Each of these describes a kind of math you can play (addition, subtraction, multiplication, or division) and a level of difficulty (easy or hard). To make your choice, read the list and press the number of the game you want to play.

WHAT'S YOUR NAME?

Once you have chosen a game, the game board will appear on the screen. Below it, a question asks you for the names of the players. If you are the only one playing, just enter your name for both players. Type the names and press <RETURN>. The computer will keep track of whose turn it is and what the score is.

HOW TO PLAY

Take a look at the game board. It consists of four rows with five squares in each row. Each square is labeled with a distinct letter of the alphabet. When it is your turn, pick a square by pressing its letter.

When you choose a square, it seems to flip around. This way you can see the hidden "value" of the square. A value can be a number or an equation. For example, 6 has the same value as $4 + 2$.

When the square has flipped, you get to pick another square. If the values of the squares match, you get a point, another turn, and you will hear a musical tune.

If you don't match up two squares, try to remember which squares you chose, and what their values were. Then as you and your opponent pick other squares, matching numbers and equations will reveal themselves. Think hard, and make the match for the point.

When all squares have been matched, the final score is displayed and a winner is declared. Play again by pressing <Y>. Pick a level of difficulty, enter your name(s), and a new game begins. The values of the new game will be different from the previous one.

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Make sure the shift lock light is on if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not open the disk drive door or press <CTRL-C> while the "in use" light is on. This may damage your disk and render it unusable.

Do not press <BREAK> while the program is running.

Handle your disks carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

COMPUTE THE DIFFERENCE

When you purchased this Softsmith computer program, you chose the trademark of software quality. You are assured that the program inside is useful, functions smoothly, and is user-friendly. Consult your local computer dealer for a complete catalog of programs and demonstration of any of our software products.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. Given normal use, it should not be possible to damage this disk. However, should the disk or the program on it become damaged, please return it to us with a description of the problem. The Software Guild, Inc., will replace the disk promptly, according to warranty provisions. If you have problems with this program, please contact our Customer Service Department at 1 800 341-4000. You may also write to us at the following address:

The Software Guild, Inc.
Customer Service
2935 Whipple Road
Union City, CA 94587

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