PURPOSE

SUPERMATH is designed to give basic math problems at a level which will challenge each person to advance and to help him solve difficult problems.

OPERATION

1. Type RUN and press "Return".
2. The computer asks if you want to use color or black and white. Type 0 (for B/W) or 1 (for color) and press "Return".
3. The computer asks your name. Type your name and press "Return".
4. A list of choices appears.
    1. ADDITION
    2. SUBTRACTION
    3. MULTIPLICATION
    4. DIVISION

   Type the number (1 to 4) which indicates the kind of problems you want to do. Press "Return".

   If you select division problems, the computer asks if you want some of the problems to have remainders. Type YES or NO and press "Return".

b. The computer then asks whether you want to use the same first number in each problem or whether you prefer random numbers.

A.) If you type 1 you can then choose one number which will be used in each of your problems. This is especially helpful if you are just learning one of your multiplication tables.

B.) If you type 2 both figures in each problem will be chosen at random.
   Type 1 or 2 and press "Return".

6. You are then asked to indicate your skill level. Type a number and press "Return".

A.) If you are a beginner, start with a low number.

B.) If you already know you ability, choose a number which will be challenging to you. The number you pick sets the high limit of the figures which will be used in your problems.

C.) If you don't know your skill level, type 0 and press "Return". A special subprogram will help you establish your correct starting level. The computer will give you a problem. You type in your answer (watch the big color numbers appear as you type), then press "Return". If you answer the first problem correctly, the computer will give you progressively harder problems until you miss one. This will establish a good starting level for you. If you miss the first problem the computer will give you progressively easier problems until you get one right.

7. After your skill level has been established, the computer asks how many questions you wish to do. Try 5 or 10 at first. Type the number and press "Return". The computer prints a problem for you in big colored numbers. If your answer is correct, the computer tells you so. Watch the bottom part of the screen for remarks about how you are doing and for instructions.

   If your answer is wrong, the computer tells you that too (honest isn't it?). It gives you another chance at the same problem. In fact, if you miss it a second time you still get to try once more. But on the third error, the computer screen becomes a blackboard and shows you how to do that problem, step by step.

8. The computer gives you another problem. If you answered the previous question correctly on the first try, your skill level will be advanced to the next number. Your level is indicated in big numbers on the bottom right of the screen. If you missed the previous question your level will be down one point.

9. When the chosen number of problems have been given, the computer shows you your score. The score indicates the percentage of the questions which you answered correctly on the first try.

10. The comptuer asks if you want to do it again. If you type NO and press "Return" the program will end. If you type YES and press "Return" the program will begin again (without asking for your name).

DIVISION PROBLEMS WITH REMAINDERS

If you have selected division problems with remainders some of the problems will have remainders. If you think there is a remainder, type the answer (but not the remainder) and press "Return". If there is a remainder, the computer will display a flashing REMAINDER instruction near the bottom of the screen. Type the remainder. Notice that it appears after the big R which is now on the screen. Press "Return". The computer will tell you whether your answer is correct or not.