

THE MAGNEMEDIA LIBRARY OF PERSONAL COMPUTER
PROGRAMS

Leading the way in:

- ★ Simplicity -everyone can use the computer with these programs.
- ★ Usability -Audio explanations with every program, PLUS standardized instructions to take out the guesswork.
- ★ Economy -prices you can afford.

MAGNEMEDIA Inc.
17845 Sky Park Circle, Suite H
Irvine, California 92714
(714) 549-9122

SUPERMATH™
(16K)

FOR APPLE II

Personal Computer Programs

INTRODUCTION TO MAGNEMEDIA

Thanks to the mass production of microcomputers there's a whole new world of computer fun, help and learning available to all who want it. Magnemedia makes it possible for you to have the programs you want at a price you can afford.

Magnemedia programs include: time and money saving routines, mind-building educational programs, and exciting games and entertainment. The programs all conform to a standard format - instructions follow the same pattern in each publication.

The prices follow a pricing structure based on the idea that you can as easily afford a Magnemedia computer program as you can your favorite music record or tape. The album format allows you to store your programs in a neat fashion on any standard bookshelf.

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APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

FURTHER DOCUMENTATION

Lists and notes of all programs plus a complete print out are available from Magnamedia. Use the enclosed order blank to obtain these lists.

AVAILABLE FOR OTHER
POPULAR COMPUTERS ALSO

GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, Magnamedia will replace it. Send the tape and \$1.00 handling charge to Magnamedia.

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".

5. 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 your 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 computer 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).

PROBLEMS?

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.

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
 - Check computer by trying another program.
 - Be sure computer has large enough memory for the program
 - Turn computer off, set tape up at beginning of tone and start over.
2. Program Stops
 - Use "Err Message" section of computer manual to determine the cause.
 - Reload program.
3. Accidentally hit "Reset" key.
 - Return to Basic by pressing "Control" and "C" key at the same time.
4. Can't Clear Screen To Restart Program
 - Enter these commands, and press "Return" after each one:
 - TEXT "Return" key
 - POKE 34,0 "Return" key
 - POKE 35,24 "Return"key
 - POKE 32,0 "Return" key
 - POKE 33,40 "Return" key
 - Type RUN "Return" key

Now your program should have started. If it doesn't we both have problems.

NOTES

AUDIO INSTRUCTIONS

Verbal instructions are on side one of the tape. You may find it helpful to listen to this before starting the program. You know - If all else fails

ARE YOU A PROGRAMMER?

Computer programmers seem to be coming out of the woodwork everywhere. Some are pros. Some are beginners. Some haven't even started yet, but it may not be long before they are making an important contribution with their ideas.

If you have a program worth marketing we invite you to do it through Magnemedia. The royalties may help you to buy bigger and better toys. Don't wait - Contact us now.

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