CHANNEL 8 SOFTWARE EDUCATIONAL SERIES AND YOUR COMPUTER

Because the 'EDUCATIONAL SERIES' programmes are available for a range of computers with different facilities and memory sizes it has not been possible to fit 'on screen' instructions into all versions of each programme. Consequently the instructions given in this booklet may be a replica of the instructions that would be printed on the screen, and therefore should serve as a good quick reference for any of the 'EDUCATIONAL SERIES' programmes.

LOADING 'EDUCATIONAL SERIES' PROGRAMMES ON YOUR COMMODORE 64

You should always load a programme into a 'fresh' or just turned on computer. Any expansion devices or cartridges must be removed before turning the computer on. If the programme you are about to load requires a joystick PLUG IT IN NOW. Turn on the power switch, 'READY' should appear on the screen.

1. Place the tape in the recorder and press the REWIND key. When the tape is fully rewound press the STOP key and reset the tape counter.

Each 'EDUCATIONAL SERIES' tape has four programmes on it, see note A below.

2. To load the first programme type LOAD "GAME1" and press RETURN.

3. The screen will now show 'PRESS PLAY ON TAPE'. Press the PLAY key on the cassette recorder and the screen will go blank.

4. When the computer finds the programme it will say 'FOUND'. Press the COMMODORE key (lower left hand side of the keyboard) and the screen will go blank until the programme has loaded.

5. When the programme has loaded the screen will show 'READY' with a blinking cursor. Press the STOP key on the cassette recorder and note the tape counter number (see note A).

6. Type RUN and press RETURN. The programme will start, proceed according to its instructions.

A. When you have loaded the first programme on the tape you can keep a note of the tape counter number at which it ends, as the start counter number for the next programme on the tape, e.g. Once you have taken note of the end of 'GAME3' you will be able to fast forward the tape to this position in order to load 'GAME4' at some future date. (Provided you reset the tape counter as in instruction 1). It has not been possible for us to note the counter number for you because of the wide variation in the tape counter mechanism fitted to the C2N and other cassette recorders.

FILE NAME	PROGRAMME TITLE	COUNTER
GAME1		o o o
GAME2		
GAME3		
GAME4		

TODDLER TUTOR
EDUCATIONAL SERIES NO. 1

ALPHABET TUTOR (GAME 1)

This programme has three sections, selected from a menu:-

1. **LEARN THE ALPHABET** - This section runs through the alphabet (both capitals and lower case) to the tune of Twinkle twinkle little star. The M5 version allows the speed to be controlled with the cursor up ↑ and down ↓ keys.

2. **GUESS WHAT'S NEXT** - You are able to select capitals or lower case and to have prompts (next letter shown) or not. The programme will wait a few seconds for each letter to be entered, then stack them with the rest of the alphabet. Any letters missed will be shown at the end of the run.

3. **GUESS WHAT'S MISSING** - You are again able to select capitals/lower case and prompt/no prompt. The programme will then show four letters in a group and wait for you to type the missing letter.

NUMBER TUTOR (GAME 2)

This two part programme shows various toys to be counted. You can select two different ranges (maximum 20 items). The chosen toys are:- Trains, Bricks, Planes and Yachts.

RAINBOW RUN (GAME 3)

This three option game uses a Joystick, Joypad or the computer keyboard to move a coloured block, letter or number to just the right place in order to complete part of a rainbow. The rainbow must be completed twice to finish the game.

On the '64' version of this game you must select if a Joystick (port 2) or the keyboard (< left, > right, F5 up, F7 down) is to be used. On other versions both the game controller and the keyboard work in tandem.

MATCH 'EM (GAME 4)

In this four option game for up to three players, you have to find pairs from the hidden objects. After you have typed the number of the 'card' that you wish to turn, press RETURN.

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PRIMARY MATHS TUTOR EDUCATIONAL SERIES NO. 2

ADDITION TUTOR 1 (GAME1)
With this single column addition programme you can choose two levels of difficulty:-
1. When the first number is displayed a group of dots are printed alongside it. When the second number in the sum is shown an appropriate number of dots are again displayed, but in such a way as to group the dot pattern as tens and units.
2. Only the sum is shown.

SUBTRACTION TUTOR 1 (GAME2)
This subtraction programme is the subtraction equivalent of the preceding programme.

ADDITION TUTOR 2 (GAME3)
This two column addition programme is an extension of ADDITION TUTOR 1, and again offers an option with graphic display. Because ADDITION TUTOR 2 is for two column addition the carry operation is shown in great detail.

SUBTRACTION TUTOR 2 (GAME4)
This subtraction programme is the subtraction equivalent of the preceding programme, with subtract with borrow fully illustrated.

MATHS TUTOR EDUCATIONAL SERIES NO. 3

MULTIPLICATION TUTOR 1 (GAME1)
This programme sets single column multiplication sums of two different difficulties:-
1. The sum, together with a graphic display of the answer.
2. The sum only.
With either difficulty you can select two number ranges, 1 to 4, or 1 to 9. After 10 sums have been completed a mark is given.

DIVISION TUTOR 1 (GAME2)
This programme sets simple division sums (1 to 81 divided by 1 to 9), where the numbers are chosen to leave no remainder. Two difficulties are available:-
1. The division sum is displayed together with a graphic representation of the answer.
2. The sum only is displayed.
A mark out of ten is given at the end of each set of problems.

ADDITION TUTOR 3 (GAME3)
This programme sets column addition sums in three ranges:-
1. Three rows of numbers in the range 1 to 99.
2. Six rows of numbers in the range 1 to 999.
3. Nine rows of numbers in the range 1 to 9999.
In each difficulty carry to the next column is well illustrated, and any wrongly added column is shown as a separate single column sum.

SUBTRACTION TUTOR 3 (GAME4)
This programme sets two levels of subtraction problems:-
1. The borrow is automatic and you step through the process using 'C TO CONTINUE'.
2. The problem is set, and there is no assistance from the computer.
In either level there are two difficulties:-
1. Numbers as large as 999.
2. Numbers as large as 9999.
3. Numbers as large as 99999.
You can select how many problems are set in each session, and a mark is awarded at the end.

'GOTCHA' MATHS GAMES EDUCATIONAL SERIES NO. 4

'GOTCHA' MATHS (GAME1)
This programme sets maths problems of different types and difficulties where speed of answering is important. The sums are printed on the reels of a one-armed bandit. When the reels stop type your answer and press RETURN. 'Gotcha Maths' can be played by up to five players and each player can have a choice of four difficulties:-
1. Addition only.
2. Addition and subtraction.
3. Addition, subtraction and multiplication.
4. Addition, subtraction, multiplication and division.
With difficulties 2, 3 and 4 the rule for each sum is selected randomly.

TURNS, ROUNDS AND 'GOTCHAS'
The first player will continue to play until:-
1. A wrong answer is given.
2. They select to Quit and 'Bank' their score this round.
3. One or two 'Gotcha' symbols are spun on the outer reels. If you spin one 'Gotcha', you will lose all points scored this round, so don't be greedy, play safe and quit when you have earned a few points. If you are very unlucky and spin a double 'Gotcha' you will lose all points gained for this game.

MATHS DERBY (GAME2)
This programme is a horse race for 2 to 4 players where each player must correctly answer multiplication or division sums. Each player is asked to type their name and select from:-
1. Multiplication.
2. Division.
3. Both.
Each player is then asked the largest number they would like to multiply or divide by (2-99). When the game starts the horses will race along the screen only moving when a correct answer is given.

MATHS INVADERS (GAME3)
This programme presents sums:-
1. Addition. 2. Subtraction. 3. Multiplication. 4. Division.
In the form of a falling invader craft. You can only fire if the right answer is given to the sum. You can choose the largest number used in the sum (1-9) and you must answer as many sums in one minute as possible.

DRAG RACE (GAME4)
This programme is the addition and subtraction equivalent of Maths Derby. Cars race towards the right of the screen, but only move when a right answer is given.

NOTES