A Math Buster's Guide
HOW TO CATCH
A MATH MONSTER

GETTING STARTED

On the Apple
1. Put the **Math Busters** disk into the disk drive.
2. Close the disk drive door.
3. Turn on the monitor and the computer.
4. Wait while the program loads. You will then be ready to play.

On the Atari
1. Turn off the computer and turn on the disk drive.
2. When the busy light goes out, insert the **Math Busters** disk into the disk drive and close the drive door.
3. Turn on the computer.
4. The program will load. The credits will roll by, and then you will be ready to play.

Important: This program does NOT require Atari BASIC. To prevent Atari Basic from loading into your computer, follow these instructions:
* For Atari 800 (with 48K) and Atari 1200XL, make sure the Atari BASIC cartridge is not plugged into your computer.
* For Atari 600XL (with 48K) and Atari 800XL computers, hold down the **OPTION** key while the program is loading.

On the Commodore 64/128

1. Turn on the computer, disk drive, and TV or monitor.
2. Plug the joystick into port #2.
3. Place the **Math Busters** disk in the disk drive and close the drive door.
4. Type: **LOAD "SPIN",8**.
5. Press **RETURN**.
6. When the computer displays **READY**, type **RUN** and press **RETURN**.
7. Wait while the program loads. You will then be ready to play.

INTRODUCTION

A nearby cave is full of math monsters who escaped the monster machine, which is their cage. Your job is to get them back in there. Each monster is a number. Building an equation to equalize that number gives you the power to send the monster back into the monster machine for safekeeping. You'll be helped by your dog Tramp. He has an especially strong back that can be used like a trampoline. This booklet will guide you to becoming an expert Math Buster. Refer to the **Hints for Math Busters** page for special help. Good luck.

HOW TO PLAY

1. Look for monsters in the cave. That's where they are hiding. Move your joystick in the direction you wish to move. Press your joystick button to jump in the air or in the water. Enter the cave. Find a monster and remember the number written on its chest.

2. Leave the cave and look for the number that matches the monster's number on the outside cave wall, in the trees or up in the sky. Grab the number by pushing the joystick button to jump up. Your hand will automatically go up in the air and grab the number or symbol which will then appear in the lower left corner of your screen.

If a number or sign is out of reach, whistle for your dog Tramp to help. To whistle for Tramp, press the "W" key. Wait for Tramp by standing under the number or sign you wish to reach. When Tramp arrives, back up so that you have enough room to get a running start for your jump. Press the joystick button as soon as you get close to Tramp and you will be able to use his back to reach the number or sign.

If you can't find the monster's number, build it using other numbers. Grab the appropriate and available addition, subtraction, multiplication and division signs and numbers in the order you wish to build the equation. After you have collected or built the number that matches the monster's number, you will have the power to "bust" the monster.

3. When you have the right equation, go quickly back to the cave and find the monster with the matching number. Watch out for the red number rats--they will try to steal your equation if you don't move quickly enough. If they succeed you will have to begin again.

Get close to the monster and equalize it by pressing the joystick button. The monster will turn into a vapor cloud and float away. You will need to vacuum the vapor with the monster machine. To get to the machine, go to the left, moving quickly out of the cave.

4. Get a running start and press your joystick button to jump onto the deck of the monster machine. When the monster vapor arrives, turn on the machine switch just below the vacuum nozzle on the right side of the machine. You will know if the machine is on by the loud sucking noise it makes as it gobbles up the vapor. If the machine turns off before all the vapor is eaten be prepared to turn it on again.

   If you busted the monster (equalized the monster's number), the monster machine will start to play some great tunes and drop the dance curtain. If you stand in front of the dance curtain you will start to dance. To begin busting more monsters use your joystick to move away from the curtain and back into the cave.

5. If you can't equalize a monster's number, hit the scrambler on the left side of the monster machine. New numbers and signs will appear outside the cave. Remember, you have only 10 chances to use the scrambler. After that, you're stuck with the numbers and signs already there. Keep the value meter above the scrambler balanced. If there are too many positive or negative monsters in the machine, it will blow up!

6. Go back into the cave. The monsters may get bigger, but you're getting better at mathbusting all the time. And besides, you've got Tramp on your side.

HINTS FOR MATHBUSTERS

Your Goal:
To equalize all the monsters in the cave.

The Controls:
1. To run or swim, move the joystick left or right.
2. To jump into the air and grab a number or sign, press the joystick button.
3. To jump into the water, move the joystick down while pressing the joystick button.
4. To jump out of the water, move the joystick up while pressing the joystick button.
5. To whistle for Tramp, press the "W" key while standing below the number or sign you wish to grab.
6. To use Tramp to jump up, get a running start and press the joystick button when you are in front of or behind Tramp.
7. To erase the last entry in an expression, press the backspace or delete key depending on your computer.

Things to Remember:
1. With every two monsters you equalize, you'll learn a new dance step.
2. Try swimming the length of the river to explore the entire area.

The program was developed by Tom Snyder Productions, Inc., a leading developer of home educational software.

IN-D-MTB B

ATTENTION: Commodore 64 owners

To use this Spinnaker Software
product, plug the joystick into
port #2.