

## INSTRUCTIONS FOR 6803

### SkyMath (Decimal addition and subtraction)

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#### GENERAL

We should have this categorized as a game, but since SkyMath was developed for, tested and used in a primary school system, it is a valuable education program. SkyMath radars 5-digit, 3-decimal place addition or subtraction problems into the sky of a spatial landscape. All digits are one inch high for easy reading. Answers are correctly entered, including the decimal point, from right to left, just as they are solved by a student. Using entertaining sound and graphics, incorrect answers are shot down, and the problem posed again. The correct answer is greeted with sound, the screen flashes, and the answer sinks gloriously into the horizon, to be replaced immediately by the next problem.

#### LOADING THE PROGRAM

Please see the tape loading instructions. Skymath requires 3020, the 3K RAM expander, or 1920, the 3K RAM Cartridge.

#### HOW TO PLAY

After RUNning the program, press:

Key a to do addition problems.

Key s to do subtraction problems.

After the problem is beamed into place, study the problem and press the number key for the correct answer to be placed under the right-hand digits. The decimal key is part of the answer, and must be entered. (It's so easy to forget.)

SkyMath proves that mathematics can be fun.

## TO LOAD & USE YOUR VIC CASSETTE TAPE

1. Be sure your computer, tape cassette recorder and TV display are connected properly and powered on. The last message displayed by the VIC should be the word READY.
2. Place the tape cassette in the recorder with the label side up. (Programs are always recorded twice on one side of the tape).
3. To move to the beginning of the tape, press the REWIND switch on the tape recorder. When rewinding stops, press the recorder's STOP switch.
4. On the VIC's keyboard, type in LOAD and press the RETURN key.  
Note: If you have different programs on the same cassette, type LOAD"name of program" then press the RETURN key. (i.e., LOAD "AMOK"). For programs written in machine language, type: LOAD"name of program",1,1
5. Your TV will display PRESS PLAY ON TAPE. After you press the recorder's PLAY switch, the words OK and SEARCHING are displayed.
6. When VIC finds the program, it displays the word FOUND, followed by the name of the program, then tells you it's LOADING.
7. When you see READY, first press the STOP switch on the tape recorder, then on the VIC type in RUN and press the RETURN key.
8. See the specific instructions for your program on how to proceed further.

IF YOUR TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE. IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN POWER ON AND REPEAT STEPS 3 THRU 7.

IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR DEALER.

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