

SPECTRAVIDEO™

COMPUTER GAME CARTRIDGE

NUMBER CRUNCH™

A FUN-FILLED 4-LEVEL MATH MAZE FOR
ONE PROBLEM-SOLVER

INSTRUCTION MANUAL



FOR THE
COMMODORE VIC-20
COMPUTER

MEET THE COUNTERPEDE!

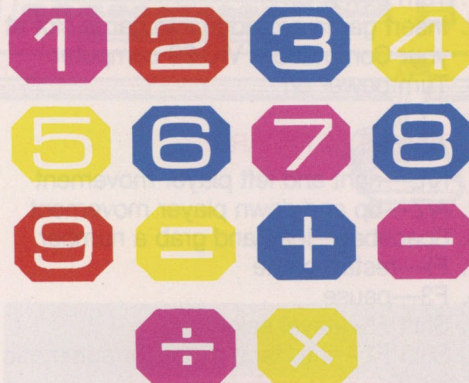
The amazing Counterpede can hunt and eat any number in the Math Maze! The only problem is: it doesn't know how to use the numbers the computer hopes to prove that the Counterpede is dumber than it is.

LEARNING ARITHMETIC IS A-MAZE-ING FUN!

You must supply the missing brain power! Help the Counterpede munch the right maze numbers and operators to equal the computer's Dumber Number. Start with single-digit Dumbers and work your way up to two, three, and four digits. It's incredible fun, but you'll have to think fast and move even faster to avoid the traps on the way to the right answer.



Counterpede



Numbers and Operators
and Equal Signs



Traveling Time Bombs

START

I. OPERATING INSTRUCTIONS

STARTING UP:

1. Turn power off
2. Insert game cartridge into game slot at rear of your Commodore VIC-20 computer
3. Turn power on

TO USE KEYBOARD:

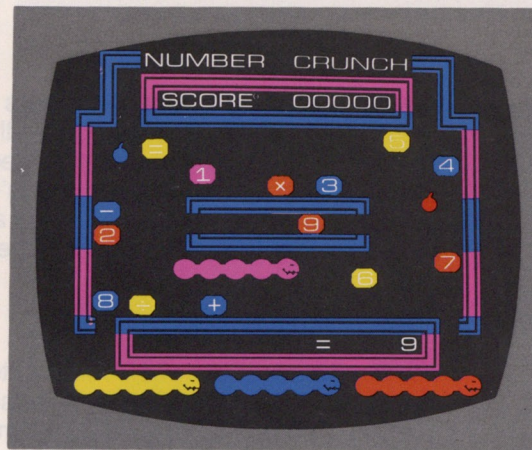
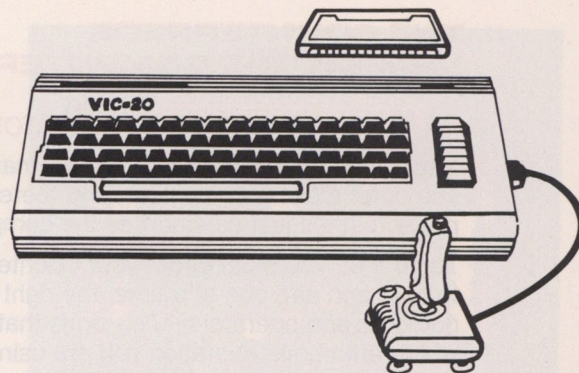
1. K/L—right and left player movement
2. A/Z—up and down player movement
3. Spacebar—leap and grab a number
4. F1—restart game
5. F3—pause
6. Shift F5—level selection
7. Shift F7—interface mode for automatic finetuning TV
8. Cursor Keys—right & left, up & down screen centering

TO USE JOYSTICK:

1. Right & Left, Up & Down—right & left, up & down player movement
2. Firebutton—leap and grab a number

LEVELS OF PLAY:

- Level 1—single-digit problems
- Level 2—two-digit problems
- Level 3—three-digit problems
- Level 4—four-digit problems



HUNT

II. THE COUNTERPEDE VERSUS THE COMPUTER

THE RIGHT NUMBERS AND OPERATORS

Your job is to help the Counterpede match the computer's Dumber Number, and thereby prove that it's just as smart as the computer.

To do that, you must direct your Counterpede to hunt and eat, one at a time, the right numbers and operators—i.e., signs that show which arithmetic operation you are using...

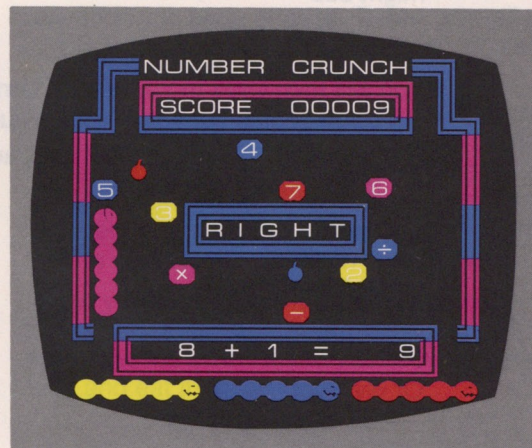
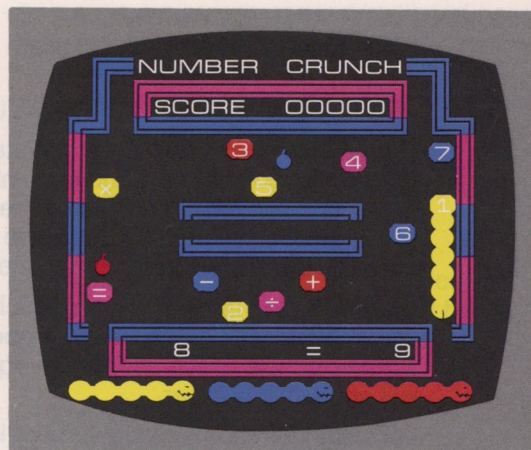
- + for addition
- for subtraction
- x for multiplication
- ÷ for division

Use the right combination of numbers and operators to build an equation that will equal the Dumber Number. Once the right equation is verified with an equal sign (=), you've proven your Counterpede is just as smart as the computer! The Dumber Number is then added to your score.

THE OBJECT OF THE GAME

You begin each game with four Counterpedes. The object is to score as high as possible with these four players before the game ends.

The game ends when your Counterpedes are destroyed by the deadly Traveling Time Bombs that constantly float through the Maze.



III. HOW TO BUILD A CORRECT EQUATION

DECIDING WHICH OPERATOR TO USE

The first thing you must do at the start of each game is to look at the Dumber Number. This has been selected at random by the computer and is placed on the right-hand side of the equation box. It changes from game to game.

Your next step is to determine which arithmetic operation—or combination of operations—you will use in building an equation that will equal this number.

Let's say that the Dumber Number is 6. You might decide that addition is the operation you will use. Then your Counterpede's equation might be:

$$5 + 1 = 6$$

You will then want to capture, in turn, a number 5, an addition operator, and a number 1.

Or you might decide on using subtraction as an operation, for example:

$$9 - 3 = 6$$

Or multiplication:

$$2 \times 3 = 6$$

Or division:

$$12 \div 2 = 6$$

Or you might even try a combination of operations, for example:

$$4 + 4 - 2 = 6 \quad \text{addition and subtraction}$$

$$3 \times 5 - 9 = 6 \quad \text{multiplication and subtraction}$$

$$4 \times 3 \div 2 = 6 \quad \text{multiplication and division}$$

Remember that the faster you build correct equations, the higher your score will be. So try to use arithmetic operations that will give you the simplest and fastest solutions.

HUNTING AND CAPTURING THE NUMBERS AND SIGNS

The next step is to hunt down and eat the numbers and operator signs you need for the operation you have chosen. These, as well as all the other numbers and signs, will constantly be moving throughout the Maze.

Direct your Counterpede from its starting position atop the Center Box in the middle of the Maze. Hunt the number or operator sign you want by aligning the Counterpede's head with it, either horizontally or vertically. Make sure that no other number or sign is in the way.

When you have properly lined up the number/operator you want, you must capture it before it moves away. Make your Counterpede leap and eat its quarry!

If you are successful, the number/operator will safely lodge in your Counterpede's tail, and your player will turn the color of the sign it's eaten. If you seize the wrong sign, simply discard the unwanted number or operator by pressing the firebutton.

FILLING THE EQUATION BOX

Now comes the tricky part: safely inserting your numbers and operators in proper sequence in the left side of the Equation Box.

With its quarry in its tail, bring your Counterpede down through the opening in the left side of the screen. Line up your player underneath the Equation Box opposite the Dumber Number. Now you are in position to insert your number/operator. The question is, just where to put it?

To properly position the number/operator, activate the right-left movement control. The number/operator will now begin to travel in sequential flashes down the length of the Counterpede's body. When it flashes precisely under the point where you wish to insert it, activate your up movement. The number/operator will move from the Counterpede's tail to the Equation Box.

When inserting numbers/operators, be sure to:

1. Avoid inserting a number/operator in the same space as another number or operator. This will cause the new one to bump the first out of the Equation Box.

2. Leave a space between numbers for operators. If you do not, the number you are inserting will be placed right next to the number already in the box, creating a two-digit number, which will dramatically change the equation you are building.

For example, if you have...

$$5 _ _ = 6$$

...and you want to insert a 1 and a + sign to complete the equation, you must leave room for the + sign right before or after the 5...

$$5 _ 1 = 6 \text{ or } 1 _ 5 = 6$$

If you do not, you will get...

$$51 _ _ = 6 \text{ or } 15 _ _ = 6$$

...and you will then have to hunt a completely different set of numbers and operators to build a correct equation.

So remember: never insert numbers right next to each other—unless, of course, you want to make a two-digit number.

IV. DODGING THE DANGERS

TRAVELING TIME BOMBS

These are the only obstacles that prevent your Counterpede from successfully building equation after equation.

They are released from portals on either side of the scoreboard throughout the game. They float through the Maze and tend to gravitate toward your player. And they explode at random intervals.

If your Counterpede is moving over a Traveling Time Bomb when it detonates, that player will disintegrate and be lost for the game. So you must always be wary of these bombs and avoid them when you can.

THE CENTER BOX TRAP

Another peril is the Center Box, which opens and closes periodically. As your Counterpede travels through it, you run the risk of having your player trapped inside if the Center Box suddenly closes. This would allow the Traveling Time Bombs more time to close in on you.

V. EVALUATING YOUR EQUATION

Once you have what you believe are the right numbers and operators to equal the Dumber Number, you must evaluate your equation to see if it is correct.

You do this by capturing an equal sign (=), and placing it into the equal-sign space in the Equation Box.

If your equation is incorrect, the word "WRONG" will flash repeatedly inside the Center Box, and, of course, no points will be added to your score.

If your equation is correct, the word "RIGHT" will flash, horns will sound, and the Center Box will light up in multi-colors. The Dumber Number will then be added to your score.

VI. SCORING

Each time you build and prove a correct equation, the Dumber Number that it equals is added to your score.

GAME OVER

The game is over when each of your four Counterpede/players is destroyed by the Traveling Time Bombs in the Math Maze.

RANKINGS:

	PREMIUM PLAYER	ARITH- MASTER	MATH MARVEL	MAZE WHIZ	NUMBER 1 CRUNCHER
LEVEL 1	15-29 Points	30-49 Points	50-69 Points	70-89 Points	90 or more Points
LEVEL 2	150-299	300-499	500-699	700-899	900 or more
LEVEL 3	1,500-2,999	3,000-5,999	6,000-8,999	9,000-12,499	12,500 or more
LEVEL 4	15,000-29,999	30,000-59,999	60,000-89,999	90,000-124,999	125,000 or more

OTHER SPECTRAVIDEO GAMES FOR THE COMMODORE VIC-20

REAGANOMICS

Have inflation, unemployment, and the GNP got you down? Here's your chance to prove that you can do a better job managing the nation's economy. Set budgets, analyze strategies, and monitor economic conditions. But be careful or you'll quickly move from the White House to the Poor House! A true "computer" game in which both the numbers and challenges are staggering.

CAVE IN

After years of futile search, you have found the fabled Kingdom of Meese, and great power and riches are within reach. But first you must meet your greatest challenge: protecting the supernatural Magic Lips from faraway invaders. Will you restore the Kingdom of Meese to its former glory, or will you perish in the dim and dangerous chambers below?

APE ESCAPE

The entire city of Spectrum is being terrorized by a monster ape trapped in a murderous rage atop the Spectra-Tower. He'll escape and kill one and all unless you can prevent the Tower from being levelled. A game that places the highest premium on super-fast reflexes, making it almost impossible to progress through each of the 99 levels of play. For one player.



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