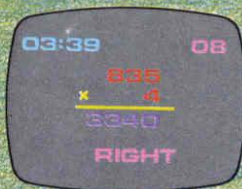
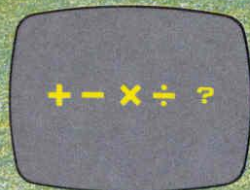


PHILIPS VIDEOPAC

7



Mathematician
Der Kleine
Mathematikus
Mathematicien
Matematik

Giochi di
Matematica
Räkneövningar
El Matemático

Echo
Pass Auf!
Giochi di Memoria
Komihåg
El Memorión



PHILIPS



Instructions for Use

Mathematician

(1 player) Press key 1, 2 or 3

Key 1 gives straightforward arithmetical problems, key 2 gives similar but trickier problems, key 3 gives + and \times tables. A problem is shown on the screen. Type in the answer, and watch for the reply. If you are **RIGHT**, the next problem is given. If you are **WRONG**, try again. After 2 mistakes, the correct answer (**CORRECT**) will be shown. Press **CLEAR** on the keyboard and continue. Score 10 correct answers as quickly as you can. The computer will play a tune. If you make a mistake while entering an answer, press **CLEAR**.

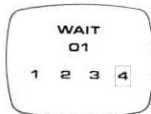
If you have pressed key 1 or 2, now press key +, -, \times , or \div . Finally (in reply to **SKILL LEVEL 1-3**) press key 1, 2 or 3. (basic, intermediate, advanced).

If you have pressed key 3, now press key + or \times . In reply to 'START NO?' type in a number less than 10. The examples shown are for a start no. of 3.

Echo

(1 player) Press key 4

Whenever the screen shows 'WAIT', watch for the number or sequence of numbers which the computer will light up. When the screen shows 'YOUR TURN', type in the same sequence. Each number has a different tone.



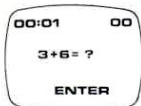
Wait, watch, and listen for number(s).

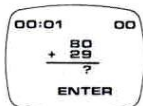
Each time a game is finished, press **RESET** (Δ), 'SELECT GAME' is shown on the screen. Now:

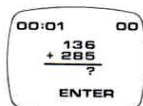
- (a) Select another game.
Or (b) Select another Videopac.
Remove existing Videopac by placing one hand next to it, and pulling handle upwards.
Replace Videopac in its box.

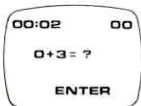
Refer now to Instructions for Use of the next Videopac.
Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

time taken score

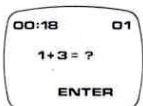
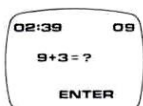
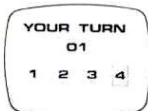

Skill level 1

 Type answer from left to right.
Press ENTER.

Skill level 2

 Type answer from right to left.
Press ENTER.

Skill level 3

 Type answer from right to left.
Press ENTER.


Type answer and press ENTER.


 Type next answer and press
ENTER.

 After 9 + 3 = ?, the next problem is
0 + 4 = ?

 At 'YOUR TURN', type in same
number(s).

 You are allowed 3 mistakes. After
the 3rd mistake, 'GAME OVER' is
shown, with your score (max. 99).

Check procedure

 If you suspect a fault in the
equipment follow this procedure
(with a Videopac installed).

 Press RESET (Δ). The TV will emit
a short sound, and 'SELECT GAME'
should appear on your TV screen.

 If not, ensure that the equipment is
set up properly as detailed in the
Instructions for Use (both of the

 equipment, and of the Videopac
used). If the fault remains, take
both the equipment and Videopac
to your dealer.

A copyright protection is claimed
on the program stored within the
cartridge.