

Math Steamer User Guide 1.0

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Using Math Steamer

Overview

Math Steamer is an easy-to-use math game that helps you practice your basic math skills. By correctly answering math questions, you help *Trainman Charlie* shovel enough coal to get to his destination. At the end of each round, you and Charlie stop at an *Information Station*, which displays facts about railroad history. Math Steamer features a variation in game play, as well as flexibility in setting how difficult the problems are.

Instructions

Math Steamer can be setup and played in 2 easy steps.. To get started, simply tap on the Steamer icon on your application screen. The main window is displayed with 2 options:



- Start
- Options

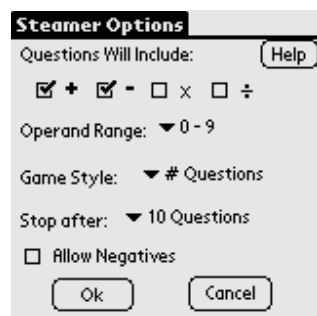
Options

Math Steamer features two game styles – Standard and Reverse.

The Standard game presents you with the 2 operands and the operator, and asks you to provide the answer. An example “standard” question is: $2 + 2 = ?$

The Reverse game presents you with the 2 operands and the answer, and asks you to provide the operand. An example “reverse” question is: $2 ? 1 = 3$

To set the options for Standard play:

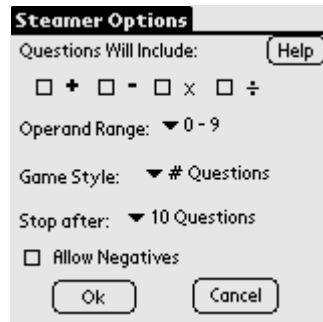


1. Tap the Options button. The Options screen is displayed
2. Select the options you desire for the type of questions that will be asked, the size of the operands to be used (1 to 3 digits), game style (# of questions, or timed), and if questions should

allow negative numbers for answers. For help, tap the Help button

3. When you are finished setting options, tap the Ok button

To set the options for Reverse play:



1. Tap the Options button. The Options screen is displayed
2. Uncheck all four of the “operator” options in the “Questions Will Include” section
3. Select the desired options for game style, negative numbers, etc.
4. When you are finished, tap the Ok button

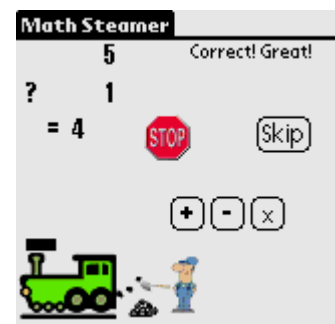
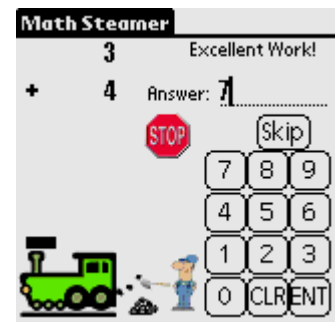
Playing The Game

Help Charlie get to his destination by correctly answering questions. As you play, Charlie shovels coal for your steam locomotive.

The game screen operates like a modern calculator.

You enter your answers by tapping on the appropriate digit buttons to specify a number, then tap ENT (enter) to enter that number.

1. Tap on the digit buttons to specify a number to enter. When you’ve entered all the digits for the number, tap the ENT (enter) button
2. If you make a mistake, you can clear your entry by tapping the CLR (clear) button.
3. If you want to enter a negative number, tap the minus sign before tapping any of the number buttons. If you want to stop the game before it’s over, tap the STOP icon.
4. In the Reverse Game, simply tap on the operator button that solves the problem correctly.



At the end of each round, Charlie stops the train at an Information Station, which presents some interesting historical facts about locomotives and railroads.