



COMM * DATA
COMPUTER HOUSE, INC.



SOFTWAREPACK 2

• MATHS TRACKBACK
• DECIMAL NUMERALS
• BASIC CONCEPTS

• DECIMALS
• SQUARE ROOT
• MULTIPLICATION



COMMODORE



MULTILAUNCH A multiplication game for up to four players. When prompted, enter your names, difficulty level of problems, and speed (time allowed to answer). Correctly answer the problem before the falling block reaches the ground, and your turn continues. Over 1200 points gets an extra turn.

ROMAN NUMERALS This program teaches Roman Numerals and how to calculate them. Four other sections in this program allow drill and practice or do conversions in either direction, Roman to Arabic or Arabic to Roman.

DECIMALS Drill and practice with tutorial (on incorrect responses) on how to set and round decimal numbers. When in tutorial mode be sure to follow the directions on the screen in order to successfully step through the problem.

FRACTION BLACKJACK Played like the card game - get as close to 2 ($24/12$ ths) as possible without going over. At prompt, enter amount to bet, total value of fractions showing (must be in twelfths - $xx/12$), then Yes or No for another card. Enter "C" for next hand or "0" to quit playing.

LASER PERCENTS One to five players take turns at guessing what percentage of a rod is shaded. Each player, when prompted, must enter a two digit number (and a % sign), which he/she thinks is the correct answer. The laser base will then move and shoot at that point. Each player is allowed ten shots.

SQUARE ROOTS A tutorial program that takes the beginning student through the difficult concept of calculating square roots of numbers using the approximation method. Simply follow the prompts throughout the tutorial.

Program Loading Instructions

1. Reset computer by turning it off then back on.
- 2a. Tape - C-64 & PET - Enter LOAD and press RETURN
 - C-64 only - press Commodore Key at "FOUND" msg.
 - C-64 & PET - Enter RUN when load is complete.
- 2b. Disk - C-64 only - Enter LOAD"*",8 and press RETURN
 - PET only - Enter LOAD"PET",8 and press RETURN
 - C-64 & PET - Enter RUN when load is complete.
 - C-64 & PET - Menu appears for loading single pgms.
 - C-64 & PET - Return to Menu by pressing STOP key.

New Tapes & Diskettes guaranteed - Return with sales receipt if defective - All are copy protected, illegal copies won't work!

Comm*Data Computer House 320 Summit Milford, MI 48042

Commodore 64 is a Regd. T.M. Commodore Business Machines, Inc.

LOADING PROGRAMS ON YOUR COMMODORE COMPUTER

- A. You should always load any new program into a "fresh" or just turned on computer. Any expansion devices or cartridges must be removed before turning on your computer and loading this program.
- B. It is recommended that you locate your cassette player or floppy disk unit as far from the monitor (or television) as is conveniently possible. If it is located too close to the monitor you may experience excessive load errors.
- C. If the program you are about to load requires a joystick, PLUG IT IN NOW—before you turn on the computer and try to load the program.
- D. Turn on the power switch, READY should appear on the screen. Proceed to load the TAPE or DISK program as indicated below.

CASSETTE TAPE LOADING INSTRUCTIONS

1. Place the tape cassette in the player with the label up and press the REWIND key on the cassette unit. When the tape is fully rewound press the STOP key.
2. Enter: LOAD (RETURN)
3. Your screen will say PRESS PLAY ON TAPE — press PLAY on the cassette unit (on a Commodore 64, the screen will go blank for about 15 seconds at this time).
4. When the computer finds the program it will say FOUND. On the VIC-20 and the PET, the program will immediately start loading. On the Commodore 64, press the COMMODORE key (lower left key on the keyboard) — the screen will go blank again for 1 to 5 minutes while the program is loading.
5. When the program is finished loading, the computer screen will display READY with a blinking cursor. Press the STOP button on the cassette unit.
6. Enter: RUN (RETURN) The program (or game) will begin — proceed according to its instructions.

DISK LOADING INSTRUCTIONS

- WARNING — Floppy Diskettes are FRAGILE! Any dirt, moisture, bending, or fingerprints on the diskette surface will destroy any diskette. Turning the disk unit power ON or OFF with a diskette inside may also damage the diskette.
1. Remove the diskette from its protective envelope and carefully insert it into the disk unit. Latch the disk unit door shut carefully. DO NOT FORCE THE DOOR — the diskette may not be seated properly and forcing the door will damage the diskette.
 2. Enter: LOAD "",8 (RETURN) The disk unit will start (red light will come on solid for about 15 seconds).
 3. When the program is finished loading, the computer screen will display READY with a blinking cursor.
 4. Enter: RUN (RETURN) The program (or game) will begin — proceed according to its instructions.
 5. Remove diskette from disk unit BEFORE dropping power!

LOAD ERRORS:

Usually indicated by a BLINKING red indicator on disk unit, a message on the computer screen, or a hang (freeze) of the computer.

1. If the program fails to load then TURN THE COMPUTER OFF and go back to step A and try again.
2. This program is copyrighted and copy-protected, illegal copies WILL NOT WORK!
3. Comm'Data's programs are recorded twice on each diskette and cassette tape.
 - Disk version try: LOAD "BACKUP",8 (RETURN)
 - Tape version try loading from the other side of the tape.
4. Check the computer, disk or tape unit, and cables. Try another program — if it fails the computer might be in need of repair.
5. You may have a damaged or bad cassette tape or diskette.
 - a. If a new defective cassette tape or diskette — return it to where you purchased it from for replacement.
 - b. If an old damaged cassette tape — return it to Comm'Data, along with \$4.00, and we will replace it.
 - c. If an old damaged diskette — return it to Comm'Data, along with \$5.00, and we will replace it.

M02CD

Mathpack 2

64K P

LOAD

***,8

LOAD

P**r.8

Multitouch
Decimals

Roman Numerals
Square Roots

Laser

Fraction

Percents

Blackjack

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