




COMM \* DATA  
COMPUTER HOUSE, INC.



64

TAPE &  
DISK

  
**GOTCHA MATH  
GAMES**



**COMMODORE**

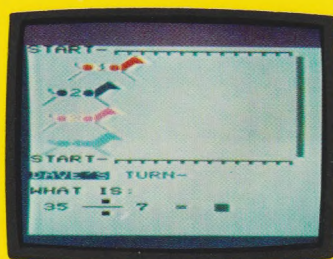
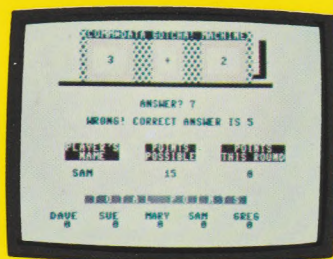
64

TAPE &  
DISK

NO EXPANSION NEEDED  
JOYSTICK NOT REQUIRED  
GRADES 1-8

**GOTCHA MATH**

**EDUCATIONAL  
SOFTWARE**



# GOTCHA MATH GAMES

## 203BK

### GOTCHA MATH:

Grades 1-8

This is a fast moving competitive math game. GOTCHA MATH allows two to four players of varied skill levels to compete using a combination of math skills and chance. Each player sets his or her own skill level from 1 (easy) to 4 (hard). Players then compete in rotating order by pressing the RETURN key to activate the GOTCHA MACHINE. The GOTCHA MACHINE will then come up with a suitable math problem for that player to answer as rapidly as possible - or a GOTCHA!!! Players may continue their turn if their answer is right, but risk losing that round's points if a GOTCHA comes up. A DOUBLE GOTCHA causes a player to lose ALL his/her points accumulated to that point in the game. The game is over when any single player reaches 100 points.

### MATH DERBY:

Grades 2-8

An exciting math exerciser for two to four players. Your computer will prompt you in selecting Multiplication or Division problems, difficulty level, number of players, and in entering their names. The racetrack and the horses will be displayed on the screen and the players, one at a time, will be called upon to answer a math problem. The faster you enter a correct answer, the further your horse will travel. If you wait too long or give an incorrect answer, you will lose your turn (be sure to press RETURN after entering each answer). The first horse to cross the finish line is the winner. Tie finishes are possible.

### INVADERS:

Grades 1-6

You have learned the secret of destroying the hostile invading saucers. Transmit the secret code with your Computer and disable the Alien Saucer's force field long enough for your laser blast to penetrate. The cryptic numbers on the side of each saucer represent a Math problem - the code is the answer to that problem! Transmit this and your laser base will do the rest. Addition, Subtraction, Multiplication, or Division problems may be selected, singly or in any combination. Difficulty level is player selected.

### DRAG RACE:

Grades 2-8

A really fun way for two to four players to practice addition or subtraction. Select type of problems, difficulty level, number of players, and enter their names when prompted to do so by the computer. Your car will race down the dragstrip, being sped along by your correct answers. The faster you enter a correct answer, the faster your car will move. If you wait too long or give an incorrect answer, your car will slow to a stop (you must press RETURN after entering each answer). The first car to cross the finish line is the winner. Tie finishes are possible.

## EDUCATIONAL GAMES

Grades 1-8

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320 Summit Ave., Milford, MI 48042

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## 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 it's 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 it's 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 it's 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.

SD203

GOTCHA MATH GAMES

LOAD "\*",8

Gotcha Math  
Math Derby  
Math Invaders  
Drag Race Math  
Commodore 64 only

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ST203A

A. Math Invaders  
B. Drag Race  
For Commodore 64

Side  
1 or  
2

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ST203B

C. Gotcha Math  
D. Math Derby  
For Commodore 64

Side  
1 or  
2

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