

ArithmeTick-Tack-Toe - Help Contents



ArithmeTick-Tack-Toe is like a traditional game of Xs and Os, however it requires the players to correctly answer a mathematical problem before placing their piece. A player can either challenge a friend or play against the computer. The player has full control over the type and difficulty of the math problems, as well as the skill of the computer opponent. Enough flexibility is provided to make the game challenging for children as well as adults.

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Introduction

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ArithmeTick-Tack-Toe was developed to encourage children to interact with the computer and practice math skills while having fun in a multimedia environment. It is sure to appeal to both parents and educators as well as being entertaining for the students.

Requirements

ArithmeTick-Tack-Toe requires the following items for proper use:

- Microsoft Windows Version 3.1 or later.
- A mouse or similar pointing device.
- A 386SX/16 with 4 megabytes of RAM or greater is recommended.
- A sound card and color display is optional but recommended.

If you are unfamiliar with basic Microsoft Windows commands, terminology and procedures, it would be advised that you refer to your Windows manuals for background information on using any Windows based software.

Instructions

Tick-Tack-Toe: The Game.

The game of Tick-Tack-Toe is played by two players alternatively choosing places on a three by three game board. The winner is the first player to get three of his/her pieces in sequence. That is, across, up and down or diagonally.

ArithmeTick-Tack-Toe: A twist on an old game.

The twist of *ArithmeTick-Tack-Toe* is that in order to place a piece on the gameboard, the player must first correctly answer a time limited mathematical problem. If the player correctly answers the question, his/her piece will be placed in the spot they have chosen. Should the player answer the problem incorrectly, their piece will not be placed and their opponent will have an opportunity to steal the spot or choose another.

How to Play

When the game is played for the first time, default settings for Player One and Player Two will be loaded. You can choose to use these defaults for your game or you can customize them from the Options Menu. From this menu you can also customize your player(s) name(s) and skill levels. You may also choose settings such as Computer Control and the Timer from this screen.

The first player (Player One the first game of the session) will have the first opportunity to choose a spot on the gameboard. Use the mouse to position the crosshairs in the desired square and click the left mouse button (LMB) to start the math problem. The player then has the time limit specified in the Options Screen to type the answer from the keyboard and press the Enter key. *Note:* If the Enter key is pressed and no answer has been entered or if the time limit is up and no answer has been typed, the answer will be assumed to be a zero.

The other player is then allowed to take his/her turn in the same manner. The hand at the top of the screen (in between the player names) will always point to the active player. The game continues in this manner until either someone wins or the board has been filled without a winner, resulting in a tie game.

Scoring

The scoring in *ArithmeTick-Tack-Toe* is done on a point system much like many sports. The player will receive two points for a win, one point for a tie, and no points for a loss. When the match has been terminated by the Exit option or the New Game option the current players scores will be evaluated against the Math Masters Hall of Fame and added to the roster if worthy of

the title.

Ending the Game

There are two ways to end a game of *ArithmeTick-Tack-Toe*. If you would simply like to start a new game and reset the scores, choose the New Game option. CAUTION: Doing this will result in all both players scores being reset! The other way to end the game is to choose the Exit option from the File menu.

Menu Commands

Along the top of the screen is the main menu for *ArithmeTick-Tack-Toe*. Choose one of the following for more information on each menu choice.

[File Menu](#)

[Options Menu](#)

[View Menu](#)

[Help Menu](#)

File Menu

The File Menu is divided into two sections as follows:

New Game

Starts a new game of *ArithmeTick-Tack-Toe*. The scores are reset to zero, the board is cleared, and the high score list is updated.

Exit

Exits the program after updating the high scores, and returns you to the Microsoft Windows environment.

Options Menu

The Options Menu is divided into two sections, and allows changing of the various settings for each player:

Player 1

Allows changing of various Game Options and settings for Player 1 (Blue).

Player 2

Allows changing of various Game Options and settings for Player 2 (Green).

Sound Effects

This command is a toggle between Digital Sound Effects and Silence. If a check mark appears beside this item, Sounds Effects are turned ON. To turn them off, select this item again and the check mark will be removed, turning the effects OFF.

Game Options Screen

Name

The player's current name is displayed in this box and may be edited by clicking the left mouse button on it and using the keyboard to make changes.

Time Limit

This determines the amount of time (in seconds) that the player has in which to answer each question. The time limit may be edited in the same way as the Name.

Computer Controls This Player

If this box is checked, the computer will act as an opponent in the game. Note: Both players *cannot* be computer controlled.

The slider next to the checkbox determines the skill level of the computer player. If all the way to the right (Hard) the computer will always get the question correct. As you get closer to the left (Easy) the computer will progressively get more questions wrong, making it easier for the human player to win.

Addition / Subtraction / Multiplication / Division Boxes

Note: Only addition is available in the evaluation version. See the Help Menu for information on [ordering the enhanced version!](#)

These boxes determine what kind of questions will be asked of the player and the difficulty levels of those questions.

Whether or not a type of question (i.e. addition, subtraction, etc.) will be given to the player during the game or not is determined by the Enable checkbox. If the box is checked, the question type will be given during the game. This allows players to focus on practicing one particular area of mathematics or to practice many. If the box is not checked, that type of question will not be asked of the player during the game.

The other boxes are used to determine the difficulty level of each type of question. The numbers displayed show the hardest question that could be asked in that category. For example, if we are in the addition category and the top number is 10 and the bottom number is 10 the hardest (or at least the largest) question asked will be $10 + 10$. That is, the question will be one number between 0 and 10 plus another number between 0 and 10. All of this is more easily understood when actually seen on the screen. This system applies to each category in basically the same way.

Load...

Clicking on the Load button will load a previously saved Player Options file. This will overwrite all existing data on the Options screen. Note that there are several pre-made player option files that you can choose from such as Easy, Medium, Hard, etc. You may also load your own saved player previously made using the Save As... command.

Save As...

Clicking the Save As... button will save the currently displayed players options to disk.

View Menu

The view menu has one selection, allowing you to view the Math Masters Hall of Fame:

High Scores

Brings up a list of the top seven scores and player names of all time.

Help Menu

The Help Menu has two sections, as follows:

Contents

Brings up a list of major help topics you can choose from.

Ordering Info

Information about ordering the enhanced version of ArithmeTick-Tack-Toe.

About

Displays information on the program name and version.

Ordering Information

For a convenient ordering form please see: [Ordering Form](#)

When you order ArithmeTick-Tack-Toe, you will receive:

- A game disk with the most recent enhanced version of the game software which enables the child/student to practice math problems in Addition, Subtraction, Multiplication and Division. Variable skill levels are included for each problem type.
- Printed technical supplement.
- Information and demos of related educational products.
- Notification of upgrades and special pricing on related educational and entertainment software.
- The satisfaction of encouraging and supporting our development efforts to bring you an even wider assortment of quality multimedia educational products.

The price for a single copy of ArithmeTick-Tack-Toe is \$15.00 in US funds + \$2.00 for shipping charges within the USA and Canada. (Shipping to any other country is \$5.00. Please call for shipping charges on orders over 5 pieces).

You can obtain ArithmeTick-Tack-Toe by any of the following methods:

Mail your order form with a check or money order in US funds to:

NeoPoint Technologies
P.O. Box 2281
Winnipeg, MB
Canada R3C 4A6

Have your VISA card ready and call toll free in USA and Canada:

1-800-665-9668

FAX your VISA information and order form to:

(204) 661-6904

Please note that we can ONLY accept VISA credit cards and not Mastercard or Amex.

ArithmeTick-Tack-Toe is a product of:



Thank you in advance for your support!

Disclaimer of Liability

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Order Form for ArithmeTick-Tack-Toe

To print this form, choose Print Topic from the File menu.

Please make check or money order payable to:
NeoPoint Technologies Phone: (204) 668-8180
P.O. Box 2281 FAX: (204) 661-6904
Winnipeg, MB, Canada R3C 4A6

Please send me _____ copy(ies) of ArithmeTick-Tack-Toe at a cost of \$15.00 each in US funds. A shipping charge of \$2.00 US within Canada and the USA (\$5.00 worldwide) will be added to your order. Please call for shipping prices on orders over 5 pieces.

Date: _____

Name: _____

Company: _____

Address: _____

Email: _____

Phone: _____ Fax: _____

Payment: [] Check [] Money Order [] VISA

VISA Orders: Name on card: _____

Card number: _____

Expiration date: _____

Cardholders signature: _____

Cardholder will pay to the issuer of the charge card presented herewith the amount stated hereon in accordance with the issuers agreement with the cardholder.

I understand that VISA orders will be charged in Canadian funds at the current US-Canadian exchange rate. Your VISA statement will show the charge in your local currency to the approximate equivalent of \$15.00 US each + shipping.

Where did you obtain this evaluation version?

Comments and/or suggestions:
