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REVISION HISTORY

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Contents

1	n	1
1.1	main	1
1.2	lpage	1
1.3	whatsthis	2
1.4	specialreq	2
1.5	beginplay	3
1.6	rules	3
1.7	menus	3
1.8	buttons	3
1.9	newb	4
1.10	easyb	4
1.11	showb	5
1.12	startb	5
1.13	mark	6
1.14	original	6
1.15	lefti	7
1.16	right	7
1.17	checkb	7
1.18	hiscore	7
1.19	author	8
1.20	history	8
1.21	futuret	9
1.22	buglist	9
1.23	agreement	9

Chapter 1

n

1.1 main

```
          GUI      /\
 /  _  \
/    \  \ R I T H M O M A N I A
          version 2.0f
          BY
          Yannis Vassiliou
          (c) 1996
          /\ \ouseTrapSoft
```

TURN

1.2 1page

```
          Hello amiga user !
Welcome to Gui-Arithmomania v2.0f
          by Yannis Vassiliou
          Email:vassil@ikaros.edu.uch.gr
```

What's this software?

What are the requirements ?

THE GAME'S RULES AND OPTIONS

The author..

History lessons

Future

Known bugs

Wanna make an agreement?

1.3 whatsthis

This program is simply a game.

To be more specific we can say that this game is a mathematical riddle, or in other words a problem of logic. This means that you have to activate some brain cells of yours in order to solve it. During this procedure there will be a clock counting the time that has passed. So you must reach the solution as quickly as possible in order to see your name in the hiscore table. The presence of a hiscore list makes this program very interesting because you can check if you have become a better player and gives the chance for more than one players to find out who is really the best mathematical mind...

(I now regret it for adding this option because it's really annoying to make game and finally find out that e.g your sister is a better player than you ... who programmed the whole thing!)

1.4 specialreq

GUI-ARITHMOMANIA v2.0f uses the Amiga intuition and graphics libraries. The narrator.device is also needed for the simple speech that is used in the game (I have not included the narrator.device within the compressed archive)

To say the truth I have not tested this game in another machine besides my A1200 (with no expansions on), so I dont really know if there will be any priblems in other systems, but I dont think so.

The only problem that may occur is slow machines is the...speed problem. While calculating the new puzzle in a A500 for example, I think that in some cases this could take even half a minute... But that's not an important problem of course (At least that's my opinion!)

1.5 beginplay

GUI-ARITHMOMANIA v2.0f
by Yannis Vassiliou

Rules of the game

The menu

The buttons

Hiscore list

First page

1.6 rules

Rules of Arithmomania:

You are in front of a 5X5 table. This table has from 2 (min) to 9 (max) empty gaps, 12 spots with the four mathematical signs in them and 4 spots that are not seen because they don't effect the game (dead spots). Your target while playing is to fill this table with the numbers from 1 to 9 so that the calculations between the numbers have the right results (which are displayed either in the right side or below the table). Each number from 1 to 9 should be used only once.

NOTE that the calculations do not follow the FORMAL ORDER !!!
You must make your calculations from left to right (or downwards).
For example in this game $3 - 1 * 5$ is not equal to -2 but to 10 .

1.7 menus

The Menu:

Not much to say about the menu.

Some information about the program is given here (oral and written).

There is the exit option here and the link to hiscores...

1.8 buttons

GUI ARITHMOMANIA v2.0f
by Yannis Vassiliou

The Buttons

new

show
easy
check
start
return

1.9 newb

The new button:

At the beginning the only active button is the new button.

When pressed, the computer starts a number of calculations in order to produce the new puzzle with which you are going to play. This procedure can take some seconds so you must wait.

Just after the new puzzle is created, the

start
button

and the

easy
button are activated.

The computer is now ready for you to play!

1.10 easyb

The easy button:

After the new puzzle is created with

new
button, you can

immediately press the

start
and begin playing..

In this case you will play a game with 9 empty gaps (category 9), the most difficult game. If you want to make things a little (or a lot!) easier for U, before pressing START, choose the EASY button.

When the easy button is pressed,

a requester will appear with two buttons in it, informing you about how many numbers will be revealed to U at the beginning of the game.

This value begins with 0, but if you press the right button it will be increased by one (the left decreases it this way).

For example if you want to have 7 empty gaps to fill, then you must reveal $9-7=2$ and you will play a 7 category game.

Just after you make your choice you must close the "easy window".

NOTE: The easy button is deactivated when the game begins. You can press The EASY button only just after NEW !

If you press START now, you will be able to play the game that you have arranged!

1.11 showb

The show button:

This is your choice when everything has gone wrong. By pressing this button the solution to the puzzle will be shown to U. In this case it is considered that you have lost the game and you get no score for it!

After the SHOW button is pressed, all the other buttons are deactivated and the only thing U can do is restart by pressing the

new
button.

1.12 startb

The start button:

This is the button which actually starts the game. By the time that this button is pressed the clock starts counting and you must try to fill the gaps in the table, with the numbers you have picked up from the other table below (the table with the numbers from 1 to 9 let's say table-2).

Each time you pick up a number from table-2 to table, the gadget of this number is at once deactivated. In order to use this number again you must delete it from the table by using the DELETE button, or replace it with another number of the table-2.

While playing a text-line in the bottom of the games' window is informing U about the time that has passed and the category (the difficulty) of the game.

Another thing you can do while playing is to press the
check
button,

and you will be informed about the how many right choices you have.

There are four important buttons,

placed at the upper right side of the game's window

```

                These are:
    The
    orig
    button
    The
    mark
    button
    The
    <<
    button
    The
    >>
    button
  
```

These buttons can offer U a lot services while playing!

Finally, you can at any time press the show
 see the solution or even the
 new
 and let the computer
 calculate a new puzzle !

1.13 mark

When the MARK button is pressed the current position of the table ↔
 is stored
 in memory, and will be shown again only when the
 orig
 button
 is pressed.

1.14 original

When this button is pressed, the table will immediately return in ↔
 the
 position which was when the
 mark
 button was pressed.

If the mark button is not pressed yet, then it will return in the starting
 position.

1.15 lefti

This button, when pressed, the previous position of the table will appear. ←

The ten previous positions are stored and can be shown again. While going back, if you find a position that you think it's good to continue from, and you fill a gap, then the positions stored which were following this position, will be deleted and cannot be accessed with the

>>

button. The previous positions still remain in memory.

1.16 right

In order to do something this button, the

<<

button should

be pressed, at least once, first!

With >> button you can view the next positions, which are stored in memory.

1.17 checkb

By pressing the CHECK button, you will be informed about how many right choices you have. But it's not everything so simple. Each time you press CHECK your category is decreased by one. So if you begin to play a 7 category game and you press CHECK two times, your current category will be 5 and you gonna have worse scores !

So have in mind that CHECK costs a category !

1.18 hiscore

HISCORES!

Hiscores can be shown either by choosing the appropriate link from the menu, or by pressing Amiga-S.

The names of the 20 better players are stored here with the time that took them, the category of the game they played and the score they have made!

As you will soon find out, the difficulty of the game is rapidly increased (or decreased..) from one category to another, so there are different score limits for each category and the points given for the same time are different for DIFFERENT categories.

For example category 9, which is the most difficult, gives more points than any other category, for the same time of solution!

1.19 author

Who ?? Me ??

Well, thy name is Yannis (or Giannis) Vassiliou. I am a 3rd year Chemistry Student, but a computer fanatic... (You think it's an odd combination ?? Well, I know an archaeologist who is a fanatic C programmer..)

I started with computers at the age of 8, with an ATARI 600X1 (I still seek for information about this machine ..processor, speed etc..if you know something please email me!). 12 years as a computer fanatic I have seen evolutions and revolutions in the computers area..and I am still impressed by everything new about them...

I am also waiting for a biologist to say that computermania is in the genes !

hahaha

I am still waiting !

Yannis Vassiliou
August 1996
IRAKLION
CRETE

vassil@ikaros.edu.uh.gr

1.20 history

Well, this program has a very short history...

Before Gui-Arithmomania v2.0 there was in aminet the armania.lha file which was same game but in ascii characters...

The ascii version was also compiled for unix and msdos machines.

I recieved several emails from people who asked me to make it GUI... And so I did.

As a former PC-user, I have noticed the difference in quality between the amiga and pc public domain programs. Do u know that what for us was defacto from the beginning (GUI) for PCs is still rare ?

1.21 futuret

I think that this program is more than finished! (if you have a different opinion email me) so in the future the only things that will change are the bugs! (hope not so many)

1.22 buglist

I have tried hard to clear this program from all the bugs, but each of you who has written even the most simple program knows that this is practically almost impossible ! (This must be a curse!)

So, although I have not found a bug , I am sure that there is a great possibility for some to exist !

If you think you have found a bug,

please Email me at vassil@ikaros.edu.ucl.gr

1.23 agreement

Please note that this program will be used at your own risk. Although it's enough tested and has proved to work, I don't accept responsibilities of any kind.

EMAILWARE!

This software is emailware. This means that I want you to send me an email! Why ? Because I like emails ! And because I demand to be paid and since time is money, a mail that has cost you 1 minute would be an appropriate fee ! Many thanks to the people that have tested the previous version (armania 1.1) and sent me their opinion!

I wait for you to contact me !

My email address is vassil@ikaros.edu.ucl.gr

With regards,

Yannis Vassiliou.
Iraklion
Crete
GREECE.
