

## MATH STARS V. 4.0

### Start-up Window

You can dismiss each screen with a mouse click or they will automatically dismiss after 5 secs.

### Choosing Players

Click on a player's name to have that player entered and to see the player's stars. The second player's slot is only available when "head-to-head" play is selected.

To add a new player...

just type that player's name into the desired slot, then click "Let's Play." You will be asked whether you want to add that player to the list.

To change a player's name or delete a player from the list...

select the "Change - Delete Player" option from the NAMES menu. Once the new window appears, click on the name to be deleted. It will appear in the edit window. Make the desired changes and click "Accept Change" or just click "Delete" to have the player removed.

Importing a list of names from a text file...

may be easier than typing in each name separately. Create a text file with nothing but the names to be entered with each name separated by a carriage return (<RETURN>). Save the file in TEXT format. (most word processing program have this option) Then, in Math Stars, select "Import Name List" from the NAMES menu. Click "Continue" and then open the text file you created. The names will automatically be added to the list.

### Math Stars Options Window

Select the function and the time limit as desired. If the timer is turned off, the player will NOT receive a star for a perfect round.

"Allow negative numbers" will include negative as well as positive numbers randomly in the problems.

"Fix lower number" will bring up a box into which you may enter a number from 2 to the highest number currently set. This number will always appear as the lower number until this option is turned off.

### More... Button

The option to change the highest number allowed is moved to this

screen. Simply enter the number in the box. If you are using a registered version, the new number will be saved as the default number. Otherwise the new number will last for this session and revert to 9 at the next startup. Problems can be displayed horizontally (more like an algebra problem) or vertically. You also can select an option of solving for any of the 3 numbers of the problem. The x's indicate where the unknown number will be.

In "Head-To-Head" mode, both players compete for the best cumulative time using the SAME problems. Therefore, other time options are disabled. Other than time, all options in "Head-To-Head" mode are the same as "Single Player" mode.

NOTE: If the "Allow Negative Numbers" option is selected, the 2 players in head-to-head mode will have the same sets of numbers, but the negatives are randomly assigned and will not appear in the same way for both players.

To allow for competition between two players of unequal skill, you add seconds to Player #2's time by the "handicap" feature. Just check that box below the 2nd player's name and a box will appear asking you how many seconds to add to this player's time. Clicking "set handicap" adds the number of seconds specified. Clicking "cancel" removes the handicap.

### Math Detective Options

NOTE: The Math Detective module requires a 13" screen or larger. This game will not be available on screens small than 640 x 480 pixels.

The player may choose to search for Factors, Multiples, or let the program choose randomly.

"Let's Play" begins the game.

"Main Menu" returns to the Player's Screen.

### Difficulty Level...

is used to make Math Detective available for a wide range of ability levels. Use the chart below to determine the appropriate difficulty level.

Level	Factor Range	Multiple Range (find 10 multiples)
1	9 - 45	2 - 9
2	18 - 60	3 - 10
3	27 - 75	4 - 11
4	36 - 90	5 - 12
5	45 - 105	6 - 13
6	54 - 124	7 - 14
7	63 - 135	8 - 15

8	72 - 150	9 - 16
9	81 - 165	10 - 17
10	90 - 184	11 - 18

### Math Detective Game Screen

Click on the button to indicate the correct answers to the problem. If you are correct, the answer will appear in the ladder to the right of the screen. If you are wrong, the answer will be X'ed out and the "Number Wrong" in the upper left corner will be incremented. The number wrong allowed before the game is aborted and no star is awarded varies with the difficulty level. Use this formula to find the allowed number of misses:

$$12 - \text{difficulty level} = \text{allowed misses}$$

If all of the boxes in the ladder are correctly filled, the player earns a star. Math Detective can only be played in the "Single Player" mode.

### Math Detective Clues

Clicking on one of the "Show Clues" buttons brings up a scrolling window with all of the factors or multiples from 1 to the number set. (The maximum top number is 500). Once displayed, these window may be printed.

### Math Stars Game Screen

When the problems appear, type in the numbers of the correct answer. There is no need to press <RETURN>. If the answer is correct a chime will sound and the correct answer thermometer will begin to fill. If 2 digits are entered and the answer is wrong, it will vanish.

Note: If the correct answer contains 3 digits, it takes 3 digits to make the answer disappear. This prevents the answer from disappearing while the student is waiting to enter the 3rd digit.

Hint: If you enter a one digit incorrect answer, you may use delete to erase it. However, it is probably quicker to just enter another number (or 2) and the entire answer will vanish.

A round contains 10 problems. If all 10 are answered correctly within the allotted time, the star will light and the player will be awarded a star. Any incorrect problems will appear with the correct answer in the area on the left of the screen.

### Result Window

At the end of 10 questions, a window will appear with a message for the player depending on the results. The buttons in this window have the following effects:

Try Again: Returns to game screen, same player, same options.

Options: Returns you to the options window.

New Player: Returns you to the Player Screen for changing players or seeing your earned stars.

Hall of Fame: Allow you to see the Hall of Fame before returning you to the Player's Screen.

## Hall of Fame

A player earning 10 stars will automatically be entered into the Hall of Fame. This player's earned stars will be reset to 0. The Hall of Fame may be seen at any time by selecting it from the Windows Menu.

To clear the names in the Hall of Fame, hold the option key while clicking on the continue button. A dialog will appear asking you if you wish to clear the Hall of Fame.

## Names Files

Math Stars stores the names and stars earned in the file called MSNames in your system folder. If Math Stars cannot find a file by that name in your SYSTEM FOLDER, it creates a blank one. You may switch files, just make sure that the one you want to use is in the SYSTEM folder of your computer and is named EXACTLY "MSNames."

Hall of Fame names are stored in the resource fork of the application.

Caution: Once you have run Math Stars 4, do not replace the "MSNames" file with one created by a previous version.

**Enjoy Math Stars !!**

(click to continue)