



### **Description**

Click on the correct answer for each math problem. Every correct answer increases the Points score. The score is decreased as time goes by. Each Math Operation consists of 3 levels of difficulty. The math problems in each level are selected in a random order. The order of selection is unique to each game. Selecting Practice Mode in the Options menu allows extra practice in any operation.

### **File Name**

Math2.EXE ver 1.01r1 Jan 02, 1997

### **Author**

Math2 was written by Alexander Smoljanovic of Calex Software

Please direct questions, comments or requests to Alex Smoljanovic via E-Mail: [alex@ilos.net](mailto:alex@ilos.net)

**Welcome** I hope you enjoy Math2

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Help is available for the following topics.

### **Math2**

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## Categories

### Description

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Categories available: Addition, Multiplication, Subtraction and Division. The categories are only available when Practice Mode is selected in the Options menu. Selecting Practice Mode in the Options menu opens a panel with 4 selectable math operation options.

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## Math Tips

### Description

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Math Tips offer short tips, examples or other information and are available on program start-up if the option is enabled in the Options Menu. There is a different Math Tip for every day of the month. When Math Tips are displayed, you may cycle through all the tips by clicking on 'Next Tip'

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## Options

### Description

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The Options menu allows you to change the way the game plays and looks. You may select Auto Mode or Practice Mode. Practice Mode allows you to practice all three levels of any operation without automatically cycling to the next operation. High score entries are not available during Practice mode. Practice Mode categories are saved to a config file allowing auto loading of last category used. Auto Mode cycles through all Math Operations automatically. High Score entry is available during Auto Mode. You have the option to change your wallpaper. The game comments at the top of the screen may be turned on or off. You have the option to play background Music during play. You have the option to enable the display of Math Tips on program start-up. You may select the option to display feedback flash when the tiles are clicked and enable random color display for each tile. Options are automatically saved to a configuration file.

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## Music

### Description

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Selecting Music opens up a midi player, or focuses on the player if already open. The player allows you to select any midi files that are available on your PC. The background music is automatically looped. Clicking the pause button temporarily stops play. Clicking the stop button stops play and kills the midi player. The player is minimized once play begins.

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## Report

### Description

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A report Card is displayed at the end of the Math Session. A letter grade and percentage is assigned for each operation and also for the over-all game.

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## Score

### Description

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Six high scores are automatically maintained and may be displayed by clicking 'View High Scores'. High Score entries are available during Auto Mode play and not available during Practice Mode Play. The total score is a combination of correct selections (points) and the length of time to complete the game. If the score at the end of the game qualifies for a high score, the user will be prompted to enter a name for the new high score.

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