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How To Play Equatron

In Equatron, your job is to uncover tiles to solve the equation. In each round, your objective changes.

The winning combination is determined randomly, so one round you may need to score more than the computer, and another you may need to score less than the computer. The winning combination is located near the bottom right of the screen.

An equation is randomly generated, the complexity of the equation is determined by the round number. Equations are solved from left to right (ignoring order of operations), except when parenthesis are present.

The computer always plays first, and plays on the same game board and equation that you do. The results of the computer's turn are displayed for you in the upper right of the screen. The round's equation is calculated completely, so you know the number you are trying to beat.

It is now your turn to select <u>tiles</u>. Point to the tile on the 5x5 grid that you wish to select. The tile will flash, reveal itself, and place itself in the equation, if appropriate.

Once you have filled in the equation, you will know if you have satisfied the winning combination (scoring either more or less than the computer).

Whoever wins the round scores 1 point. The winner's score is compared against the Jackpot number. If the two are ever equal, the winner receives an additional 10 points.

The game initially has no limit. However, you can set the game to end after any amount of points.

See Also
<u>The Tiles of Equatron</u>
<u>Set Game Limit</u>

The Tiles of Equatron

The following tiles are available for you to discover on the 5x5 grid. Not all of them may appear in the same round.

Number tiles 0 through 10
These tiles are immediately placed in the equation.

Negate (-)
This tile changes the sign of the last number entered into the equation. If no number is in the equation, it has no effect.

Zap (a "no" circle)
This tile eliminates the last number in the equation. If no number is in the equation, it has no effect.

Any Number (?)
The computer picks a number at random and puts it in the equation.

Double (2x)
This tile doubles the last number in the equation. If no number is in the equation, it has no effect.

Triple (3x)
This tile triples the last number in the equation. If no number is in the equation, it has no effect.

File New

This commands starts a new game, resetting the player and computer totals to zero.

File About

This shows information about Equatron, including its creator, version number, and copyright date.

File Exit

This allows you to exit Equatron.

Options Set Game Limit

By default, there is no limit to the number of rounds a player can win before the game ends. However, if you wish to set a limit, this option will allow you to determine a winner from 1 round up to 999 rounds.

Options Set Round Number

The complexity of the equation is determined by the round number.

Round numbers	Number of digits	Number of operators
1 - 15	3	2
16 - 40	4	3
41 - 85	5	4
86 - up	6	5

Larger equations are also affected by the placement of parenthesis. Below is a comprehensive list of round numbers and their appropriate equations.

The question marks indicate where operators and randomly placed by the computer. The letters x, y, z, a, b, and c indicate values selected by picking tiles.

Round number	Equation
1 - 10	x ? y ? z
11 - 15	x ? (y ? z)
16 - 20	x ? y ? z ? a
21 - 25	x ? (y ? z) ? a
26 - 30	x ? y ? (z ? a)
31 - 35	x ? (y ? z ? a)
36 - 40	x ? (y ? (z ? a))
41 - 45	x ? y ? z ? a ? b
46 - 50	x ? (y ? z) ? a ? b
51 - 55	x ? y ? (z ? a) ? b
56 - 60	x ? y ? z ? (a ? b)
61 - 65	(x ? y) ? (z ? a) ? b
66 - 70	x ? (y ? z) ? (a ? b)
71 - 75	x ? y ? (z ? (a ? b))
76 - 80	(x ? (y ? (z ? a) ? b)
81 - 85	(x ? (y ? (z ? (a ? b))))
86 - 90	x ? y ? z ? a ? b ? c
91 - 95	x ? (y ? z) ? a ? b ? c
96 - 100	x ? y ? (z ? a) ? b ? c
101 - 105	x ? y ? z ? (a ? b) ? c
106 - 110	x ? y ? z ? a ? (b ? c)
111 - 115	x ? (y ? z) ? (a ? b) ? c
116 - 120	x ? (y ? z) ? a ? (b ? c)
121 - 125	x ? y ? (z ? a) ? (b ? c)
126 - 130	x ? y ? z ? (a ? (b ? c))
131 - 135	x ? y ? (z ? (a ? (b ? c)))
136 - 140	x ? y ? ((z ? a) ? (b ? c))
141 - 145	x ? y ? (z ? (a ? b) ? c)
146 - 150	x ? y ? (z ? (a ? b)) ? c
151 - 155	x ? (y ? (z ? (a ? b))) ? c
156 - 160	x ? ((y ? z) ? (a ? b)) ? c
161 - 165	x ? (y ? (z ? a) ? b) ? c
166 - 170	x ? (y ? (z ? a)) ? b ? c
171 - 175	x ? ((y ? (z ? a) ? b) ? c
176 - up	x ? (y ? (z ? (a ? (b ? c))))

Options Uncover Tiles

After a round is complete, you can see "what would have been" if you had selected another tile. This option will reveal all the tiles on the board and only works once a round is over.

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Other Topics
How to register Equatron

How To Register Equatron

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If you enjoy this product and wish to receive additional puzzles, you must register it. To register, send a check or money order in U.S. funds for seven dollars and fifty cents ($7.50) to the address below:

Glen DeBiasa
Equatron
R.R. 1 Box 410 Apt 1M
Hamburg, NJ 07419

When you register the product, you will receive the latest version of Equatron. Registered users will automatically receive any minor upgrades of the program. Be sure to indicate which disk size you prefer.

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Other Topics
<u>What Is Shareware?</u>

Other Available Products

CrossWords (Version 1.2, Registration fee $10)

CrossWords is an entertaining game for 1 to 3 players. The object is to guess the theme of a crossword puzzle. Players are given clues to special hint words. The hint word is revealed one letter at a time while players compete to guess the word. Once the word is solved, the letters of the word are placed into the crossword puzzle. The player who correctly solves the word controlls the board and can guess at words on the board to increase the points in the jackpot. The player who guesses the puzzle's theme wins the round and takes the points in the jackpot.

Halloween Match (Version 1.1, Registration Fee $5)

Halloween Match is a fun game for both kids and adults. Both you and the computer start with ten pieces of candy corn. Each player picks one tile at a time, until you have a hand of five tiles. The player that matches the most tiles wins the hand and gets to eat a piece of candy corn. The player that eats all of their candy corn wins the game.

About the Author

Glen DeBiasa is the creator and programmer of Equatron. He is a member of the Association of Shareware Professional. He graduated from Clarkson University in 1991 and holds a Bachelor of Science in computer science. He is currently working for a gourmet food store in northern New Jersey called Someplace Special.