VideoBrain™
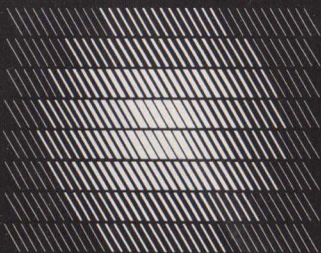
Family Computer
Cartridge Program
Instructions

Math Tutor 1
ED02

For best results,
read this brochure before
using cartridge

\\\\\\\\VideoBrain™

Math Tutor 1

Education Cartridge

- Personalized instruction in addition, subtraction, multiplication and division

- For *anyone* interested in increasing math skills

  FOR BEST RESULTS READ THIS BROCHURE
  BEFORE USING CARTRIDGE

Cartridge #ED02

Math Tutor 1 Introduction

Math Tutor 1 takes the math student far beyond the realm of the electronic calculator. Rather than just supplying answers—this program is the first electronic teaching aid that allows *you* to work out all the steps of the problem right on your own TV screen.

The VideoBrain's function here is to quiz, guide, encourage and if necessary, correct you.

So, without paper, pencil, or eraser—you can add, subtract, multiply, divide and *conquer* math skills!

Inserting The Cartridge

1. Make sure your VideoBrain computer is attached to your TV as described in the Owner's Manual. Check that power is on.

2. Push the Cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.

3. With the label facing up, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.

4. Gently push the cartridge door down into the computer until it locks.

5. Push the MASTER CONTROL button. The title of the cartridge should appear on your TV for two seconds.

Operating The Program

After two seconds, the title display on your TV screen
will change to look like this:

```
N A M E
. . . . . . . . . . . . . . . . .
C H O O S E              K E Y
T U T O R                  1
P R O B L E M              2
```
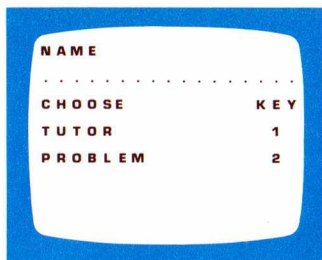
To personalize exer-
sizes, it's important to
type your name in now.
VideoBrain will store
this information and
use it to congratulate
or correct you later.
To type in your name
(up to 16 letters) use
the letter keys. If you
type in an incorrect
letter, use the *BACK* key to backspace over the mistake.
Use the *SPACE* key to make a space between your first
and last names if you use both (and count that space as
one of the 16 available letters.)

Ready? Now press *NEXT.*

Your name, as you typed it, now appears on top of the
CHOOSE/KEY display you saw in screen 1 (pictured
above.)

(The VideoBrain keyboard will now automatically
accept number keys instead of letter keys—so there is
no need to shift).

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Choosing A Program

"Tutor"/Key 1

When you want practice in a special area—multiplying by 8 for example—this program lets you enter specific problems yourself.

When you press key 1, this display appears:

```
FOR                KEY
1      PROBLEM       1
10     PROBLEMS      2
```
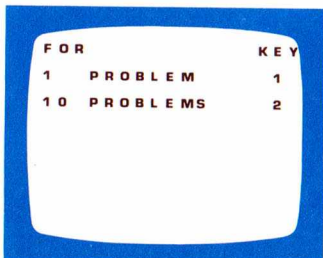
Decide how many problems you want and press key 1 or 2 accordingly. When you press either key, this display appears:

```
ENTER  PROBLEM  01
1st  number    ☼☼☼
KEY  RUN
```

Type in the first number of your problem—up to three
digits. Press the *RUN* key and the next screen will
display the symbols for addition, subtraction,
multiplication and division. Type in the symbol
appropriate for your problem, and the next screen will
look like this:

ENTER PROBLEM 01
2nd number ✻ ✻ ✻
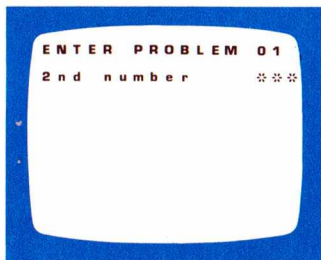
Type in the second number of your problem—up to
three digits—and press the *RUN* key. If you try to
subtract a large number from a smaller one or divide a
small first number by a larger second number, the
program will ignore the numbers and start over by
asking you to enter the first number again.

If you are going for all 10 problems, this first entry will be stored while you submit the next problem, and the screen will look like this:

```
ENTER  PROBLEM  02
1 st   number        ✳ ✳ ✳
KEY  RUN
```
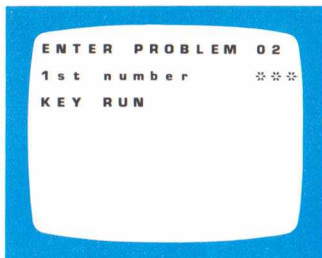
Using the same procedure as before, continue entering problems until all 10 have been fed into VideoBrain's memory bank.

If you are only working one problem, skip to WORKING PROBLEMS, PAGE 8.

"Problem"/Key 2
In this program VideoBrain will supply you with a random selection of surprise problems—either in the specific area of your choice or a combination of all four, and keep a running score on your progress.

When you press key 2, this display will appear:

```
CHOOSE           KEY
ADD                +
SUBTRACT           -
MULTIPLY           ×
DIVIDE             ÷
COMBINATION        ✳
```
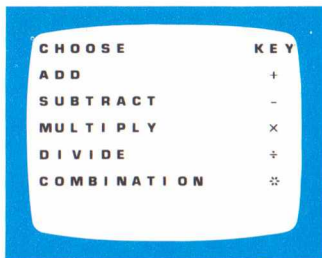
Decide which area you want to work on—if it's all four, choose "**combination**"—and type in the appropriate symbol.

The next screen will display the title of the chosen area
for one second, followed by a screen that looks like this:

```
CHOOSE          KEY
DIFFICULTY      1 - 3
```
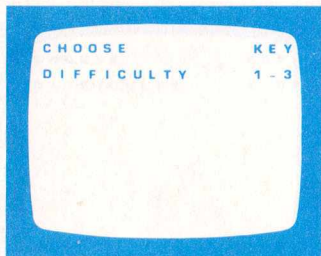
Difficulty is determined
by the number of digits
in the problems you'll
be working. The easiest,
naturally, are one digit
numbers. The hardest,
those with three digits.
Make your choice and
type in the appropriate
number 1, 2, or 3.

The next display will look like this:

```
FOR             KEY
1    PROBLEM      1
10   PROBLEMS     2
```
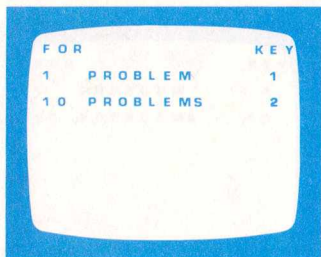
Decide how many
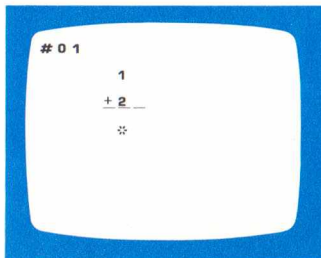problems you want and
press the appropriate
key.

If you have chosen
"**combination**" press
key 2 for 10 problems
broken down as follows:
2 addition, 2 subtraction,
3 multiplication, 3
division.

NOW YOU'RE READY TO WORK!

Working Problems

Addition and subtraction
The first screen for an addition problem might look like this:

```
# 0 1
        1
      + 2
        ☼
```

The number of the problem appears in the upper left hand corner of the screen. The asterisk indicates where to type in your answer. For two and three digit answers, the asterisk will move from right to left.

If you typed in the correct answer of "3"—the next screen would display a congratulatory message something like this:

```
SMART    THINKING
MIKEY
```
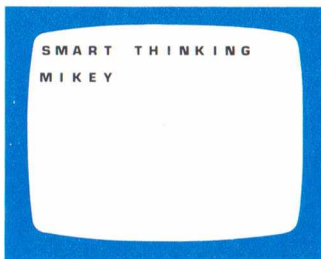
. . . and one point would be added to your running score.

If you typed in an incorrect answer the next screen
would advise you to try again, something like this:

DON'T GIVE UP
MIKEY
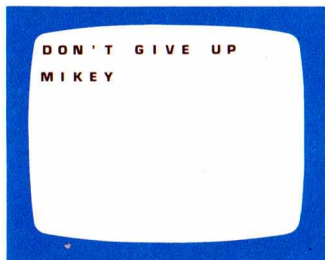
. . . and give you another chance. If you get it right the
next time, you will receive a congratulatory message
and receive a point. If you get it wrong again VideoBrain
will display the correct answer for you, like this:

HERE'S THE
RIGHT ANSWER

```
  1
+ 2
  3
```
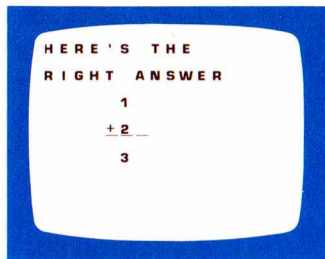
. . . and subtract any
points you have in your
running score.

Now hit key *RUN* and
the next problem will be
displayed.

Multiplying and dividing

When you are multiplying and dividing, an asterisk—
used as a cursor—appears on the screen indicating
where to type in the next number. It will move from
space to space and line to line to prompt you in placing
the next numbers that you key in.

The following illustration gives you an example of the
movement of the cursor in a typical two digit
multiplication problem:

```
  12      12      12      12      12      12      12      12
 X12     X12     X12     X12     X12     X12     X12     X12
   *      *4      24      24      24      24      24      24
                   *      *2      12      12      12      12
                                  *      *4     *44     144
```

The procedure is the same for addition. If you make a
mistake you can backspace (on one line only) and
correct it. Since the answers are entered right to left,
backspace moves the asterisk one space to the right.

After a problem has been completed, press the *RUN* key.

Scoring

You get one point for each correct answer; a score
display screen will display your name, your score, the
degree of difficulty (1–3) and the function you worked
on. To start again from here, key *RUN*. If you wait,
however, VideoBrain will celebrate your score by
displaying your name on the screen and setting off a
siren.

Math Tutor 1 is just one of many exciting cartridges
brought to you by the VideoBrain Computer Company.
We suggest that you try these others to help you around
the home, entertain you, or educate you.

Home Management

Money Management

VB-59   The Programmable
VB-81   Financier
VB-1000 Money Manager
VB-1200 Information Manager

Communications

CM01 Timeshare

Education

ED01 Music 1
ED02 Math Tutor 1
ED03 Wordwise™ 1
ED04 Wordwise™ 2
ED05 VideoArtist™
ED06 Lemonade Stand
ED07 Music Teacher 2

Entertainment

EN01 Gladiator
EN02 Pinball
EN03 Tennis
EN04 Checkers
EN05 Blackjack
EN06 Vice Versa™
EN07 Challenge Racer
EN08 Music Programmer

Limited 90-Day Warranty on Cartridges:

For 90 days from the date of purchase, VideoBrain
Computer Company will repair any defect in material
or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge post-
paid, with sales receipt showing date of purchase, to the
VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer
Company be liable for any special, incidental or
consequential damages resulting from use or possession
of the VideoBrain or its accessories. However, some
states do not allow the exclusion or limitation of
incidental or consequential damages, so that the above
limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you
may also have other rights which vary from state to state.

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