

NUMBER JUMBLE
Cartridge Instructions
(For 1 or 2 player)

OBJECT OF THE GAME

Score the highest points possible in a death-defying journey to four of the most bizarrely dangerous and mathematically stimulating territories devised by man...

You control a little man and his chosen vehicle, which can be a Zeppelin, Time Sailor, Tank, or Submarine...depending on whether he's traveling through Air, Fire, Earth or Water. If your man is bested, 4 more will take his place, in succession.

Whichever environment you choose, your man will be beset by strange creatures. Shoot them down and they change into black numbers, which are components of an equation decided upon by the computer. Solve the equation to score points and move the game forward. Fail to solve the equation and you get no points but blue numbers and symbols which you'll have to shoot down to get charity points.

Transport Houses (for every 8 screens you scroll) offer you peace of mind and a bonus multiplier. Plus, for every 50,000 points you accumulate, a new little man will join your team! Play alone or with a friend-this is mathematics gone great!

GET READY

Press any key on your hand controller to display your computer module's main menu:

Press 2 on your hand controller to select CARTRIDGE, then press ENTER.

Watch game title appear on screen. Press any key on your hand controller to move into the game.

Select Number of Players:

Press 1 on your hand controller keypad if playing alone. Press 2 if playing against a friend. Press ENTER after either selection.

Select Level Number:

For 1-player games, press any number from 1 to 48 on your left hand controller keypad, then press ENTER.

For 2-player games, Player 1 selects first, using left hand controller. Then Player 2 selects, using right hand controller.

For first-timers, it's a good idea to start out on level 1. Then gradually move on to higher levels...up to level 48! (See "LEVEL CHART" at the end of this manual for details.)

Game begins!

STARTING THE GAME!

At game start you see a little man combined with a message displaying your initial conditions.

The man-message format quickly turns into a transition screen where your man is set to board a vehicle to a mysterious destination. Four types of vehicles are available, depending on the environment you wish to travel through:

a Zeppelin...if Air

a Time Sailor...if Fire
a Tank...if Earth
a Submarine...if Water

But only 3 types of vehicles can appear at one time on the screen.

Make your choice by guiding your man from the center of the screen to the vehicle you want. Press the Disc until your man actually touches the vehicle. Make your choice quickly or the computer will make a choice of its own within 10 seconds!

INSIDE THE ENVIRONMENT

Immediately, your man and vehicle are transferred to your chosen environment...filled with dreadful creatures that will try to devour him. Control your man's direction with the Disc. He's armed with a powerful gun that shoots an unlimited number of fireballs. Make him shoot at the creatures!

Press either Top Side Action Button to fire horizontally. The fireballs will go in the direction your man is facing. If a creature attacks your man from behind, quickly change your man's direction with the Disc-so he faces the creature-and shoot!!

Press Lower Left Side Action Button to fire down, press Lower right Side Action Button to fire up.

Often, creatures that get hit by your man's fireballs change into black numbers. Neither your man nor the creatures can move through black numbers. It helps to slip your man under a black number for protection when firing at creatures. Only lava balls (Fire scene) will move through black numbers, but since they never change course or speed, they're easy to duck!

TRANSPORT HOUSE

It's a good idea to scroll forward or back through your environment, while fighting the creatures. 8 screens in either direction take your man to a Transport House (colored in white).

Entering the Transport House completes your man's journey through this environment and returns him to the transition screen. It also earns him a bonus multiplier for all subsequent scores! (See SCORING for details.) But, he can only earn a bonus multiplier once per environment. So, to get a higher multiplier, guide your man through an environment he hasn't been before.

If you get to see the Transport House but must fight a creature and solve an equation before being send back to the environment screen, the Transport House may not be there anymore. If not, you'll have to scroll one more screen to reach it again.

AN EQUATION AROUND THE CORNER

Black numbers are part of an equation that the computer wants you to solve. After shooting down 2 or 3 creatures (depending on the size of the equation), gameplay stops and the equation screen appears.

SOLVE THE EQUATION

You have two choices. If the equation is simple or you think you can handle some computations in your head, enter the answer from your keypad.

If the equation is involved or has 3 operands (see page __ for description of operand), hit any key on your keyboard first. The screen will split into two workareas: a scratch pad area and a solution area. The scratch pad area always

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appears on the left-hand side if you're Player 1, and on the opposite side if you're Player 2. Use your keyboard to enter numbers on the scratch pad area and your keypad to enter the solution on the solution area.

Whichever your choice of solving the equation, answer the equation quickly, for every second counts, and get your answer right...or you'll suffer a setback! (See SCORING, page __, for details on the way you earn points.)

Solving a Simple Equation

Let's imagine you have progressed to level 12, where both + and - are allowed:

$$\begin{array}{r}
 413 \\
 - 23 \\
 \hline
 415
 \end{array}$$

To solve the equation, enter one digit at a time, right to left, on your keypad. Then press ENTER. For the example above, enter 5, 1, 4, then ENTER. Notice how the cursor moves to the left side of the line.

You can also enter the digits left to right. But, press any Action Side button before you press ENTER, so digits automatically align in the proper order.

Entering a correct answer will score points for you. Your "green" confirmation will come with a smooth sound. Gameplay in your chose environment will resume with black numbers erased from the screen.

Entering an incorrect answer will score no points for you. Instead of a "green" confirmation, you'll get a "red" rejection. That is, the correct answer will appear in red under your answer...with a buzz. Gameplay will resume with black numbers and symbols changed into blue numbers and symbols. (There's a 25% chance you'll get the same equation next time!)

Blue numbers and symbols stop your man's vehicle but present no obstacle to any of the creatures. So, it won't help you a bit to hide behind a blue number or symbol for protection. However, you can shoot blue numbers and symbols to get "charity" points. (See SCORING for details.)

SCORING

At higher levels, game gets tougher, speed faster, points higher. It's more fun, too! Conquering the last level places you back to level 1. The maximum possible score is 327,680,000.

Basic Score:

50 points per creature shot

Score for Solving Equation:

(100 x level number) - 10% for each 5 seconds spent in solving equation. A beeping sound announces the end of each 5-second interval.

Charity Score:

10 points per blue symbol + random number from 0 to 5
5 points per blue number + random number from 0 to 5

Bonus Multipliers:

Making it to 1 Transport House.....2 x overall score

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Making it to 2 Transport House..... 4 x overall score
Making it to 3 Transport House..... 6 x overall score
Making it to 4 Transport House..... 8 x overall score

Bonus Man:

Every 50,000 points..... 1 bonus man

Final Score:

When you run out of men (5 in all), the game is over. Watch your final score on the screen:

Each player gets his game-end results!

WINNING TIPS

- * Play as fast as you can to score higher.
- * Shoot constantly whenever creatures appear.
- * Hide behind black numbers for protection when firing at creatures.
- * Scroll 8 screens to a Transport House whenever possible.
- * Avoid getting too close to edge of screen when scrolling forward (or suddenly appearing creatures will get you!).

PLAY AGAIN!

Press Disc or any key to return to title screen.

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