



# Math Genius

## User Guide

### How to play in Game Mode

This is the default mode. Each game lasts 300 seconds. Complete as many puzzles as you can within this time. For each puzzle you complete you can score up to 100 points. You will gain points if your calculation is within plus or minus 5 of the target number. The points awarded will also take account of whether or not you used more than the minimum number of calculations possible to arrive at your answer. If you feel you can't get any closer click the SOLUTION or GIVE UP buttons and you will be awarded points accordingly. Initially the GIVE UP button will also display the solution but you can alter this by changing the "always show solution option" via the options button. When the game has finished you will be asked if you want to post your score on the Internet scoreboard. This allows you to see the top ten scores on your iPod/iPhone, in your country and in the world. You can also see your ranking compared to everyone else.



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Wait for the numbers to stop spinning then press

OK

. You will then be taken to the main game mode screen. You need to arrive at the target number shown on this screen using the six numbers shown above it.

You can add, subtract, multiply or divide any or all of the six numbers to do this. The only rule is that you can only use a number once. If you add two numbers together then the result of these numbers can be used, but again only once. If you can't exactly get to the target number that's OK, it will simply be reflected in your score that you were one or two away.

Simply press any of the numbers then press +, -, / or \* symbols at bottom of screen. Then press another number. The result of the calculation will be done



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for you. You can now also use the calculated number simply by pressing on it.

### Game Mode Options

**Game Mode:** Initially this is set to ON. Switch it OFF and you will be in TRAINING MODE. In TRAINING MODE you will be able to manually alter the characteristics of the six generated numbers. Also more emphasis is placed on MENTAL MATH skills. You will need to do all the calculations in your head, on pencil/paper or the integrated scratchpad. A separate local scores tally will be kept to enable you to monitor your progress. TRAINING MODE also has a different OPTIONS screen.

**Difficulty Level (GAME MODE):** Initially the difficulty level is set to 2. For the Senior version you can increase this to 8. It is limited to 2 levels in the Junior version and 4 in the Intermediate version.



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**Use as Puzzle Solver:** Turn this option ON if you want to SOLVE similar puzzles posed by a third party. If this option is turned ON then the system will not generate the six numbers or the target number. Instead you will manually move the numbers in the six columns on the front screen and input the target number on the second screen. You will then be shown how to make up the target number thus solving the puzzle for you.

If it is not possible to exactly match the target number then the closest match to it will be given.

In some cases you may have to wait a few seconds before an answer is given. This is perfectly normal as a lot of computation may be taking place.

**Always show solution:** Turning this ON will cause the solution to always be displayed after the GIVE UP button on the main GAME MODE screen is pressed.



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### How to play in TRAINING MODE



You first need to choose 6 random numbers. Having done this you will be asked to use the random numbers to make up a target number that is generated for you. You can add, subtract, multiply or divide any or all of the six numbers to do this. The only rule is that you can only use a number once. If you add two numbers together then the result of these numbers can be used, but again only once. If you can't exactly get to the target number that's OK, it will simply be reflected in your score that you were one or two away.


The App will always give a solution that matches the target number in the fewest number of calculations, but remember that this might NOT be the ONLY solution.

Each column is made up of a range of numbers. You can change the range from small to big numbers simply

by pressing  underneath each column.

## Simple Walkthru (TRAINING MODE)

The easiest way to learn is to choose some numbers by pressing  on the first screen. You will then go onto the next screen. Press the  button and you will see how to calculate the target number. Now press QUIT GAME to return to the first screen. (If you were playing normally you would input the answer you had calculated in your head before returning to the first screen. If you don't do this then your score is not updated).

Sometimes after pressing  you may have to wait a few seconds before an answer is given. This is perfectly normal as a lot of computation may be taking place.



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### TRAINING MODE Options

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### TRAINING MODE OPTIONS CONTD.

**Player Name:** After playing some games you can specify your name and your scores will be recorded against this name. After doing this once all scores will be recorded against this name until you change it.

**View Scores:** This will take you to the scores summary screen where you can see how successful you have been in solving the puzzles.

**Adjust Number Ranges:** This allows you to specify the increment and range for big and small numbers. By choosing big number increments like 13,17,23, or odd number ranges like 39 makes the game very difficult. Four large and 2 small can also be difficult.


**Solution Time:** Once you have selected 6 numbers the time you have to solve the puzzle is determined by the solution time setting.



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### **Always Show Solution:**

If this is set ON then as soon as  is pressed you will be shown the solution.

If it is not set then the solution will only be shown if you press SOLVE (solution) on the toolbar. This option can have different settings when the game is used as a problem solver. In other words when using as a problem solver you could set this option to YES and you could set it to NO if playing the game normally.

**Always Show Scratch Pad:** If this is set ON then as soon as the solution screen is shown the scratchpad will be visible. If it is not set then the scratchpad will only be visible if you press NOTES on the toolbar. Again this option can have different settings when the game is used as a problem solver. In other words when using as a problem solver you could set this option to




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### TRAINING MODE TIPS

**Playing Tips:** Setting all the spin columns to small numbers generally makes the game more difficult. You set a column to big or small simply by pressing

. This toggles the value between big and small. Choosing all big numbers can also prove to be very difficult on occasions.

**NOTES (Scratchpad):** This can be used as a pencil/paper substitute to jot down your workings. It is NOT a calculator and won't do any additions or multiplications for you. This would completely be against the object of TRAINING MODE, which is to promote your mental arithmetic skills.