



MATHSgenius

User Guide

How to play

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. Each column is made up of a range of numbers. You can change the range from small to big numbers simply by pressing the SML/Big buttons underneath each column.

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.

Options

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 automatically. Instead you will manually move the numbers in the six columns on the front screen and input the target number on the second screen as posed by the third party. 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.

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. Choosing big number increments or odd number ranges makes the game very difficult.

Solution Time

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

Always Show Solution

If this is set on then as soon as the STOP button is pressed you will be shown the solution. If it is not set then the solution will only be shown if you press the solution button  on the toolbar.

Always Show Scratch Pad

If this is set on then as soon as the game screen is shown the scratchpad will be visible. If it is not set then the scratchpad will only be visible if you press the scratchpad button on the toolbar.

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

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 this game, which is to promote your mental arithmetic skills.