

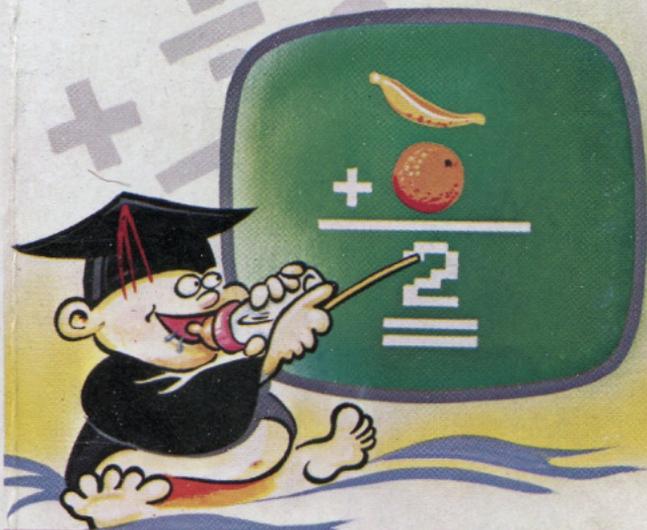
LASER 2001
HOME COMPUTER

MATHS FUN 1

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HOW TO LOAD AND RUN YOUR TAPE PROGRAMME

1. You may use any type of cassette tape player/recorder. With your Computer you will find a connection cord which has one stereo plug on one end and two mono plugs on the other end. Connect the red mono plug to the EAR socket of your tape player.
2. Connect the black mono plug to the MIC socket of your tape player.
3. Connect the stereo plug to the TAPE socket of your Computer.
4. Turn the VOLUME CONTROL of your tape player to about 3/4 of maximum. Or use the setting which you have found to be most reliable for programme loading.
5. Insert cassette into tape player and REWIND.
6. Type CRUN on your computer keyboard and terminate by a RETRUN key.
7. Press the PLAY button on your cassette tape player.
8. Wait until your programme has been loaded into your computer.
9. Have fun!

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In case of loading difficulties: Use a cassette Head Cleaner cartridge and follow loading procedure again. If difficulties persist, try a new cassette recorder.

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Made in Hong Kong

MATHS FUN 1

Basic mathematics for pre-schoolers, presented in a specially designed game format guaranteed to make learning fun.

To start with, the child chooses 1 of the 4 basic arithmetic operations. +, -, X or \div . Once the choice is made, the computer will generate two small numbers at random. The child must provide the correct answer.

If the answer supplied is correct, the computer will display the word "YES".

If the answer is wrong, the computer display will display "NO".

So children can easily determine whether they have been correct or not. Parents or teachers can devise their own reward system for each "YES" displayed by the computer.

INSTRUCTIONS

Key in the arithmetic operation and answer when prompted.