

ROCKET MATHS

TO PLAY: Guide your Rocket Ship into one of the landing bays on screen using up and down Cursor keys. Each bay has an answer to a maths question which appears on screen. The Ship will only go in the port containing the right answer. Problem ranges between addition, subtraction, multiplication and division. Difficulty levels adjustable — ages 5 to 12.

INSTRUCTIONS

TO LOAD: Type LOAD," then press RETURN key (no name required). You may have to adjust the volume settings and remember to have the tone on high. Once the programme has loaded, stop the tape and type RUN, push CR.

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