

Welcome to Number Munchers!

The *Number Munchers*[™] software program is an exciting, popular educational game that helps children practice recognizing basic number types and relationships. Players move a Muncher through a grid, instructing it to eat numbers or numeric expressions that match a target criterion or value.

Installing Number Munchers on Your Hard Disk

1. Quit all other applications that you may be running.
2. Insert the *Number Munchers* Installer disk into your floppy drive. A new window appears, displaying an icon called Installer.
3. Double-click on the Installer icon. A copyright screen appears. Please read it, and then click Continue. An install box appears.
4. To install the color product, click the Install button. To install the black-and-white version, click the Custom button. Choose “*Number Munchers*[™] Black-and-White” by clicking on it, and then click the Install button.
5. A dialog box appears, stating that your Macintosh needs to be restarted after installation is complete. To continue installation, click Yes.
6. Make sure that the hard disk indicated on the screen is the one on which you want to install *Number Munchers*. If the hard disk shown is not the right one, click on the Desktop button and choose the name of the disk you want.

7. When you see the message "Installation Successful," store your disks in a safe place as a backup copy of the program.

Minimum Equipment and System Software

Number Munchers requires a Macintosh Plus or later model computer capable of reading high-density disks (or with SuperDrive) with System 6.0.2 or greater. For color, *Number Munchers* requires System 6.0.5. You can obtain System software upgrades from your Apple dealer or from many users' groups.

If you're using a color monitor, *Number Munchers* requires *32-Bit QuickDraw* (which can be installed from System 6.0.5 or later disks). For more information, consult your Macintosh owner's manual.

A Quick Start-up Procedure

To begin playing, follow these steps:

1. Double-click on the *Number Munchers* icon.
2. The first time you use *Number Munchers*, you will be asked your name. Enter it and, if appropriate, your location in the second blank. Then click OK. Make sure there are no errors in your typing because this information will always be displayed when starting the program.

3. When the *Number Munchers* title screen appears, click the “Play Munchers!” button in the lower right corner of the screen or press either the Return or the Enter key.

You’re now ready to play. Here are the most important points and rules to keep in mind:

- The object of the game is to “munch” as many numbers or numeric expressions as you can that match the target criterion or value listed at the top of the screen. The more correct numbers you munch, the more points you earn. Can you earn enough points to enter the *Number Munchers* Hall of Fame?
- To move the Muncher, click in the cell you want it to move to.
- To eat the number in that cell, click in that cell a second time.
- You earn points every time you munch a correct number—one that matches the criterion or value listed above the grid.
- If you munch an incorrect number, you lose a Muncher.
- You must avoid the Troggles when they appear. Troggles eat Munchers. If you run out of Munchers, the game ends.
- Once all the correct numbers have been eaten, the screen is cleared and another round of play begins.
- When you’re ready to end the game, pull down the File menu and select either “End Game” or “Quit.”

You’ll need to read the rest of this User’s Guide if you want more detailed information about playing *Number Munchers* and “customizing” the game to meet your child’s individual abilities and needs.

Now—More Detailed Instructions

Millions of children have enjoyed learning with the arcade-like game format of *Number Munchers*, which is both a best-seller and a winner of the Parents' Choice Gold Award. MECC is pleased to bring this educational game to the Macintosh.

Number Munchers is an exciting, challenging game that helps children (ages 8 on up or grades 3-12) practice basic arithmetic concepts. Players move a Muncher through a grid, instructing it to eat numbers or expressions that match a target criterion or value—prime numbers, multiples or factors of specific numbers, or expressions equal to or not equal to (less than or greater than) certain numbers. They earn points when they munch a correct number. But if they munch an incorrect number, they lose a Muncher. Meanwhile, they must also avoid Troggles, who eat Munchers.

One of the best things about *Number Munchers* is its replayability. Kids can play it over and over without ever seeing the same game screen twice. And because you can customize it to individual abilities and needs, it can grow with your child, providing years of fun!

What Children Need to Know to Play Number Munchers

Depending on the particular content settings (see “Controlling the Game Content” on page 15), children using *Number Munchers* should have beginning arithmetic skills, including knowledge of prime numbers, factors, and multiples. They should understand numeric equality and inequality and be able to perform the basic arithmetic operations—adding, subtracting, multiplying, and dividing—for numbers up to 20. For example, they should be able to understand that $5 + 7$ is equal to 12 but that $14 - 3$ is not.

In order to play *Number Munchers*, children also need basic Macintosh “mousing skills,” such as pointing and clicking.

Familiarity with the keyboard in order to use the arrow keys, the Return key, and other functional keys is also important.

If your children aren't yet able to do these things, they probably aren't ready for *Number Munchers*. But if they are ready, then your kids are in for a treat!

Learning Objectives

The object of the *Number Munchers* game is to munch as many correct numbers as possible. Children are given the incentive of trying to earn enough points to make it into the *Number Munchers* Hall of Fame.

From a child's perspective, *Number Munchers* is just plain fun. But it also has a very serious educational objective. *Number Munchers* is designed to help children develop their skill at classifying and distinguishing numbers. It provides children with a powerful tool for practicing and improving their all-important arithmetic skills.

A Word About Copying

Number Munchers is not copy-protected, but it is copyrighted. This means that you may legally make one copy of the program for archival purposes.

You may not use your copy of the program disks with more than one computer at a time. See "MECC Software License Information" on page 27 for more detailed information about the conditions for using *Number Munchers*.

Like the software, this User's Guide is also copyrighted and should not be duplicated. A school version of *Number Munchers*, which includes a supplemental set of copyable student handouts and other useful materials, is available separately from MECC.

Starting the Game



Number Munchers

To start playing *Number Munchers*, double-click on the *Number Munchers* icon on the Finder screen. Or click once on the icon and then select “Open” from the File menu. The *Number Munchers* title screen will appear.

Once the brief animated routine on the title screen is completed, a *Number Munchers* “demo” begins. This demo continues until you click one of the three buttons at the bottom of the screen, which had also appeared on the title screen.

The “Instructions” button provides you with a brief series of screens that tells you how to play *Number Munchers*. The “Practice” button allows you to play a simplified version of the game that doesn’t involve scoring or Troggles.



If you click on the “Play Munchers!” button (or, for that matter, the “Practice” button as well), you get to choose the type of game you want to play. Select the game you want and then click OK. Only the types of games that have been made available through use of the “Content” Management command appear in this dialog box. (See “Controlling the Game Content” on page 15 for information about the game types and how you can use “Content” to control access to them.) If only one type of game is permitted, this dialog box will not appear because players don’t have any choice of game type.

The following illustration points out the various parts of the *Number Munchers* game screen:

File Edit Game Management

Troggle! Multiples of 4 Time Out

Target

Time Out Button

Troggle Alert

| | | | | | |
|----|----|----|----|----|----|
| 15 | 10 | 28 | 15 | | 18 |
| 24 | 4 | 16 | | | |
| | | | 85 | 11 | 28 |
| | 28 | 7 | 4 | 20 | |
| 30 | 8 | 18 | 12 | | |

Safe Zone

Score: 3,375

Level: 11

Current Score

Remaining Munchers

Level of Play

Troggles

Muncher

Pointer

Characters in the Game

The *Number Munchers* game has six different characters—one Muncher and five types of Troggles.



You start with four Munchers (of the species *Munchicus digitus*)—one in the game grid and three in reserve. You earn an extra Muncher if your score reaches 1,000 points, another at 10,000 points, and another at every 10,000 points thereafter. Munchers are under your control. You choose where they move; you decide when they will eat a number. If the number eaten correctly matches the target criterion or value, you earn points. But if the number is incorrect, you lose that Muncher

and must call upon one of your reserve Munchers to continue the game. You also lose Munchers when they're caught by Troggles.



Reggies (*Trogglus normalus*) are the most common species of Troggle. This creature travels in straight lines. When it enters a cell containing a number, it removes that number and leaves another one—either a target or a distractor—in its place.



Helpers (*Trogglus assistus*) behave a little differently. If they enter a cell containing a number, they will remove that number without leaving a number in its place. Unlike Reggies, Helpers move in random directions.



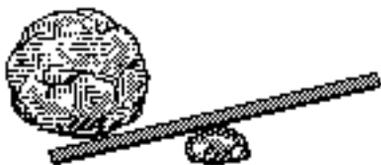
Workers (*Trogglus laborus*) behave like Helpers, except they always leave a number behind, no matter whether or not the cell originally contained a number. Like Helpers, their movements are random.



Bashfuls (*Trogglus timidus*) behave in a manner similar to Reggies, except they tend to avoid contact with Munchers. Their movements are also random.



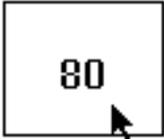
Smarties (*Trogglus smarticus*) travel in an unpredictable pattern until they get close to the Muncher. Then they “home in” on the Muncher and chase after it. They have no effect on numbers.



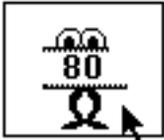
Controlling the Muncher

You can move the Muncher using either the mouse or the computer keyboard.

Using the Mouse



Click once in any cell to which you want the Muncher to move. The Muncher will move to that cell.



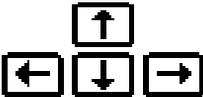
When a Muncher is already in a cell with a number in it, clicking once in that cell will cause the Muncher to eat that number.

Clicking twice in a cell will cause the Muncher to move to that cell and immediately eat the number in it.

Using the Keyboard



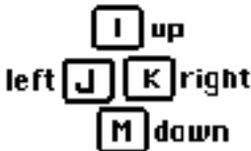
If you choose to use the keyboard to control the Muncher, the following keys can be used:



Move the Muncher left, right, up, and down.



Move the Muncher up and down.



Move the Muncher left, right, up, and down.



The Space Bar makes the Muncher eat a word.

Scoring

You earn points whenever the Muncher eats a correct number—that is, a number matching the target criterion or value. The point value of the number depends upon the level of the game.

| <i>Level</i> | <i>Number Value</i> | <i>Level</i> | <i>Number Value</i> |
|--------------|---------------------|--------------|---------------------|
| 1–3 | 5 points | 11 | 45 points |
| 4 | 10 | 12 | 50 |
| 5 | 15 | 13 | 55 |
| 6 | 20 | 14 | 60 |
| 7 | 25 | 15 | 65 |
| 8 | 30 | 16 | 70 |
| 9 | 35 | 17+ | 75 |
| 10 | 40 | | |

The current score appears in the lower left corner of the game screen.

Levels of Play

When a game screen has been cleared of all numbers that match the target criterion or value, the screen is erased and a new level of play begins. The current level of play is indicated in the lower right corner of the screen. Each level of play is progressively more difficult than the one before. As noted above, number values increase with higher levels. Other factors that change between levels include:

- the maximum number of Troggles that can appear on the screen at one time
- the types of Troggles
- the speed of the Troggles

- the number of safe zones—cells that a Muncher can enter safely but a Troggle cannot

Once Level 12 is reached, these factors remain constant until the end of the game.

Sequence of Play

Each level of play presents a new target criterion or value and a new set of numbers to munch. The number of different target criteria or values that students see before the sequence repeats itself will vary depending on the current “Content” settings (see “Controlling the Game Content” on page 15). And even when target criteria and values are repeated, many of the numbers on the game screen will be new.

For information about how you can control the order in which target criteria and values are presented, see “Sequence” on page 19.

Pausing Within the Game

You can pause at any time within the game by clicking on the “Time Out” button in the upper right corner of the screen or by pressing the Return or Enter key. Notice that when you “call a time out” in this way, not only does the game “freeze” but also the text in the button changes from “Time Out” to “Continue.” This indicates that if you click on this button or press the Return key again, the game will resume.

Ending the Game

Play ends whenever the last Muncher is lost or when you pull down the File menu and select either “End Game” or “Quit.” “End Game” ends the current game without exiting from the *Number Munchers* program, whereas “Quit” exits from the program altogether.

The Hall of Fame

Number Munchers maintains a “Hall of Fame”—a list of the ten highest scores (with a minimum qualifying score of 50) and the names of those who achieved them. If your score is greater than the lowest score on the Hall of Fame, you can add your name to the list. Names and scores in the Hall of Fame can be erased through use of the Management Options (see “Management Options” on page 13).

Sound

Number Munchers features sound effects and music that add interest and enjoyment to the game. The use and volume of these sound effects are under your control.

If you pull down the Game menu, you’ll notice that one of its options is “Sound.” This functions as a “toggle switch.” If the sound effects and music are currently turned on, there’s a check mark next to this item. If you select it, the sound effects and music are turned off and the check mark goes away. If you select it again, the sound and music are turned back on and the check mark reappears.

Use the standard Macintosh Control Panel (under the Apple menu) to adjust the overall volume of all types of sound in *Number Munchers*.

Additional Graphics

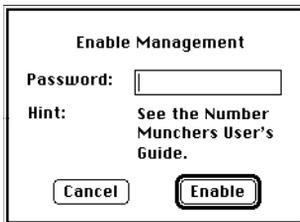
After you successfully complete three levels of play, a brief cartoon-like “graphic interlude” appears. Other interludes appear after every three additional levels of play. There are five different interludes.

Management Options

In *Number Munchers*, the Management Options allow you to select the target criteria, values, and difficulty level. You can also perform other tasks, such as erasing the “Hall of Fame” names and scores. In short, the Management Options enable you to customize *Number Munchers* to your particular educational needs.

Access to Management Options

Because of the types of control the Management Options offer, access to them is restricted. If you pull down the Management menu, you’ll notice that most of its options are dimmed or “grayed out,” indicating that they’re currently inactive. This prevents children who are using *Number Munchers* from simply modifying the program whenever they wish—that is, not unless they know the secret password that provides access to the Management Options.



Enable Management

Password:

Hint: See the Number Munchers User's Guide.

Cancel Enable

To gain access to the Management Options, select “Enable Management” from the Management menu. You’ll see a dialog box that asks for the password. Unless you enter the correct password, you cannot use the Management Options.

The Password

When *Number Munchers* is first used, the password is *digit*. But later, if you wish, you can change the password to something else of your own choice.

Enter the password and click “Enable.” If you pull down the Management menu again, you’ll notice that the options that previously were dimmed are now fully active.

Changing the Password

You cannot gain access to or use the Management Options unless you know the password, which initially is *digit*. But you may not like that as a password. If desirable, change the password to something more to your liking.

Select “Change Password” from the Management menu. When the dialog box appears, you must first enter the old password. Then you can enter a new password of up to ten letters. When you enter your new password, check to be sure you haven’t made any typographical errors before clicking the “Change” button.

Note that it doesn’t matter whether or not you use capital letters. Also, any letter, number, or punctuation mark is allowed in passwords. Spaces, tabs, and “function keys” (such as the arrows and “Control”), however, are not.

If you are using the program in a school setting, you should be sure to change the password because some students may have *Number Munchers* at home and may therefore know the original password, *digit*.

Giving Yourself a Password Hint

Number Munchers allows you to enter a hint when you create your new password. You could enter as your hint “Mother’s maiden name,” “Birthday,” or “Social security number” — depending, of course, on your actual password. Then, if you use the “Enable Management” option but can’t remember your password, all you have to do is look at the hint.

Controlling the Game Content

The first Management Option is “Content,” which gives you control over the content of the *Number Munchers* game.

When you select “Content” from the Management menu, the “Content” dialog box appears. It allows you to determine which criteria and values will be used as targets and distractors in *Number Munchers*. It also lets you set the difficulty level of the game.

When *Number Munchers* is first used, the content is set to a moderate level of difficulty. All game types are available and are set to a medium difficulty level. If you wish, you can change this to make the game more closely conform to your child’s current ability and/or classroom learning activities.

To see brief descriptions of how to use the “Content” dialog box, click on the “Help” button near the bottom of the screen.

Multiples

The first type of game listed in the “Content” dialog box is “Multiples.” This allows children to search for multiples of specific numbers—that is, the numbers that result from multiplying a certain number by other whole numbers. For example, if you were searching for multiples of 5, the numbers 5 (5×1), 10 (5×2), 15 (5×3), 20 (5×4), 25 (5×5), and so on would be correct. If you were searching for multiples of 6, the numbers 6, 12, 18, 24, 30, and so on would be correct.

If the “Multiples” box is checked in the left-hand column, you should enter in the center column the range of numbers for which children should search for multiples. So if you enter a

range of 5 to 10, children may be asked to “munch” multiples of 5, 6, 7, 8, 9, and 10. You can enter any numbers from 2 to 20.

In the right-hand “Other” column, you should enter a factor that determines what the largest number that the specific “multiple” number will be multiplied by in order to obtain numbers for the game. You can enter any number from 3 to 50. If you enter 3 here, and children are asked to munch multiples of 4, they’ll be looking for the numbers 4, 8, and 12, but no more. If you enter 10 here, and children are asked to munch multiples of 3, they’ll be looking for the numbers 3, 6, 9, 12, 15, 18, 21, 24, 27, and 30. And so on. Since the highest “Range” setting is 20 and the highest “Other” setting is 50, that means the largest number students may encounter in the “Multiples” game is 1000 (in other words, 20×50).

Factors

The second type of game is “Factors.” This allows children to search for numbers that are factors of specific numbers—that is, numbers that can be divided evenly into specific numbers. For instance, if you were searching for factors of 10, the numbers 1, 2, 5, and 10 would be correct. If you were searching for factors of 45, the numbers 1, 3, 5, 9, 15, and 45 would be correct. And so on.

If the “Factors” box is checked in the left-hand column, you should enter the range of specific numbers in the center column. So if you enter a range of 10 to 15, children may be asked to munch factors of 10, 11, 12, 13, 14, and 15. You can enter any numbers from 3 to 99.

For the “Factors” game, you don’t need to set anything in the right-hand “Other” column.

Primes

The third type of game is “Primes.” This allows children to look for prime numbers—that is, numbers greater than 1 that can be divided evenly only by 1 and themselves.

If “Primes” is checked in the left-hand column, you should enter a range of numbers in the center column. If, for example, you enter a range of 10 to 30, the game first may include any prime numbers up to the largest prime less than or equal to 10, which is 7. Next it will include any primes up to the next prime, 11, and so on until it reaches the last prime less than 30, which is 29. For the “Primes” setting, you can enter any numbers from 2 to 199.

For the “Primes” game, there is nothing you need to set in the right-hand “Other” column.

Equality

The fourth type of game is “Equality.” This allows children to look for numeric expressions that are equal to a specific number. For instance, if you were searching for expressions equal to 6, “ $1 + 5$,” “ $10 - 4$,” “ 2×3 ,” and “ $12 \div 2$,” among others, would be correct.

If the “Equality” box is checked in the left-hand column, you should enter the range of specific numbers in the center column. So if you enter a range of 35 to 40, children may be asked to munch numeric expressions equal to 35, 36, 37, 38, 39, or 40. You can enter any numbers from 1 to 99.

In the right-hand “Other” column, you should select the arithmetic operations that you want your children to work with in the “Equality” game. You can select addition (+), subtraction (-), multiplication (\times), and/or division (\div). Select one or more of these operations by clicking in the adjacent check boxes. If the “Equality” box has been checked, at least one of these operation boxes must be checked as well.

Inequality

The fifth type of game is “Inequality.” As you might expect, it’s exactly the opposite from the “Equality” game. Instead of searching for numeric expressions that are equal to a specific

number, children must look for expressions that are not equal to that number. For example, if you were searching for expressions that are not equal to 6, such expressions as " $2 + 3$," " $8 - 4$," " 1×7 ," and " $10 \div 2$ " would be correct. In an "Inequality" game, children may also be asked to find numbers that are either less than or greater than a specific number.

If the "Inequality" box is checked in the left-hand column, you should enter the range of specific numbers in the center column. So if you enter a range of 35 to 40, children may be asked to munch numeric expressions that are not equal to 35, 36, 37, 38, 39, or 40. You can enter any numbers from 1 to 99.

In the right-hand "Other" column, you should once again select the arithmetic operations that you want your children to work with in the "Inequality" game. This works in exactly the same way as in the "Equality" game.

Challenge

Finally, the sixth type of game is "Challenge," which is the most difficult. It presents a random selection of any other games currently checked in the "Content" dialog box. For example, if you've checked "Factors," "Primes," and "Equality" as well as "Challenge," a "Challenge" game will randomly draw upon those other three types of games. In other words, the program determines which of those three types of games children will play and when.

The "Challenge" option is active only if two or more of the other types of games are selected. For "Challenge" to work, you have to provide at least two different types of games for the program to choose from.

In the "Challenge" game, the "Range" and "Other" settings are set for the other specific types of games. When "Challenge" presents children with a "Multiples" game, the "Multiples" range is in effect. When "Challenge" presents a "Primes" game, the "Primes" range is in effect. And so on.

Sequence

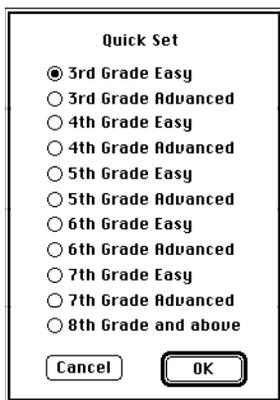
The “Content” dialog box provides other features that you may find helpful. One is the “Sequence” switch, located in the lower left corner of the screen. It allows you to determine whether problems are presented to children in a random manner or “in order.”

Very young children or those who are having difficulty with any particular type of game should find the “in order” setting easier because it presents problems in numeric order. That is, the game starts with the lowest number in the designated range and progresses sequentially to the highest number in that range.

If, for example, children are playing “Multiples” and you’ve set the range from 2 to 5 and the sequence “in order,” children will first be asked to munch multiples of 2. Next they’ll be asked to look for multiples of 3—then of 4, and then of 5.

If, however, you’ve set the sequence to “random,” problems will be presented in random order. Children may be asked to munch multiples of 4 first, and then of 2. And the order will vary each time they play the game (except in “Primes,” in which the sequence is never random; the “Sequence” switch has no effect on “Primes”). Most children will find random tasks more challenging and/or interesting.

Quick Set



Another special feature of the “Content” dialog box is the “Quick Set” button, which appears near the top of the screen. “Quick Set” allows you to modify the content settings “automatically” using a group of pre-set difficulty levels that are based on general levels of ability for most children in various school grades.

If you click on the “Quick Set” button, you’ll see a set of buttons listing 11 difficulty levels, ranging from “3rd Grade Easy” to “8th Grade and Above.” Simply select the difficulty level you want and then click OK. The “Content” dialog box will automatically be adjusted to reflect the difficulty level you chose. If you wish, you can then make additional changes in the “Content” box, “fine tuning” those settings for your child as you see fit.

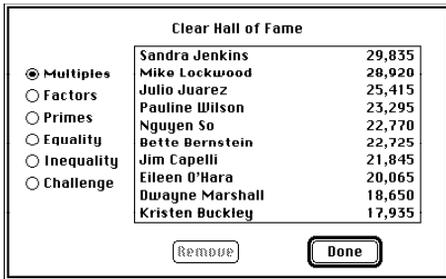
And that’s how you customize *Number Munchers* for your child. When it appears that your child has mastered a certain set of skills and the game has become too easy, simply increase the number of available game-types and / or increase the range of numbers to make *Number Munchers* a little more difficult. Or if the game should ever prove too difficult, simply use Management Options to make it a little easier.

You should always keep in mind that any changes you make to game content, whether you use “Quick Set” or not, don’t take effect until the start of a new game.

Letting Number Munchers “Grow” with Your Child

To summarize, the “Content” Management Option allows you to “individualize” *Number Munchers* so that it meets the educational needs of your child. As your child grows and learns, *Number Munchers* can grow, too, as you modify the game to keep up with your child’s ever-developing arithmetic skills.

Clearing the Hall of Fame



Another Management Option allows you to clear all or part of the Hall of Fame—or, more accurately, Halls of Fame, because *Number Munchers* has six different Halls of Fame. There’s a separate Hall of Fame for each of the six different types of games. You may, for example, wish to clear the lists at the end of a

school year, or you may wish to give children a “fresh start.” On the other hand, children may sometimes make entries on a Hall of Fame that you’d just as soon see erased. To do any of these things, select “Clear Hall of Fame” from the Management menu.

The dialog box that appears lets you choose the Hall of Fame that you wish to work with and then to select all or some of the entries for removal. If you wish to remove just one entry, simply click on that item to select it and then click the “Remove” button. That entry is deleted. Then click the “Done” button to indicate that you’ve finished. The dialog box goes away and that Hall of Fame is immediately modified.

If you wish to remove more than one entry or even all of them (thus completely clearing that Hall of Fame), click on the first item that you wish to delete and then use shift-clicking (for contiguous selections) or command-clicking (for non-contiguous selections) to select the additional items that you

want to delete. (To shift- or command-click, simply hold down the Shift or Command key as you click the mouse.) Click “Remove” to delete those items. Then click “Done.”

Before you delete items from the Hall of Fame, be very sure that you really want to do this. Once an item is deleted from the Hall of Fame, it’s gone for good. There’s no way to restore a deleted entry.

Using Number Munchers on a Network

Unless you have purchased a network license from MECC, you may not run *Number Munchers* on a network. “Single User” should be the item selected in the Network dialog box.

Disabling Management

Once you’ve finished using the Management Options to modify and customize *Number Munchers*, you need to disable Management, just as you had previously enabled it (see “Access to Management Options” on page 13). That way, nobody (but you) would be able to go back into the Management Options and undo all of your plans and hard work.

Notice that, after having used “Enable Management” to activate the Management Options, the command that had previously read “Enable Management” changes to “Disable Management.” This means that all you have to do to prevent unauthorized access to Management is to select that option.

After selecting “Disable Management,” the text of that command changes back to “Enable Management.” Note that most of the Management commands are dimmed once again, too. They cannot be accessed until you use the “Enable Management” command to activate them—an action that, if you recall, requires the use of a secret password.

Quitting *Number Munchers* (by selecting “Quit” from the File menu) automatically disables Management. Every time you open *Number Munchers* from the Finder, the Management Options start out disabled.

Putting the Config Files to Work

One of the files in the *Number Munchers* folder is called Number Config. “Config” is short for “configurations,” which refers to information relevant to your use of the program. You can put this “config file” to work for you in a very powerful way.



Word Config

If you double-click on either the Number Config icon or on the original *Number Munchers* program icon, you enter *Number Munchers* with a certain set of configurations—Hall of Fame, Management Option settings, and so on. Those settings are stored in the Number Config file.



Ms. A's Config

If you change the name of this file from Number Config to something else—say, “Ms. A’s Config”—and then double-click on the original *Number Munchers* icon, the program would create a new config file using the original *Number Munchers* settings. You could use Management Options to modify the program somewhat and then exit *Number Munchers* to change the name of that second config file—perhaps to “Mr. B’s Config.”



Mr. B's Config

You now have two config files, not only with different names but also with different contents. If you double-click on one config file, you’ll get *Number Munchers* with one set of configurations. If you double-click on the other config file, you’ll get *Number Munchers* with your second set of configurations. This offers tremendous advantages, especially if you’re using *Number Munchers* with two or more children with different learning needs.

Let's say Johnny's in the third grade. Customize the program for him (see "Controlling the Game Content" on page 15) and create a config file named "Johnny's Game." Next, Susie's in the fifth grade, so customize the program for her and create another config file named "Susie's Game." And Leslie's in the seventh grade, so customize the program a third time and create a config file called "Leslie's Game."

Now, all that each child has to do is double-click on "his" or "her" icon to play *Number Munchers* at an appropriate level of difficulty. And whenever the child is ready to advance to a more difficult level, simply enter the appropriate configuration of the program and use Management Options to modify it.

Whether you're using *Number Munchers* with two kids at home or 32 in a computer lab, modified config files can save you a great deal of work and make the game more enjoyable and beneficial to children.

Troubleshooting

As you use *Number Munchers*, you may encounter error messages or other signs of technical problems. For instance, if you have trouble just starting up the *Number Munchers* program, check to be sure you're using System 6.0.2 or greater. *Number Munchers* won't work with System software previous to version 6.0.2.

Number Munchers is compatible with System 7.0. Previous versions will operate under System 7.0, but they can't take advantage of certain 7.0 features.

This version of *Number Munchers* is not compatible with older versions. If you have config files that were created with Version 1.0, you need to recreate them.

If you find that *Number Munchers* frequently "crashes" or fails to function correctly, you should consider the possibility of

incompatibilities with INITs, CDEVs, or desk accessories that may be installed in your System. This is often a source of difficulties with software.

If the program crashes and, in so doing, provides an error I.D. number, you should write that number down and record the steps you took that led up to the crash. Then you can call MECC and perhaps find a solution to your problem. [See “MECC Technical Support (MECCTECH)” on page 26 for information about contacting MECC Technical Support.]

If you're using a color monitor, *Number Munchers* is in color when you use the Color Disk. 32-Bit QuickDraw (which can be installed from System 6.0.5 or later disks) is required for the proper colors.

Most of the error messages you may see are self-explanatory and provide suggestions for solving the problem. Among these messages are the following:

This program is damaged. Please make a new copy from your backup disk. — Some kind of damage (such as a computer virus) has occurred to your disk or to the program code contained on it. Use your archival copy of *Number Munchers* to create a new program disk.

Memory is running low. Please close any desk accessories that you might have open. — You should do just that. If you don't, you shouldn't be surprised if the program crashes shortly afterward.

Error-108 in MemSize. — Your computer doesn't have enough memory to run the program. Try reducing the size of your system by removing INITs, CDEVs, DAs, and other extensions. Or you can boot from the Program Disk.

If you encounter a “system error” or an “out of memory error,” write down the error number and the part of the program in which the error occurred—information that the error message should provide—and, again, record the steps you took that led up to the problem.

MECC Technical Support (MECCTECH)

MECC has attempted to make *Number Munchers* as easy to use as possible and to make the manual easy to read and well organized. Still, we recognize that you may get stumped. When you have a problem that you cannot solve on your own, we invite you to call MECC Technical Support (MECCTECH).

The MECCTECH Line, an automated interactive system, offers a quick, efficient method for getting answers to your questions 24 hours a day. If you want to talk with a MECC Technical Support Representative, call Monday through Friday from 8:00 A.M. to 5:30 P.M. Central Time. The number for MECC Technical Support and the MECCTECH Line is 612/569-1678.

Before you call, please:

- Note the name, product number, and version number of the software.
- Note the brand and model of the equipment involved.
- Please be in front of your computer when calling.

You can also write to MECC Technical Support, 6160 Summit Drive North, Minneapolis, MN 55430-4003.

To the Reader

MECC has made every effort to ensure the instructional and technical quality of this software package. Your comments—as user or reviewer—are valued and will be considered for inclusion in any future version of the product. Please address comments to:

MECC Software Development
6160 Summit Drive North
Minneapolis, Minnesota 55430-4003
612/569-1500
<http://www.mecc.com/>

Credits

This Macintosh version of *Number Munchers* was produced by a MECC development team consisting of Sean Callahan, Craig Copley, Paul Davis, Charolyn Kapplinger, Wayne Studer, James L. Thompson, and Paul Wenker. (Special thanks to Larry Phenow of the MECC staff for composing the original melodies heard during the animated graphic interludes.) The program is based upon MECC's original version of *Number Munchers*, which was created for the Apple II series of computers.

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