

FRACTION FEVER™

FRACTION FEVER is an exciting learning game that combines true educational value with honest-to-goodness fun for the whole family.

As you hop along on your pogo stick, you'll be searching for the picture-fraction that matches the fraction at the top of the screen. Spot the correct fraction and ride the Fraction Lift up to higher floors. Eliminate incorrect fractions and score points.

Matching fractions takes skill. The same fraction can be shown in several different ways, and while you are looking for fractions, you need to watch out for holes in the floor and keep an eye on the clock!

For young players, **FRACTION FEVER** helps develop an understanding of what a fraction is. It uses numerical and visual representations to demonstrate relationships between different fractions.

For the whole family, **FRACTION FEVER** is a terrific pogo-sticking, fraction-hopping good time!

GETTING STARTED

Commodore 64™:

1. Turn off the computer.
2. Put the cassette into the cassette player.
3. Turn on the computer.
4. Press the **REWIND** button on the cassette player.
5. Press the **STOP** button.
6. Type **LOAD "SPIN"**
7. Press **RETURN**
8. Press the **PLAY** button on the cassette player.
9. When the cursor flashes, type **RUN**.
10. Press **RETURN**
11. When loading message appears, press space bar to continue loading.

The programme will take several minutes to load.

ZX Spectrum 48K:

1. Put the cassette into the cassette player.
2. Press the **REWIND** button on the cassette player.
3. Press the **STOP** button.
4. Press **LOAD**
5. Hold down **SYMBOL SHIFT** and press **P PRINT** twice.
6. Press **ENTER** on the computer and **PLAY** on the cassette recorder.

The programme will take several minutes to load. If loading is unsuccessful, rewind the cassette, adjust the volume control on the cassette player and try again.

HOW TO PLAY FRACTION FEVER™

OBJECT OF THE GAME

Ride the Fraction Lifts up to the twentieth floor while getting as many points as you can. Score points by knocking out incorrect fraction-pictures. Move up floors by finding the fraction that matches the picture at the top of the screen and riding the Fraction Lift up.

HOW TO HOP ON YOUR POGO STICK:

- **JOYSTICKS** (Commodore 64 only)

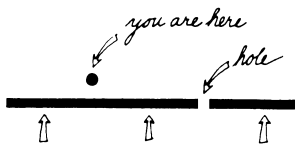
Use the joystick to hop left, right and to jump over holes. Press the joystick button to eliminate incorrect fractions and ride the Fraction Lifts to higher floors.

- **KEYBOARD** (Commodore 64 and ZX Spectrum Computers)

Use the **J** key to move left. Press the **L** key to move right. Use the **I** key to jump. Use the **SPACE BAR** or **KEY** to eliminate the incorrect fraction-pictures and to ride the Fraction Lifts to higher floors.

HOW TO FIND THE FRACTION LIFTS

- Look at the whole floor shown in the radar at the bottom of the screen.
- Locate the fraction along the floor. For example, $\frac{1}{2}$ will be right at the center, $\frac{7}{8}$ will be far to the right, and $\frac{1}{8}$ will be far to the left.
- You and your pogo stick are shown on the radar as a dot just above the floor.



HOW TO SCORE POINTS

- Get rid of the incorrect fraction-pictures for the floor you are on.
- Once you get to the top floor, you'll score more points.

HELPFUL HINTS

- Build up enough speed to jump across holes. (The faster you go, the further you can jump!)
- Keep an eye on the clock. If you don't find the lift before the time gets to 0, it will leave without you.
- If a lift leaves without you, make a hole, jump down a floor and try again.
- Be careful when jumping over holes. If you fall off the end of the floor or through holes 10 times, the game will end.
- Use the radar to see where the holes are and to plan your strategy.

PERSONAL HIGH SCORES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.

1/4 1/2 - 3/4

• **RADAR**

Three numbered floors are shown at all times at the bottom of the screen. You and your pogo stick are displayed on the middle floor.

SPINNAKER SOFTWARE CORPORATION WARRANTY POLICY

If this product should fail to work for any reason whatsoever during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement.

Spinnaker Learning Tree Product Purchased _____ Date of Purchase _____
(Month) (Year)

Name _____
(Last) (First)

Address _____

Intended Use: ☐ School ☐ Home ☐ _____
(Other)

Computer Used _____
(Brand/Model)

Date Computer Purchased _____
(Month) (Year)

Magazines you read frequently _____

Age(s) of the user(s) of this programme: _____

How many other Spinnaker Learning Tree products do you own? _____

Which ones? _____

How many other educational software products do you own? _____

Place of purchase: ☐ electronics store ☐ multiple ☐ other _____

The author of **FRACTION FEVER**, Tom Snyder, is a teacher and president of **Tom Snyder Productions, Inc.**, a leading developer of educational games.

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Bill Morrison

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