

FOR
COLECO VISION[®]
& **ADAM**[™]
FAMILY COMPUTER SYSTEM

Guide No. 099162

CARTRIDGE INSTRUCTIONS

MATH QUEST

Your Fate is in the Numbers!



Head for the castle to get the magic antidote!
Use maths to save yourself.

COLECO

MATH QUEST

Your Fate is in the Numbers!

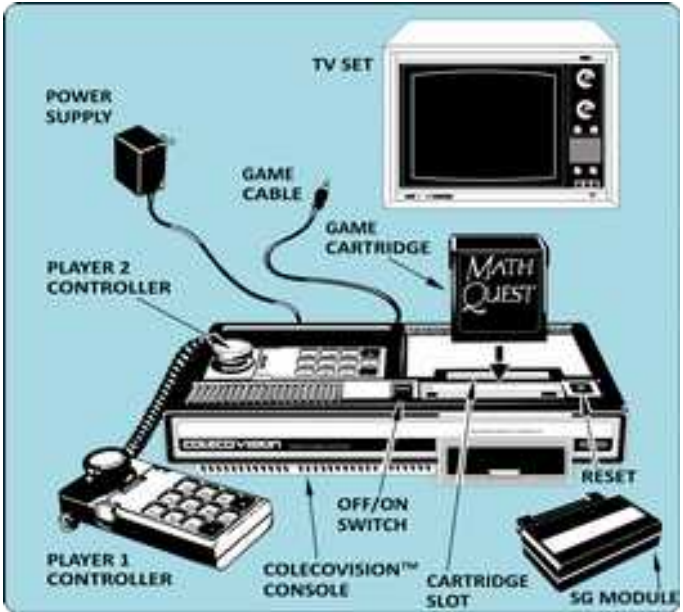
GAME DESCRIPTION

The Royal Mathemagicians' experiment backfired and they've both turned into frogs!

Now they must head for the castle to get the magic antidote. Unfortunately, there's enough magic potion only for one frog! Players move their frogs by combining numbers into mathematical equations.

The value of an equation determines how far a frog moves. There's even a built-in "coach" to help players improve game strategy!

GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Before beginning to play MATH QUEST™, insert the overlay as shown above.

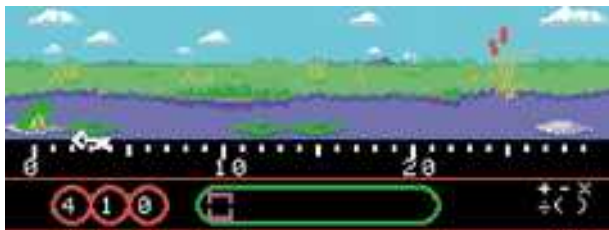
NOTE: For a one-player game, use the controller in Port 1. For a two-player game, Player 1 uses the controller in Port 1; Player 2 uses the controller in Port 2.

Keypad: Press keypad buttons 0 to 9 to insert figures in the equations. Press Enter button (#) to validate an equation. Press the double arrow button (*) to change direction. Press keypad buttons 1, 2 or 3 to clear on screen message.

Keypad + Side button: Red symbols or actions on the overlay are activated when pressing Side Button with a keypad button. Signs are inserted by pressing 7= × (multiplication), 8= ÷ (division), *= + (addition) and 0= - (subtraction). Press backspace button (9) to delete the character on the left. Press AC (6) to delete the whole equation. Press parenthesis buttons (4 and 5) to add parenthesis in the equation.

Side button + Control Stick: Moves cursor in the equation.

HERE'S HOW TO PLAY



The first thing to do is to get a key along the way.



The result of the equation is how many spaces your frog will jump. Check the numbered scale on the screen to see where you will land.



Now that you've got the key, you can go on to the gate. Jumping too far or not far enough may land you in the water, splat you against the gate, or other obstacles.

Remember you can change of direction if needed.

Note that subtraction and division are helpful in making smaller jumps and that multiplication is the key to making big moves.



Try to land precisely to unlock the gate.



When the gate is open, you can get through to the next level.

TRIVIA

This game was programmed by **Paul Crowley** at On-Time Software. This company made several games for the ColecoVision: **Gyruss** and **James Bonnd 007** published by Parker Brothers and **Up 'n Down** published by Sega.

According to Paul Crowley, he started working on coding *Mathemagician's Quest* (development title of this game) after he finished *Up 'n Down* in September 1984.

Video game development had slowed to a crawl so he had already gotten another job and only worked on this in his free time.

Coleco pulled the plug before the end of the year, so the game may not have gotten past this point.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Math Quest™, but it is only the beginning! You will find that this cartridge is full of special features that make Math Quest™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Math Quest ©1984 On-Time Software. All rights reserved.

Original program by Paul Crowley.

Reprogrammed by Óscar Toledo Gutiérrez.

Box and manual by Vincent Godefroy.

Made in Canada by ©2020 CollectorVision, Inc., Montreal, Quebec.

Printed in Canada.



COLLECTOR VISION
Games