



Math Cards

Math Cards is a math quiz program that was developed with children of all ages in mind. The user has the option to choose varying levels of difficulty in the math problems.

[How to play Math Cards for Windows](#)

A quick tutorial to get you started.

[How to use the Button Bar](#)



Explanation of all the buttons on the button bar and how they work.

[Quick Tips](#)

Explanation of the Quick Tips feature.

[Problems with Math Cards?](#)

What to do if you encounter problems with Math Cards.

[How to Order](#)

Useful information about ordering a registered copy of Math Cards.

[About the Author](#)

Information about the Author.

[Thanks To...](#)

A quick thanks to those people that made this possible.



Bugs and Errors

If you find a Bug or an Error in this program please send me a quick note informing me of the following questions to either my [U.S. Mail address](#) or my [Email address](#). With good feedback, I will be able to fix these problems and create a better product for you!

1. What did the error say or what kind of problem did you encounter?
2. What type of computer is Math Cards running on? (i.e. DELL 486DX2 66mhz)
3. What version of Math Cards are you running?
4. What operating system? (i.e. Windows 95, Windows 3.1, etc...)

Thank You.



Brian Snyder

I am trying to develop some quality programs to help kids learn. To order the full version, please send me the order form (orderfrm.txt).

This is Shareware, not Freeware! You are entitled to try this program out for 1 month. If after that time, you still find it useful, please send in the order form and payment to the following address. **DISTRIBUTE** the shareware version as freely as you like.

Brian Snyder
1235 Hall St. S.E.
Lacey, WA 98503

To contact me by Email:
bsnyder@wsuvm1.csc.wsu.edu



Practice a Specific Number

To work with one specific number, choose the Practice menu from the games main screen.

1. Click on the Practice a single number option control to select the number you would like to work with.
2. Click the (<-) or (->) buttons to decrease or increase the number displayed until you get to the number that you desire.
3. Choose (ok) to return to the game.
4. Each new card that comes up will have at least one of the numbers as the number that you selected.
5. To turn this option off, simply go back into that Practice menu and select the Use random numbers option.
6. Again choose (ok) to return to the game using just random numbers.



Order Form

To order a registered version of Math Cards for Windows mail in the order form (orderfrm.txt) to the following address with a check or money order. If you are unable to print the above Order Form try going to the Help|Print Order Form menu while in Math Cards.

Mail to:

Brian Snyder
1235 Hall St. S.E.
Lacey, WA 98503

Make checks payable to "Brian Snyder". Allow four to six weeks for delivery.

Math Cards Version 2.2 ORDER FORM

Name (Please Print)

Address

City _____ State/Province _____ ZIP _____

Country (if not USA) _____ Phone/Fax _____

DISK SIZE: [] 3.5"

Number of Copies:

[] Math Cards \$15.00 per copy (US Dollars)

(Shipping FREE

in U.S.)

CHARGES:

[] USA: FREE

[] Other countries: \$5/copy | Shipping and Handling charges:

\$ _____

| # of Copies x \$15.00 +

\$ _____

| Amount enclosed:

= \$ _____

Mail to: Brian Snyder
1235 Hall St. S.E.

Lacey, WA 98503

Make checks payable to "Brian Snyder". Allow four to six weeks for delivery.

Where did you get Math Cards?

Downloaded from:

BBS: Name & Number:

Compuserve (CIS): Forum Name:

America Online (AOL)

Delphi: Special Interest Group (SIG) Name:

Internet FTP Site: Site Name:

World Wide Web: URL Name:

Microsoft Network:

Other:

A friend gave it to me

None of the above

Unknown

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How to use the Button Bar

Click on the button you need help with!

Math problem types:

+

-

x

?

Number of Cards in the game deck:

10

20

30

40

50

Difficulty of the problems:

E

M

H

Special Buttons:

-

Clear

OK



Math Type Buttons



Click this button to do a set of addition problems. When you click it, a new game will start, even if you are in the middle of another one.



Click this button to do a set of subtraction problems. When you click it, a new game will start, even if you are in the middle of another one.



Click this button to do a set of multiplication problems. When you click it, a new game will start, even if you are in the middle of another one.



Click this button to do a set of random problems. Each card that comes up will be either an addition, subtraction or multiplication problem. When you click it, a new game will start, even if you are in the middle of another one.



Number of Cards Buttons

10 Click this button to do a set of 10 problems. When you click it, a new game will start, even if you are in the middle of another one.

50 Click this button to do a set of 20 problems. When you click it, a new game will start, even if you are in the middle of another one.

50 Click this button to do a set of 30 problems. When you click it, a new game will start, even if you are in the middle of another one.

50 Click this button to do a set of 40 problems. When you click it, a new game will start, even if you are in the middle of another one.

50 Click this button to do a set of 50 problems. When you click it, a new game will start, even if you are in the middle of another one.

50 Difficulty Buttons

50 Click this button to do a set of easier difficulty problems. These problems should be fairly easy and targeted at the younger users. When you click it, a new game will start, even if you are in the middle of another one.

50 Click this button to do a set of moderate difficulty problems. These problems will be a little more difficult than the easy ones. When you click it, a new game will start, even if you are in the middle of another one.

50 Click this button to do a set of hard difficulty problems. You should choose this when you have a good grasp on your math skills. This should give you a good challenge. When you click it, a new game will start, even if you are in the middle of another one.

50 Special Buttons

50 While entering your answer for a problem you should click this button to make your answer negative. (You should only need this on the moderate and hard difficulty levels).

50 If you should make a mistake while answering a problem, click on this to clear the answer. (You may also use the backspace key on the keyboard).

50 After you think you have the correct answer, you should click this to check your answer. (You may also hit the space bar on the keyboard).

50 How to play Math Cards

1. You must first start the program.
2. Select the type of problems (from the button bar) that you would like to try. Select (+) addition, (-) subtraction, (x) multiplication or (?) random. (*If some of these buttons are disabled, you must order a registered copy to use them.*)
3. Select the number of cards (from the button bar) that you would like to try. Select (10) for 10 cards, (20) for twenty cards, etc.
4. Select the difficulty (from the button bar) of the problems. Select (E) easy, (M) moderate or (H) hard.
5. Click on the large button in the middle of the screen to begin. This is the button that is covering the Flash Card in the middle of the screen.
6. Decide your answer for the current problem and click the number keys on the screen to enter your answer. You may also type your answer with the keyboard numbers. After you have input your answer, click the OK button or hit the Enter key on the keyboard.
7. You have 10 seconds to answer the problem on each card. The quicker you are, the better your score is going to be. **Note:** it is better to be slower and answer the question correctly than to be fast and get it wrong.
8. After you have completed the whole deck (from 10 to 50 card) you will be informed of your score. If you have done better than one of the top scores, you will be asked to enter your name for the top score list. There will be a different high score list for each combination of Type, Amount and Difficulty of the cards.
9. If you would like to practice a specific number, just choose the type, size and difficulty of the deck and then go to the menu bar and choose the Practice menu. (*This option is only available with the registered version.*)
10. Have fun!
11. To exit Math Cards, just go to the Deck menu and choose Exit.

50 Thanks To...

A special thanks go out to all of these people:

Sara Snyder: A loving wife who has been neglected of my attention while I worked on this program.

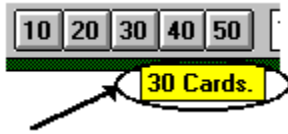
Ron Schweiger: His VB knowledge has helped me out when I got in a jam.

Bill Welker: His input on enhancements has brought the program a long way.

Space is left here for people who give me suggestions.

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50 Quick Tips



What are they :

The Quick Tips are small little help words to identify the buttons on the button bar. It should pop up when you move the mouse over the desired button. A small yellow box will appear and tell you what the button does.

How to turn them on and off:

If you are familiar with all the button you can go to the [Help | Turn Quick Tips Off](#) menu and this should toggle them off until you select turn them back on.

If you would like to turn them back on go to the [Help | Turn Quick Tips On](#) menu and this should turn them back on.

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F
Freeware

R
random

S
Shareware

Freeware

Software that is used free of charge and the user is not required to register the product if they want to continue touse it.

random

Add, Subtract and Multiply problems will be selected randomly.

Shareware

Software that is used for evaluation purposes only! If you use it beyond the evaluation period, you are required to buy a registered copy.

