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## How To Play Equatron

In Equatron, your job is to uncover tiles to solve the equation. In each round, your objective changes.

The winning combination is determined randomly, so one round you may need to score more than the computer, and another you may need to score less than the computer. The winning combination is located near the bottom right of the screen.

An equation is randomly generated; the complexity of the equation is determined by the round number. Equations are solved from left to right, except when parenthesis are present.

The computer always plays first, and plays on the same game board and equation that you do. The results of the computer's turn are displayed for you in the upper right of the screen. The computer's equation is calculated completely, so you know the number you are trying to beat.

It is now your turn to select tiles. Point to the tile on the 5x5 grid that you wish to select. The tile will flash and reveal itself.

The first two tiles that you select are placed in your hand, for you to use, or not use, as you desire. Additional tiles that you select are immediately placed in the equation, if appropriate.

After the last tile is placed into the equation, the round will end. You will be unable to play any tiles that remain in your hand after the equation is filled. Once you have filled in the equation, you will know if you have satisfied the winning combination (scoring either more or less than the computer).

Whoever wins the round scores 1 point. The winner's score is compared against the Jackpot number. If the two are ever equal, the winner receives an additional 10 points.

The game initially has no limit. However, you can set the game to end after any amount of points.

### **See Also**

[The Tiles of Equatron](#)

[Set Game Limit](#)

## The Tiles of Equatron

The following tiles are available for you to discover on the 5x5 grid. Not all of them may appear in the same round.

### **Number tiles 0 through 10**

These tiles are immediately placed in the equation.

### **Flip Flop**

This tile changes the winning condition of the game. If you needed to score less than or equal to the computer's score, you now need to score greater than or equal to the computer's score, and vice versa.

### **Zap (a "no" circle)**

This tile eliminates the last number in the equation. If no number is in the equation, it has no effect.

### **Any Number (?)**

The computer picks a number at random and puts it in the equation.

### **Double (2x)**

This tile doubles the last number in the equation. If no number is in the equation, it has no effect.

### **Triple (3x)**

This tile triples the last number in the equation. If no number is in the equation, it has no effect.

## **File New**

This commands starts a new game, resetting the player and computer totals to zero.

## **File About**

This shows information about Equatron, including its creator, version number, and copyright date.

## **File Exit**

This allows you to exit Equatron.

## **Options Set Game Limit**

By default, there is no limit to the number of rounds a player can win before the game ends. However, if you wish to set a limit, this option will allow you to determine a winner from 1 round up to 999 rounds.

## Options Set Round Number

The complexity of the equation is determined by the round number.

Round numbers	Number of digits	Number of operators
1 - 15	3	2
16 - 40	4	3
41 - 85	5	4
86 - up	6	5

Larger equations are also affected by the placement of parenthesis. Below is a comprehensive list of round numbers and their appropriate equations.

The question marks indicate where operators and randomly placed by the computer. The letters x, y, z, a, b, and c indicate values selected by picking tiles.

Round number	Equation
1 - 10	$x ? y ? z$
11 - 15	$x ? (y ? z)$
16 - 20	$x ? y ? z ? a$
21 - 25	$x ? (y ? z) ? a$
26 - 30	$x ? y ? (z ? a)$
31 - 35	$x ? (y ? z ? a)$
36 - 40	$x ? (y ? (z ? a))$
41 - 45	$x ? y ? z ? a ? b$
46 - 50	$x ? (y ? z) ? a ? b$
51 - 55	$x ? y ? (z ? a) ? b$
56 - 60	$x ? y ? z ? (a ? b)$
61 - 65	$(x ? y) ? (z ? a) ? b$
66 - 70	$x ? (y ? z) ? (a ? b)$
71 - 75	$x ? y ? (z ? (a ? b))$
76 - 80	$(x ? (y ? (z ? a) ? b)$
81 - 85	$(x ? (y ? (z ? (a ? b))))$
86 - 90	$x ? y ? z ? a ? b ? c$
91 - 95	$x ? (y ? z) ? a ? b ? c$
96 - 100	$x ? y ? (z ? a) ? b ? c$
101 - 105	$x ? y ? z ? (a ? b) ? c$
106 - 110	$x ? y ? z ? a ? (b ? c)$
111 - 115	$x ? (y ? z) ? (a ? b) ? c$
116 - 120	$x ? (y ? z) ? a ? (b ? c)$
121 - 125	$x ? y ? (z ? a) ? (b ? c)$
126 - 130	$x ? y ? z ? (a ? (b ? c))$
131 - 135	$x ? y ? (z ? (a ? (b ? c)))$
136 - 140	$x ? y ? ((z ? a) ? (b ? c))$
141 - 145	$x ? y ? (z ? (a ? b) ? c)$
146 - 150	$x ? y ? (z ? (a ? b)) ? c$
151 - 155	$x ? (y ? (z ? (a ? b))) ? c$
156 - 160	$x ? ((y ? z) ? (a ? b)) ? c$
161 - 165	$x ? (y ? (z ? a) ? b) ? c$
166 - 170	$x ? (y ? (z ? a)) ? b ? c$
171 - 175	$x ? ((y ? (z ? a) ? b) ? c$
176 - up	$x ? (y ? (z ? (a ? (b ? c))))$





## **Options Uncover Tiles**

After a round is complete, you can see "what would have been" if you had selected another tile. This option will reveal all the tiles on the board and only works once a round is over.

## What Is Shareware

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You are encouraged to pass a copy of Equatron along to your friends for evaluation. Please encourage them to register their copy if they find that they can use it. All registered users will receive a copy of the latest version of Equatron.

### **Other Topics**

[How to register Equatron](#)



## How To Register Equatron

This product is distributed as Shareware. It may be freely copied and distributed provided that the original files remain unmodified and no fee is accepted for distribution without the express written consent of Glen DeBiasa.

If you enjoy this product and wish to receive additional puzzles, you must register it. To register, send a check or money order in U.S. funds for seven dollars and fifty cents (\$7.50) to the address below:

Glen DeBiasa  
Equatron  
R.R. 1 Box 410 Apt 1M  
Hamburg, NJ 07419

When you register the product, you will receive the latest version of Equatron. Registered users will automatically receive any minor upgrades of the program. Be sure to indicate which disk size you prefer.

Should you experience any difficulties with this product, please do not hesitate to contact me at the address above. I can also be contacted on America Online (GlenDB) or on CompuServe (UserID 70602,3257). Comments and suggestions on improving this product are always welcome.

### **Other Topics**

[What Is Shareware?](#)

## Other Available Products

**Econ's Arena** (Version 1.02, Registration fee \$10 + \$2 S/H)

The elements have declared war on one another and only the being called Econ can prevent them from destroying their world. Play as Earth, Air, Fire, or Water on the changing terrain of Econ's Arena. Control Ogres, Griffons, Dragons, Tritons, and other mythological pieces. Cast spells imprisoning your foes or protecting your troops. Play against three friends or the computer's eight personalities. Collect your elemental tokens and attack Econ's himself...if you dare.

**CrossWords** (Version 1.2, Registration fee \$10)

CrossWords is an entertaining game for 1 to 3 players. The object is to guess the theme of a crossword puzzle. Players are given clues to special hint words. The hint word is revealed one letter at a time while players compete to guess the word. Once the word is solved, the letters of the word are placed into the crossword puzzle. The player who correctly solves the word controls the board and can guess at words on the board to increase the points in the jackpot. The player who guesses the puzzle's theme wins the round and takes the points in the jackpot.

**Halloween Match** (Version 1.1, Registration Fee \$5)

Halloween Match is a fun game for both kids and adults. Both you and the computer start with ten pieces of candy corn. Each player picks one tile at a time, until you have a hand of five tiles. The player that matches the most tiles wins the hand and gets to eat a piece of candy corn. The player that eats all of their candy corn wins the game.

## **About the Author**

Glen DeBiosa is the creator and programmer of Equatron. He is a member of the Association of Shareware Professionals. He graduated from Clarkson University in 1991 and holds a Bachelor of Science in computer science.





