

SKI & ROLL

This manual is for version 1.1 of the game. This game is useful for a fun way to try and improve your numeracy skills. This game is a dice based ski game. Nine individual eight sided dices are rolled to create three numbers (each number is represented by three dice). A puzzle question is shown with the question is bordered at edges by question marks. Each of the three numbers is represented, by three dice, as a dice value multiplied by another dice value then added to another dice value.

The goal of the puzzle is to find the unique value that lies in middle (the value that is not the highest or the value that is not the lowest) in the puzzle. The answer is chosen by the corresponding arrow keys to the left of the dices.



For example in the puzzle question above: the up key represents the value 25 as $((3 \times 8) + 1)$, the down key represents the value 45 as $((6 \times 7) + 3)$, the left key represents the value 6 as $((4 \times 1)) + 2$. 25 in the answer since 25 lies between 6 and 45. So pressing the up key enters the answer as 25 shows the smiley faces as



because it is the correct answer.

The right key is used for puzzle questions which have no unique middle value which mean the answer is NONE; for example if all three numbers are the same or if two of the three numbers are the same. When a correct answer is entered then the skier moves in likely proportion to the size of the answer. So if the middle number answer is large then the skier more likely moves in a larger step. If the answer is smaller then the skier more likely moves in a smaller step.

If you get an answer correct you will see smileys. If you get an answer wrong you will see a sad emoticon. If you get too many answers wrong you will get sent back to the start.

You are the blue player. The computer controlled player is the green CPU player. You must also answer the question quick enough because while you are answering the questions the CPU player will ski toward the left most flag at bottom of slope. The CPU player moves about every 8 to 15 seconds so you have that amount of time to answer a question correctly before the CPU player moves. The first player to reach the left most flag enough times wins the first part of the game. The second and final part of the game is with racing with the ski mobile and this occurs if you reach the flag enough times or multiple times in the first part of the game.

So the keys are: space to start, space to go to next question, and the cursor keys to choose your answer.

It is not allowed to cheat by writing down or storing the question .Because you are only allowed to use your memory and brain and nothing else to answer the question.

This MSXDEV25 game is freeware (free to download and play)

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