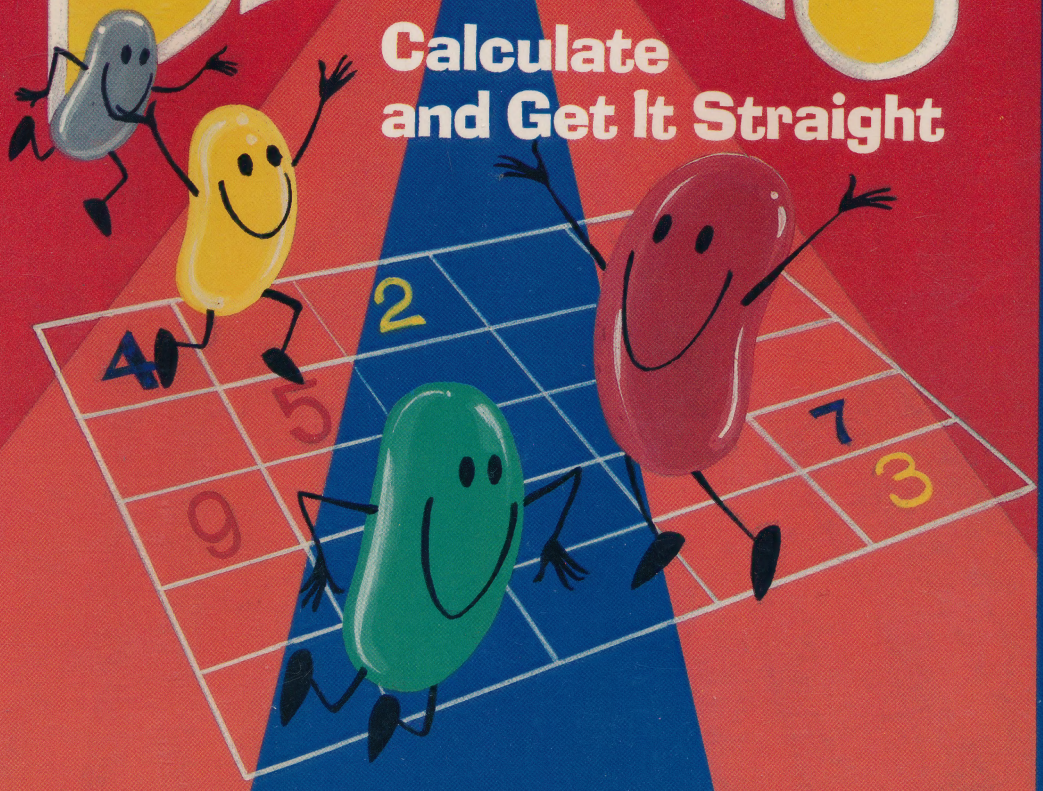
CHAPTER I

SRA SOFTWARE

Apple® Version

BEANO

Calculate and Get It Straight



MATH POWER SERIES

BEANO

For use with
- Apple II Plus® 48k
- Apple® IIe 64k
- DOS 3.3

- **A game of numbers and strategy.**
- **Combine numbers to match numbers on your Beano card. Try to fill a row, column, or diagonal.**
- **Two players against each other, or one player against the computer.**
- **A true math game — not math drill.**
- **Develops skills of mental computation and strategy.**
- **Grade 2 — Adult**

Reorder No. 6-1541

ISBN 0-574-61541-5

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BEANO
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DOS 3.3
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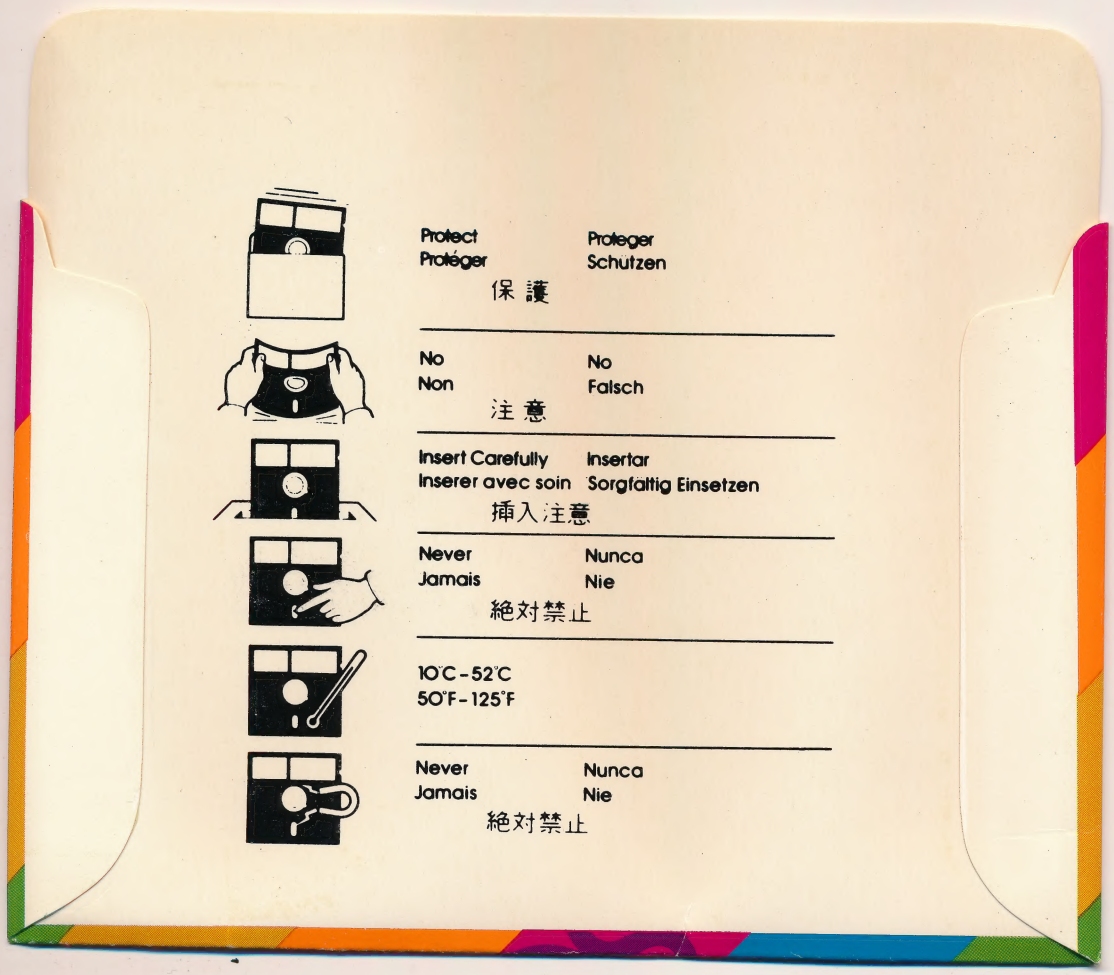

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Protéger
Proteger
Schutzen
保護

No
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Inserer avec soin
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挿入注意

Never
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BEANO

BEANO is played on a card with numbered squares. The computer makes up new cards for each game.

Two players play against each other, or one player plays against the computer.

When it's your turn, the computer gives you two or three numbers, each less than 10. The computer chooses the numbers at random.

You add, subtract, multiply, or divide your numbers. You want the result to equal a number on your BEANO card. If the numbers match, the computer puts a "bean" (marker) over that number on your card.

Your opponent (the other player or the computer) plays in the same way on a *different* card.

The winner is the first player to fill a row, column, or diagonal with beans.

At least one square on each card is "free." A free square is like a square with a bean on it.

There are three levels of BEANO:

EASY On each turn you get two numbers from 1 to 9. The card has all the numbers from 1 to 18, plus seven free squares.

MEDIUM On each turn you get three numbers from 1 to 6. The card has all the numbers from 1 to 24, plus one free square.

HARD On each turn you get three numbers from 1 to 9. The card has twenty-four numbers from 1 to 49, plus one free square.

The computer always plays the Hard level.

SPECIAL KEYS

On this card RETURN means the same as ←┘ (the ENTER key) on the IBM Personal Computer and IBM PCjr.

Use the ← key to back up and correct a mistake.

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HOW TO PLAY BEANO

1. Start the diskette in the usual way for your computer.

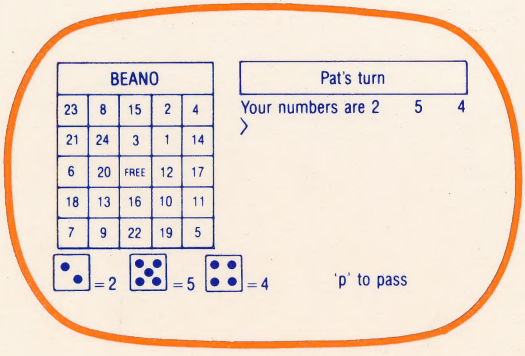
2. Some versions ask if you want sounds while you play, and if you want color. Type Y for yes or N for no. then press RETURN (or ENTER).

3. You are asked about the number of players, their names, and their levels. Press RETURN after you type each answer. There are three levels: Easy, Medium, and Hard. See page 1 for details. Players can play at different levels.

4. If you play against the computer, don't worry that it will cheat (it won't) or that it will always win. The computer is quick at arithmetic, but it's not so smart about which number to get. You can beat the computer.

5. The computer makes up the BEANO cards.

6. The first player's card appears. In the Medium level the screen might look like the following. (The screen looks different in different versions.)



Look at your numbers and the numbers on the card. You can add (+), subtract (−), multiply (× or ★), or divide (/). You can put in parentheses. You can use exponents (^, as in 5^2 for 5^2). You have to use each number once.

Suppose your numbers are 2, 5, and 4. Here are some possibilities:

	Answer
2+5+4	11
2+5−4	3
4+2−5	1
2×5+4	14
2×(5+4)	18

Remember:

You don't have to use the numbers in the order given.
You do have to use each number once and only once.
You can use operations in any order.
The answer must be a whole number.

The computer uses these rules to check:

Work inside parentheses first.
Do operations in the following order. Work left to right at each step.

1. Exponentiation
2. Multiplication and division
3. Addition and subtraction

7. After you decide how to combine your numbers, type them; for example:

$$4+2-5$$

Don't type = or the answer. Press RETURN. The computer checks whether you used the numbers correctly. If you didn't use them correctly, as in $42+5$, or didn't use all of them, or used different numbers, the computer will ask you to try again.

8. If you used the numbers correctly, the computer types =. Now type the answer and press RETURN.

9. If your answer is correct and matches a number on the card, the computer puts a bean on the card. If your answer is wrong or is not on the card, you lose your turn. Press RETURN.

10. The other player plays in the same way. If you're playing the computer, it will decide how to combine its numbers. Press RETURN after it plays.

11. If you can't make a number that is on your card, type P and press RETURN twice to pass your turn. If the computer is playing and can't make a number, it will pass after a short time.

12. Play goes back and forth until one player wins by filling a row, column, or diagonal with beans. Remember that a free square is like a square with a bean on it.

13. On some versions you can end the game at any time by typing E and pressing RETURN.

14. After a game, you're asked if you want to play again. Type Y for yes or N for no. Press RETURN.

15. When you finish playing, turn off the computer and put the diskette back in its envelope.

EQUIPMENT

BEANO requires a disk drive and a display screen. The following versions are available:

Reorder No.	*Computer*	*RAM*
6-1541	Apple II Plus®	48k
	Apple® IIe	48k
6-1571	IBM PCjr	64k
	IBM Personal Computer Requires a Color/Graphics Monitor Adapter. DOS must be added to the diskette as described in the enclosed sheet.	64k

OTHER GAMES IN THIS SERIES

NUMBER CHASE®

6-1542 Apple II Plus®, Apple® IIe
6-1572 IBM Personal Computer, IBM PCjr

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6-1543 Apple II Plus®, Apple® IIe
6-1573 IBM Personal Computer, IBM PCjr

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