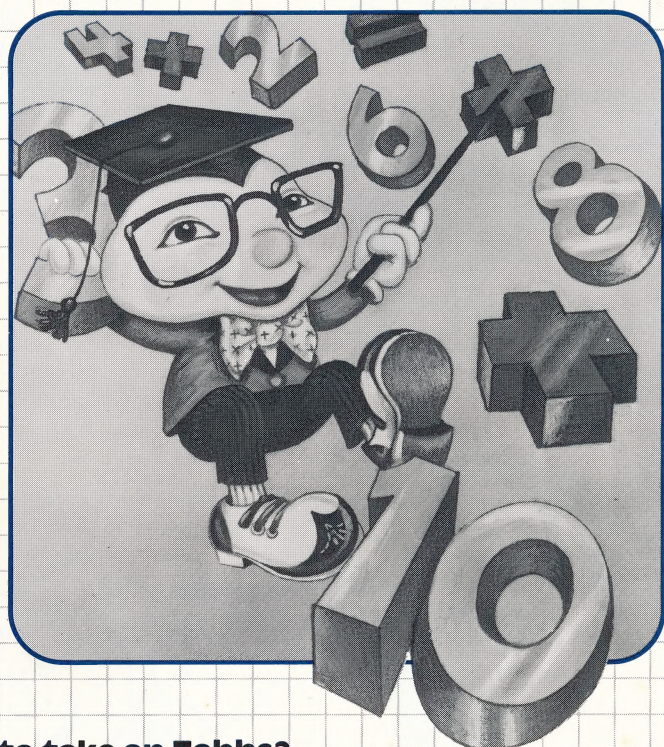


Teasers by Tobbs



Ages 8-adult

Are you ready to take on Tobbs?

- The Tobbs puzzles seem easy at first. But they soon turn **wickedly tricky**. And once you start playing . . . just try to stop!
- Of course, Tobbs builds your thinking skills, school skills, computer skills.
- But if Tobbs winds up challenging your mind — don't say **we** didn't warn you!



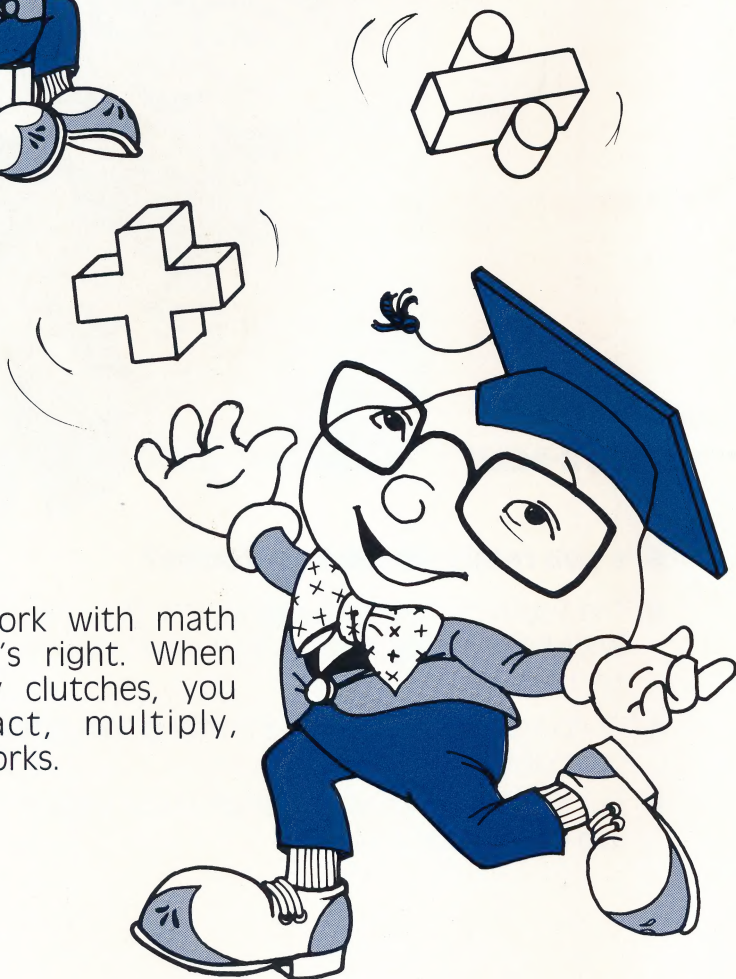
SUNBURST
EDUCATION

Bright ideas for learning

THEY CALL ME TOBBS!



Okay, so I'm funny looking.
I'm not here to win a beauty
contest. I'm here to TEASE
AND TWIST YOUR MIND.

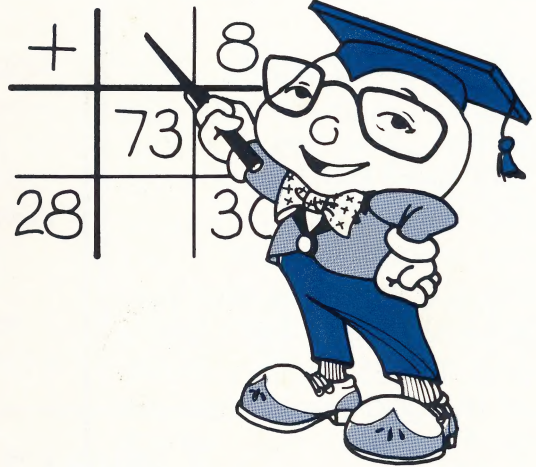
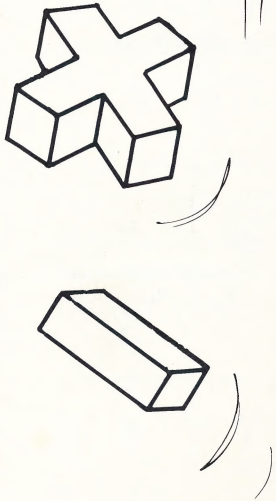


I do my work with math
puzzles. That's right. When
you're in my clutches, you
add, subtract, multiply,
divide...the works.



I may be funny looking but I'm very friendly, too. You'll especially like me when I show up with a clue you need. And wait 'till you SOLVE a Tobbs Teaser. I promise to jump up and down for joy!

We'll start out easy. Then I'll give you harder and harder problems when YOU think you're ready.



And when friends or family ask for a turn, just turn me loose. Then we'll BOTH get our laughs.

***I'M READY FOR ACTION NOW. What about you?
Okay, let's go!***

HERE IS HOW TEASERS BY TOBBS WORKS

This program includes two groups of math puzzles. In one group, you ADD to find answers. In the other, you MULTIPLY to find answers.

You choose the group you want when the program begins.

Both groups of puzzles include 6 levels. Level 1 is easiest, Level 2 is slightly harder...Level 6 is most difficult of all.

Before you start to play, TOBBS appears on the screen. You see a "grid" that looks like an empty Tic-Tac-Toe game.

Every puzzle in this program appears on such a grid. TOBBS appears in one of the grid boxes. Your job is figuring out which number should be in the box where TOBBS appears.

If you look at the instructions, moving lines will show you which numbers to ADD or MULTIPLY to figure out the number which belongs in the TOBBS box.

FOR EXAMPLE:

| | | |
|---|---|---|
| + | ⑤ | 4 |
| ① | | 5 |
| 2 | 7 | 6 |


Answer: 6

As shown above, the lines tell you to use the 5 (it's circled here) and the 1, to get number you need. Add those two circled numbers and you get...6.

You'll soon become a detective

As you move up from level to level, puzzles become much more challenging. You'll need to do real detective work to find the answers.

Check this example from Level 4.

| | | |
|---|----|---|
| + | 3 | |
| 5 | 8 |  |
| 9 | 12 | 10 |

HELP! At first, it seems there's no answer. But all the clues you need are hidden in the numbers already shown. WHAT ARE THEY?

Think...you know that 9 (in the lower left box) and a

missing number (upper right box) add up to 10 (lower right box).

Now, ask yourself, WHAT "missing number," added to 9, makes 10?

Did you just whisper 1? That's right! So mentally,—or with a pencil— put a 1 in the upper right hand box. The rest should be easy. Just add the 5 (in the middle left box) with your new 1 (in the upper right box) to get the answer. 6!

• A word about Level 6

Here the game changes in a very important way. In Level 6, you don't find answers that **MUST** go in the TOBBS box. Instead you select **ANY** number that **CAN** go in the TOBBS box.


Here's the catch!

The grid **WILL NOT ACCEPT** any number that is bigger than 99, smaller than 0, or that has a decimal point. (For example, 100 is not acceptable, neither is -1.

So you can't use such numbers in the grid.

And you can't use any numbers which—when added or multiplied—produce a number bigger than 99, or smaller than 0.

Here 's a Level 6 example.

| | | |
|-----------|----------|---|
| + | 3 | |
| 4 | |  |
| 26 | | |

Look at it. Do you know how to start?

Your first step might be to fill in the left hand boxes. How? Like this:

You add 4 to 3 to get 7!

Next add 26 to 3 to get 29.

Now pick a number to replace TOBBS in the grid above. Remember, the number you pick cannot cause any number bigger than 99 or smaller than 0 to appear anywhere on the grid.

How about 40?

See how 40 works out by filling in all of the squares in the grid, as follows:

| | | |
|-----------|-----------|-----------|
| + | 3 | 36 |
| 4 | 7 | 40 |
| 26 | 29 | 62 |

Yes, 40 does the job. After you fill in all the numbers on the grid, you find they're all from 0 to 99.

But as you'll soon find out, not every number fits in as well as 40! Finding numbers that work make you a winner!

What about multiplication?

You've seen addition examples ...to give you a feel for how these puzzles work.

Multiplication games work in exactly the same way. The only difference is that you multiply instead of add to get your answers.

For a quick review of all six levels of addition and multiplication games, see page 8.

- **How many problems make up a game?**

Three to five problems, if you play alone. If you play with others, games will include four or five blanks per player. (Up to four can play at once.)

- **How are games scored?**

You get one point for each correct answer. Scores are based on the number of correct answers out of the number of tries for each player.

When the game is over, your score is shown beside your name. When more than one play, the name with the highest score is listed first, and so on.

• What options do I have?

HERE'S HOW YOU CAN:

- **PASS.** To pass your turn and avoid making a wrong guess, just PRESS P and the RETURN or ENTER key. You will lose a turn and give the next player an advantage. But if you're playing alone, you lose nothing.

- **GET A NEW PUZZLE.** If a puzzle's too easy or too hard, PRESS N for new one.

- **GET HELP.** If you need a helpful clue, press H. Tobbs will quickly come to the rescue:

In Levels 1-3, TOBBS will draw lines showing you which numbers you must use to get your answers.

In Levels 4-5, TOBBS will give you possible answers.

In Level 6, TOBBS will give you one possible answer, but won't fill in the box. Then it's up to you to find another answer that does the job. (Remember, in Level 6, you solve the problem with any number that fits in.)

End The Game Immediately

- If you have an **Apple or Atari**, hold the Control key and press the E key.

- If you have a **TRS-80 Model III or 4**, hold the shift key, the ↓ and the E key.

- If you have a **TRS-80 Color**, hold the ↓ key and press the E key.

Your game will stop. The score will appear.

A QUICK REVIEW OF ALL SIX LEVELS OF PLAY

Addition

- Level 1 Only one answer box is blank, and you add numbers from 0 to 9.
- Level 2 Same as Level 1, except that up to four answer boxes may be blank.
- Level 3 Same as Level 2, except that you add numbers from 0 to 49.
- Level 4 Now boxes in the top row and left row may be blank. To fill them in, work backwards and ask questions like "What do I add to 4 to get 8?" You go on filling in the top and left hand boxes until you have enough information to find the number that's called for. The numbers you add are 0 to 9.
- Level 5 Same as Level 4, except that you add numbers from 0 to 49.
- Level 6 Solve these problems by giving numbers that don't force numbers larger than 99 or smaller than 0 to turn up in the grid.

Multiplication

- Level 1 Only one answer box is blank and you multiply numbers from 0 to 4.
- Level 2 Same as Level 1, except that up to four answer boxes may be blank.
- Level 3 Same as Level 2, except that you multiply numbers from 0 to 9.
- Level 4 Now boxes in the top row and left row may be blank. To fill them in, work backwards and ask questions like "What do I multiply by 4 to get 8?" You go on filling in the top and left hand boxes until you've got enough information to find the number that's called for. The numbers you multiply are 0 to 4.
- Level 5 Same as Level 4, except that you multiply numbers from 1 to 9.
- Level 6 Solve these problems by giving numbers that don't force numbers larger than 99 or smaller than 0 to turn up in the grid.

* NOTES *

[illegible]

* NOTES *

[illegible]

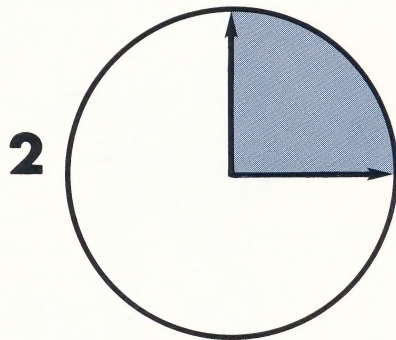
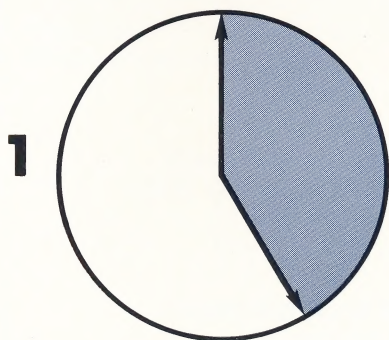
OTHER THINGS TO THINK ABOUT.... when you play TEASERS BY TOBBS

- **Compete against
the clock.**

Keep records of your best times for each level you play. Set a BETTER TIME to beat at each level. See if others can beat your best time at each level.

- **More fun against
the clock.**

Award various points for a variety of timings at each level. Then see who can mount up the most points in 15 minutes of playing any combination of levels.



OTHER THINGS TO THINK ABOUT....when you are not playing TEASERS BY TOBBS

- What is the least number of boxes needed to be filled in to make sure all remaining boxes are predetermined? What makes a grid contain a box which is not predetermined?
- Come up with a puzzle with an extra row and column. Challenge your friends. How does the added row and column affect your time limits? What makes the grid contain a box which is not predetermined?



HERE IS HOW TEASERS BY TOBBS HELPS KIDS LEARN:

•Thinking Skills.

TEASERS BY TOBBS helps kids use problem-solving logic and confidently meet changing situations.

•School-Related Skills.

TEASERS BY TOBBS provides effective, enjoyable practice in addition, subtraction, multiplication, division (both in your mind and with pencil). Equally important, it kindles interest in math and makes math fun for kids of all ages.

•Computer-Related Skills.

TEASERS BY TOBBS emphasizes a basic fact of computer life: computers, like people, must have the information they need before they can do given tasks. In this program, players learn to find, arrange, and use needed information.

TEASERS BY TOBBS was designed by Dr. Tom O'Brien, a professor and director of Teacher's Center Project, Southern Illinois University.

Programming was done by:

Atari version: Jay Carlson, Jim Brayton

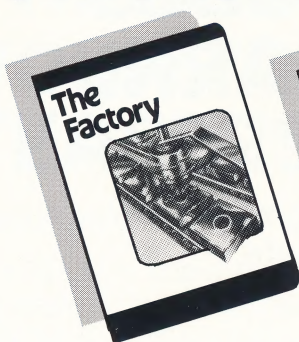
Apple version: Cathy McMahon, Jon Sweedler

TRS-80 version: Walter Koetke III

TRS-80 Color version: Larry Bank

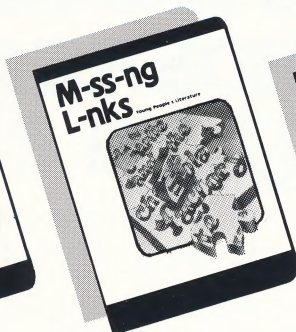
© 1983 Sunburst Communications, Inc.,
Pleasantville, New York 10570

If you enjoyed and were challenged by Teasers by Tobbs – try these other great programs from Sunburst:



The Factory:

Think you can run a factory all by yourself? The machines are ready and waiting for you . . .



M-ss-ng L-nks:

Here's a puzzle that challenges you to read words and letters that aren't there. Think you can do it? Good Luck!



Memory Castle:

Remember your orders exactly! Use your secret memory code. Just one mistake brings doom in the Memory Castle.

Get the program from your local dealer or

Sunburst Communications

Room AB
39 Washington Avenue
Pleasantville, NY 10570

or, for immediate service, call Betty Higgs
TOLL-FREE at 800-443-3334.

In New York, Hawaii, Alaska, or Canada,
call collect 914-769-5030.



The Sunburst Warranty

Congratulations on your purchase of quality Sunburst courseware! If this diskette should fail to boot within the first 90 days following purchase, simply return to an authorized dealer or contact us directly for a FREE replacement.