DUELING DIGITS

A HI-RES ACTION GAME BY BRIAN CROUCH

Brøderbund Software

DUELING DIGITS

IT IS THE YEAR 7301 A.D.

The human race is _____ in a dark age, and the art and science of math is but one of many which are lost, though not entirely forgotten. A place deep in the blasted sands of the San Francisco desert is said to hold those ancient secrets, a place called "The Temple of Numbers." People of this future age consider numbers sacred. Using the machines left to them by their ancestors they struggle for the ultimate spritual discipline . . . the "balanced" expression. The human species, long afflicted with a genetic propensity to devalue its strongest asset, the brain, now looks to institute an age of reason based upon mathematical certainty.

Your task is to direct a scarab-shaped crawler machine up and down the sandstone walls of the Temple while excavating its digital deities. You must battle with the forces of ignorance (or with your equally dangerous human opponent who seeks to hoard the knowledge and power of mathematics), then grapple the glowing crystalline numbers rising, falling and changing in the air—and fit them into "The Expression," before your rival.

The program is an arcade-style game requiring you to shoot and capture numbers and mathematical operands and place them on the temple floor in such a way that they form a balanced mathematical expression. **Dueling Digits** is enjoyable for players from age 8 to 80.

Game design by Douglas Carlston. Program design and coding by Brian Crouch and Eltanan Effects. Copyright 1982 by Brøderbund Software.

This program is fully guaranteed. If it ever fails to boot return the original disk to Brøderbund Software for replacement. If the disk has been physically damaged please include $5 for replacement.

The program requires paddles or joystick, a 48K Apple II/II Plus, and a disk drive.

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BRØDERBUND SOFTWARE, INC./ENTERTAINMENT SOFTWARE DIVISION
1938 Fourth Street, San Rafael, California 94901 Telephone (415) 456-6424

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Here are your instructions:

To control your scarab number-collection machine you must use the paddles or a joystick. Your object is to shoot the floating numbers and mathematical operands and place them down below in a balanced mathematical expression such as 234 + 14 = 248. The computer is not particular about where you leave blank spaces, so it would also accept 2 34+1 4=2 48. Operands may be on either side of the "=" sign and the result may equal zero.

Here are some examples of legal equations:

2 + 36 = 38	45 = 15 × 3
36 + 10 = 40 + 6	0 = 45 + 4 − 49

To begin an equation, press the paddle button to shoot a number, then move your scarab down below the main screen and drop your number in one of the slots available. If you accidentally pick up a number or operand you do not want, you must position yourself above the "garbage" hole toward the bottom center of the screen, then press the paddle button to drop the unwanted digit. If at any time you accidentally drop a number or operand in the wrong place so that your expression shows little chance of balancing, move your scarab as close to the bottom center of the screen as possible and press the paddle button. This will release all of your numbers and allow you to start over.

The scarabs to the side indicate how many machines you have left. In the one player version each side starts with ten machines. A direct hit to your opponent will give you 5 points and cause the side that's hit to lose one machine. In the two player version each side starts with five machines. A hit will score 5 points. If the side hit is holding a number or an operand, it will be lost. Each time you complete an equation you will gain an additional machine and your opponent will lose one. It pays to work fast!

The scoring is as follows:

The four operands are "+", "−", "×", and "/", representing addition, subtraction, multiplication, and division. These are worth 1, 2, 3, & 4 points respectively. The computer goes through a completed equation, adds the value of the operands, and multiplies the total by 10. Higher scores are gained by using many operands in each equation.

Pressing **CTRL S** will turn the sound effects off and on.

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