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|                               Fraction Fever                               |
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Version 1.0 (08/1/2005)

Version History:

-3/27/2006, added lup as a host.
1.0: Basic Guide Complete - (08/1/2005)

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Legality:

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*                               Table of Contents                               *
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\*To jump to a section, hold the Control Key and press F, then type in the
section number as it appears (ie type F1)

- F1: Intro
F2: Gameplay
F3: Fractions
F4: Tips
F5: Credits

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|                                     |
|                               F1: Intro                               |
|                                     |
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Many educational titles just fall flat of being fun. Fraction Fever brings
some
freshness to the plate, however. It's just absurd - you bounce around on a
pogo
stick looking for a certain fraction, making your way to the top of the level.
Maybe that's why I like it - it's absurd and fun, and that's usually a good
combination.

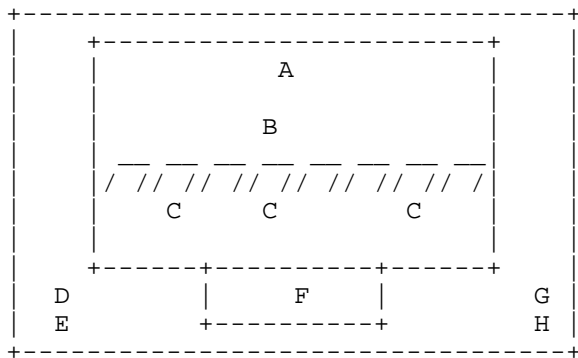
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|                                     |
|                               F2: Gameplay                               |
|                                     |
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Bounce around the area and hit the fire button when you're above the target
fraction. Make your way to the top of the stage to win.

The map in geneal:



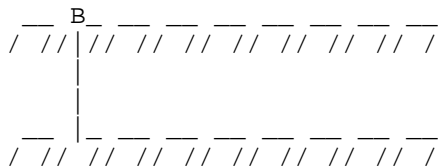
<- The platforms.

Key:

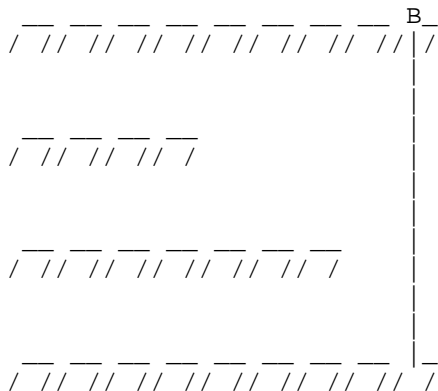
- |                             |                   |
|-----------------------------|-------------------|
| A: Target Fraction          | E: Pogos          |
| B: Player                   | F: Floor Map      |
| C: Platform Fraction Values | G: Current Floor  |
| D: Score                    | H: Time Remaining |

Target Fraction: This is the fraction that you must find beneath the platforms.

Pressing the button on this platform will cause you to move up.



You'll be carried up by a thick purple rectangle to the next floor, where the target fraction will be changed. The platform you leapt to the next floor from will not be damaged, so it will still be there if you fall down. But what happens when the platforms aren't lined up?



You will skip floors until you arrive on a platform. This useful in that it lets you finish more quickly but you'll miss out on points.

Player: Your character is a little dude on a pogo stick. This pogo stick can be used to knock platforms out of the floors.

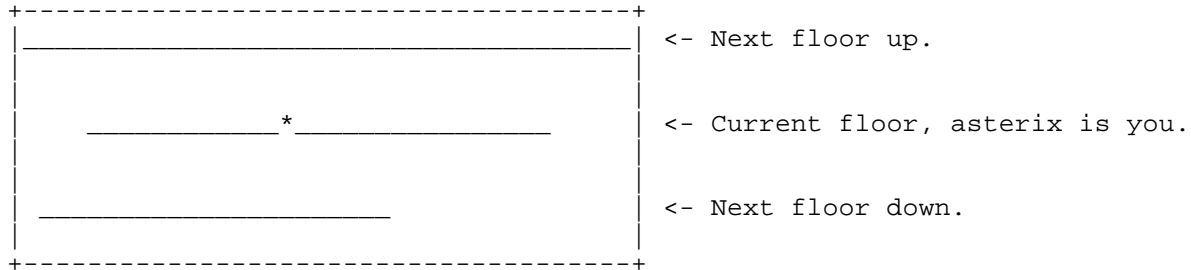
Platform Fraction Values: The platforms are mostly worth nothing, though some have fractions. Knocking one of these out will ent you a point, but makes the floor much harder to taverse. One of these values will be the Target Fraction.

Score: Your score, increasing by one for every fraction platform you knock

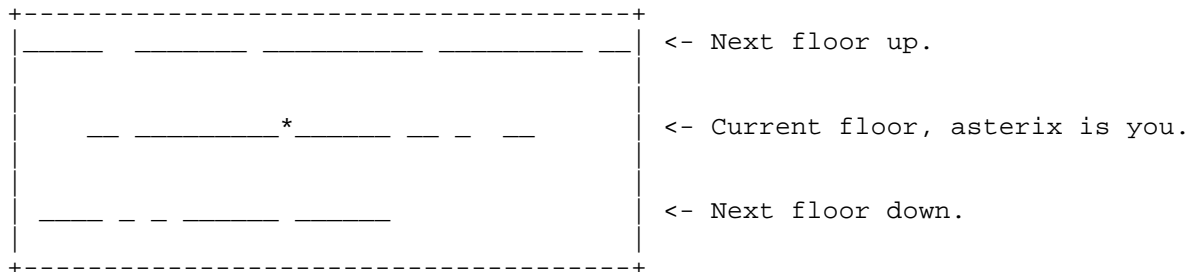
out,  
excluding the target fraction.

Pogos: Your "life meter" of sorts. This is how many falls your player can take.  
Of course, if you fall below Floor 1 it's game over regardless of all the pogos you may have. You start with nine.

Floor Map: Essential! This is what it looks like:



The map tracks your position on the floor. It also tracks the damage the floor sustains.



Current Floor: Which floor you are currently on.

Time Remaining: When this time runs out, you miss the fraction. You get less on the higher floors.

=====

| F3: Fractions |

=====

Fractions come in a number of types, different graphical representations.

Y <- Numerator, "the top number." Y is a variable.

X <- Denominator, "the bottom number." X is a variable as well.

Target Fraction: Found centred on the top of this screen, the Target Fraction is given numerically as a numerator over a denominator. Find this fraction in the platform fractions to climb to new floors.

\*\*\*\*\*

Squares: Fractions that come in the form of filled and empty squares.

[ ][ ][ ] This is a Denominator of 9, since there are 9 total squares.  
[ ][ ][ ] Normally, some would be filled in. The amount of squares filled  
[ ][ ][ ] in is the value of the numerator.

[ ] [ ] [ ] This is, again, a denominator of nine, but also a numerator of five.  
 [ ] [x] [x] Then, this is a fraction of 5/9.  
 [x] [x] [x]

Some other common conformations of square representations:

|     |         |         |
|-----|---------|---------|
| [ ] | [ ] [ ] | [ ]     |
| [ ] | [ ] [ ] | [ ] [ ] |
| [ ] | [ ] [ ] | [ ] [ ] |
| [ ] | [ ] [ ] | [ ] [ ] |
| [ ] | [ ] [ ] | [ ] [ ] |

One square width      Two square width      Mixed Medium

\*\*\*\*\*

Circles: Fractions that come in the form of filled and empty circles.

( ) ( ) ( ) Circles are just like squares. Again, the number of empties  
 ( ) ( ) ( ) is the denominator...  
 ( ) ( ) ( )

(x)(x)( ) ...and the number full is the numerator. This would be 8/9.  
 (x)(x)(x)  
 (x)(x)(x)

Some other common conformations of circle representations:

|     |         |         |
|-----|---------|---------|
| ( ) | ( ) ( ) | ( )     |
| ( ) | ( ) ( ) | ( ) ( ) |
| ( ) | ( ) ( ) | ( ) ( ) |
| ( ) | ( ) ( ) | ( ) ( ) |
| ( ) | ( ) ( ) | ( ) ( ) |

One square width      Two square width      Mixed Medium

\*\*\*\*\*

Numerical: Fractions that are written numerically.

Y      Just like the Target Fraction, these fractions are written as a value  
 -      out of another value. These are infact the easiest to read because you  
 X      aren't trying to figure out what represents what.

\*\*\*\*\*

Bars: Fractions written as a filled portion of a vertical bar.

These are by far the most difficult fractions, because it's like reading the percentage of the bar is filled is X% while the Target Fraction means the bar should be filled Y%.

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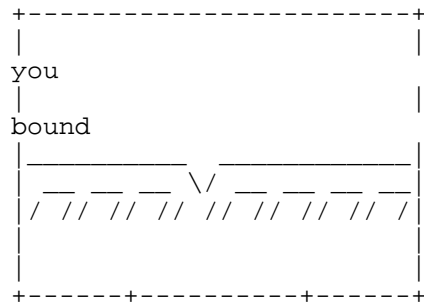
+--+ The bar stands vertically, a portion of it filled by colour. This colour
|  | represents how much of the bar is filled. The problem is, the target
|  | fraction may not be as clear-cut as "1/2" but could be something like 5/7.
|  | These are the last fractions you'll encounter as you make your way up.
|  |
|  |
+--+
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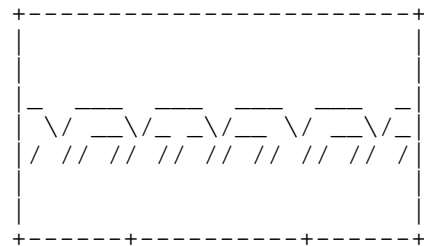
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|                                     F4: Tips                                     |
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 Trajectory  
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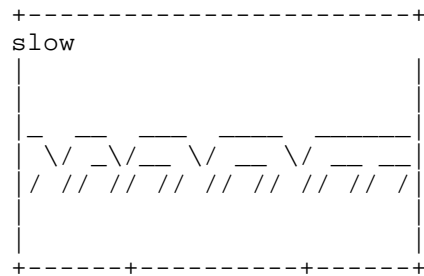
Now listen to your grandmaster, it is not simply knowing where to jump, but how to jump. You may think, 'if I get there faster, then surely I shall win!' But if you go too fast, how will you control yourself? I thought as much. You must learn to control your trajectory. It is essential.



Where the lines above the platforms is a general representation of the pogo's trajectory. Here, you are going just about as fast as you can. You go across the screens with no trouble at all. Now, this extra speed is helpful to reach a certain area of the floor, but it isn't good scanning speed and you could fly off the edge.



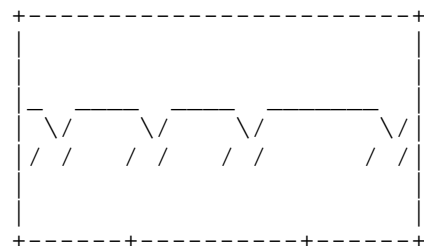
This is a better scanning speed, but at the same time, the loss of speed could hurt you on the higher floors.



To mediate, take a slightly faster speed, and slow it down as you need. The slowdown isn't as severe in length as I've shown, but you can generally control your trajectory in this way. The slowdown will be severe if you're going full tilt, however, so keep that in mind.

To slow down, hold the direction opposite that of which you are travelling. When your horizontal velocity reaches zero, you will begin to accelerate in the opposite direction.

Trajectory is especially essential if you've knocked some platforms on a floor...

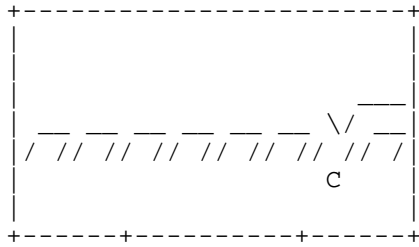


This is a theoretical situation. You could need to bound over a hole with significant speed but then slow down for the next gap or miss a platform and fly into a hole. Keep your eye on the map!

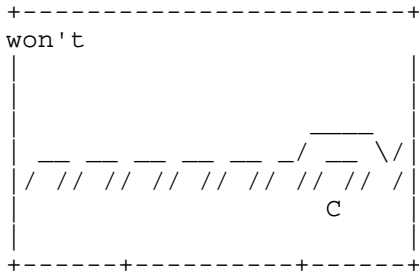
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Scoring  
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Where would we be without scoring eh? To score, you need to remove a platform that does not have the target fraction beneath it. This will give you one

point  
 and you'll get a bonus when you complete the level. Keep a few tactics in  
 mind,  
 however:



Where C is a platform fraction. If you try to remove the platform in this case, you will drop. Do not try and remove a platform if you are touching it.



won't

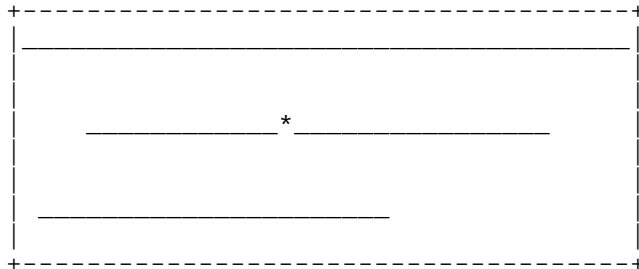
Removing the fraction in these circumstances

cause you to drop. Yes, you can remove it without touching it. So only try to remove a platform if you are passing over it or you're bouncing off of it.

Also, I'd suggest earning your points on low floors, since you have more time, and less to lose. Concentrate on the target when you're higher up.

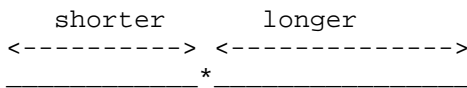
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 Starting A New Floor  
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Using the diagram from earlier, say you end up here on a new floor:



<- Next floor up.  
 <- Current floor, asterix is you.  
 <- Next floor down.

Okay, so what do you do first? Quickly recognize the difference in distance left and right:



Scan the shorter distance



If the target's not to be found, either speed back to where you began, or try to get points. Though do to time constraints, speeding may be a little more

practical, just try and get you points on the way!

----->  
\* \_\_\_\_\_+\_\_\_\_\_

Scan teh other side, getting points as you go.

----->  
\_\_\_\_\_\*

So just to recap:

\*Start scanning the smaller side, this is so that if you have to turn around you won't waste as much time as if you'd gone the other way and had to turn around. Of course, if you have to turn around it is best that you'd gone the other way but you generally don't know this, so stick with the smaller path as a rule of thumb. Do not try to break teh platforms on the first scan because it will complicate things if you have to get back.

\*If the target is not here, return to the starting position. You could get some points along the way, fine and dandy, but speeding back to the start will save you some time and you can still try to get some points this way.

\*After reaching the centre, proceed past it at a nice scanning speed. Collect points as you go.

-----  
Dealing with Bars  
-----

Bars are complicated, it is difficult to tell just what they are supposed to represent. I suggest that you should just try to break most bars that are close to your target. You're going to get points and the chance to progress to the next floor.

-----  
Fractions are Never Equal!  
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Well, in real life  $4/8 = 1/2$ , but in Fraction Fever, they do not. You are told to look for  $1/2$ , not  $2/4$  or  $4/8$ . Yes, this is probably the most foolish thing to grasp about this game, but if you're told to look for a fraction, they want the platform fraction you seek out to be the same as the target fraction while ignoring the fact that four filled squares out of eight total is the same as one half of the total squares. But I do suggest you try bars that look like the target, and get as many of the others for points.

-----  
One  
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In relation to the last point, if you're looking for "one," it will be wither  $1/1$ , a filled bar, one filled square, or one filled circle. Just in case you were wondering about just plain old one.

-----  
Heed Your Minimap  
-----

I cannot stress enough the importance of that little map! It's going to tell

you where there are gaps, what floor to steer to when you're falling, just how big a floor is, and how you should start scanning a floor. In a word, the map is "essential."

-----  
Know the Screen  
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The floor is displayed in screens, it shifts as you move to the next screen to the next screen and so on. This means only a portion of the floor is displayed at one time. Look at the side of either screen. You should be able to see a bit of another platform. If you can't then there's a gap there. At the extremes of the stage, for floors that touch this extreme you won't see a continuation. You will bounce off the extremes however.

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| F5: Credits |  
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Thanks go oyu to the hosts, they let you read this, and Spinnaker, the provided the game.

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