

How to play.

In a nutshell:

- **Static Math Panels:** you must find the flying numbers that solve the panels and throw water to them. The active panel has a blue halo.
- **Dynamic Math Panels:** throw water to the right solution.

NOTE: These instructions are the same for Math Classroom Challenge (iOS/Windows/Mac).

In Math Classroom Challenge there are two types of mathematical panels with hundreds of math combinations: static and dynamic.

The static panels propose random exercises, of configurable difficulty, whose numbers have to be searched through the stage, and bathe them with the water of the hose that we carry.

Dynamic panels appear anywhere, but can be repositioned, or even invoked manually, and contain three solutions. Irrigate with water the correct solution. Dragons, on the other hand, allow an error to be subtracted, although sometimes they will cause the opposite: they will add up to an error. So the player must decide whether to use them or not. The rocket, when it takes off, multiplies the points obtained by two during the flight.

The maximum time, from infinity to two minutes, can be set to resolve static panels. Dynamic panels can be invoked as many times as desired, but always one at a time.

Config panel



Here you can configure the game. You can choose math operations for static and dynamic math panels, if you want first and quadratic equations, and decimals. If you choose “inverted numbers”, they act as wildcards. This makes the game easier. Uncheck if you want a more complex challenge.

“All solutions wrong” means sometimes all the solutions can be really wrong in dynamic panels. Don’t throw water to them. Crazy mode accelerates the random generation of dynamic panels. Negatives implies there can be negative results.

On the other hand, Benny the pet will help to find the numbers that allow to solve the static panels, and will keep still if at that moment there is none available.

Moon scenario

The Moon scenario in Math Classroom Challenge for Windows has the same features as the others, but there is one more thing to do: you can collect the rocks and Helium 3 that fall into the surface, wash them to analyze, and they will give you additional points. You will also start collecting the rocks for further study, and you’ll see its composition. For every rock you will also receive a complement of Helium 3 for your fusion reactors on Earth.

Remember: the astronauts Yvette And Robert will mark the best rocks to collect. Don’t miss them!

From time to time, a starship will arrive to send the rocks and the Helium 3 to the Earth.



Sam: the bird Sam will eat the numbers you need to solve the math panels. These are the numbers that fly along the stage. Sam always eats the number you're searching. Be careful!



After the game is over, a final screen with the results and statistics will appear. This screen is always accessible from the main menu. Happy math!