

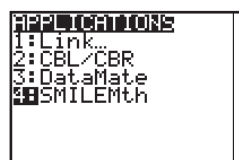


SMILE Mathematics App: Rhino Game

Introduction

The SMILE Mathematics application is a suite of five games: Minimax, Box, Matching Fractions, Angle, and Rhino.

Press **[APPS]** and select SMILEMth. Press any key to move along the introductory screens. When the SELECT A GAME menu is displayed, select 5: Rhino and press **[ENTER]**.

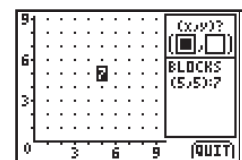
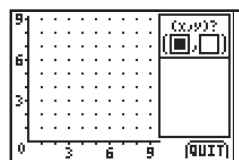


Rhino is a puzzle game based on coordinates. At its simplest, it reinforces the concept and use of coordinate notation to express position. After a little practice, the Rhino game becomes a strategy challenge. You have to discover the rhino's position using the minimum number of guesses. Information about the actual position of the rhino is displayed on screen after each turn.

You can select 1:View Help for extra help.

Playing the Rhino Game

At the game's start screen, enter an x -coordinate and press **[▶]**. Then enter a y -coordinate. The coordinates you entered are shown in the boxes at the top right. Below that, your coordinates will repeat, followed by another number. The number represents the number of blocks the rhino is away from that position. The result is also shown on the grid.



Enter another pair of coordinates and notice that the result is displayed in the same way. Continue to enter pairs until you find the rhino. The three most recent results will be displayed on the right side of the screen. You can scroll through all the results by pressing **[▲]** and **[▼]** as needed. All results are shown on the grid.

If the rhino is more than 10 blocks from the guessed location, the number will appear, but then be replaced with a + symbol.

When you correctly guess the rhino's position, your total number of guesses will be displayed. The lower the number of guesses, the better.

