



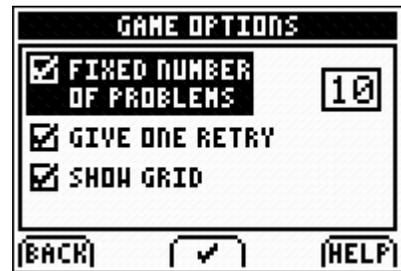
Guess My Coefficients

Name _____

Class _____

Press **[APPS]**. Select **GuesCoef** and press **[ENTER]**.

Press a key under "OPTIONS." The game options allow you to set the number of problems, allow a retry or not, and show or hide the grid. To select or deselect an option press **[ZOOM]**.



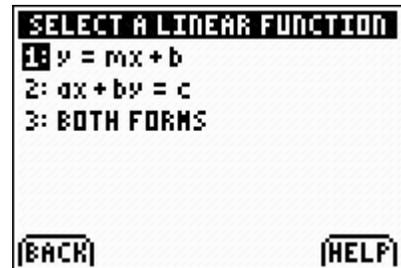
There are games to review linear, quadratic and absolute value equations or combinations of them. The options along the bottom row, Quit, Options, Info, and Help, can be access using the top row of calculator keys.



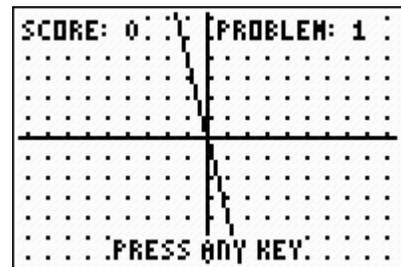
Press **[Y=]** to return to the game menu. Select **1:LINEAR** and press **[ENTER]**.



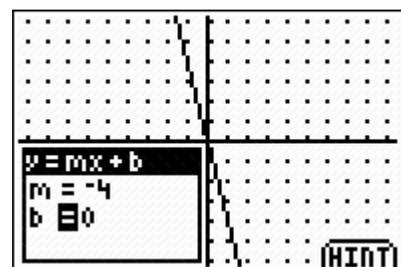
Select the form of linear function for the problems in the game. In the example, option **1: $y = mx + b$** was selected.



Press **[ENTER]**. A counter of the score and problem number appear at the top. Press any key.



Examine the graph and determine the slope and y-intercept. Press **[ENTER]** to get an entry box to enter the coefficients. Type them in, using arrows to move between the coefficients.

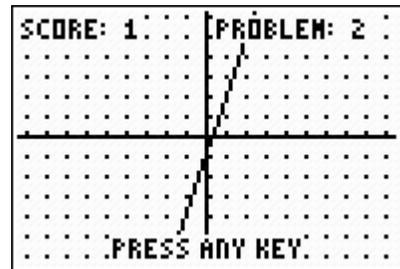


Guess My Coefficients

Press **[ENTER]**. The graph will be drawn using the values you entered. If the graph is correct, a message will display. Press **[GRAPH]** to move to the next problem.

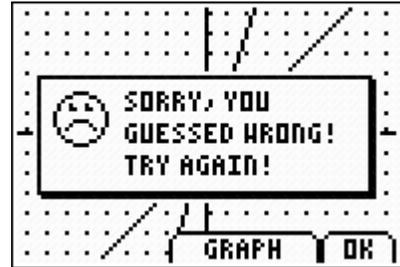


The score and problem number appear with a new graph. Press any key to examine the graph.

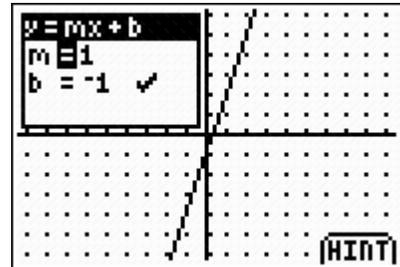


Examine the graph and determine the slope and y-intercept. Press **[ENTER]**. Type them in, using arrows to move between the coefficients.

Press **[ENTER]**. The graph will be drawn, and if you were incorrect, another message is displayed. If desired, view the graph again without the entry box by pressing a key under "GRAPH." Or press **[GRAPH]** for "OK."



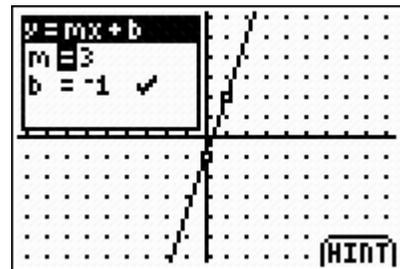
A check mark will appear beside any correct information. For an opportunity to trace the graph, press **[GRAPH]** to access the "HINT" option.



A cursor will appear on one point of the graph.

Use the arrows to trace the graph.

Once you determine the slope and y-intercept, press **[ENTER]**. Type them in, using arrows to move between the coefficients.



Press **[ENTER]**.